Subject: LE: Following and shooting drop-off bots
Posted by sauron--the--king on Wed, 19 Nov 2008 07:57:57 GMT

Hi,
I would like to have bots who follow me.
These bots must be allies and they have to shoot
at enemies. The bots are some GDI Snipers, Rocketsoldiers
and normall soldiers. They have to be dropped off by a
GDI transport helicopter on a specific place when
I enter a zone. When the units are dead the helicopters
must come again. It would be nice if they stopped
following me when I poked them. This must be done in LE.
Any ideas?
Kind regards,
Brian

Subject: Re: LE: Following and shooting drop-off bots
Posted by ErroR on Wed, 19 Nov 2008 14:04:50 GMT

try looking at some single player scripts for soldiers (like M01_SOLDIERSCRIPT_EXAMPLE <
this is an example no such script exists)

Subject: Re: LE: Following and shooting drop-off bots
Posted by Altzan on Wed, 19 Nov 2008 15:20:07 GMT

I saw someone use a script to achieve the following effect, it was something like M05_Guard_Bot
<--not the extact name but something similar

Wasn't sure how he used it though

Not sure how to do the poke thing or helicopter thing however.

Subject: Re: LE: Following and shooting drop-off bots
Posted by samous on Thu, 20 Nov 2008 01:42:39 GMT

why must it be in LE? it would be easier to just use a script to activeate a TXT file, and have the
TXT file drop off the guys with the proper scripts attached to them.

(i can do that for you)

Subject: Re: LE: Following and shooting drop-off bots
Posted by Canadacdn on Thu, 20 Nov 2008 02:31:13 GMT
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If you want the bots to be dropped off in a specific place, just create a script zone that plays a troop drop .txt cinematic and then deletes itself. Renegade's AI makes friendly bots normally follow you around.

Subject: Re: LE: Following and shooting drop-off bots
Posted by samous on Thu, 20 Nov 2008 04:16:49 GMT
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actually, to my knowladge, you have to have a script like MX0_HuntThePlayer or something like that for them to follow you, or else they just stand there, or if there are ai already in the game pre-scripted, they will move randomly most of the time.

Subject: Re: LE: Following and shooting drop-off bots
Posted by ErroR on Thu, 20 Nov 2008 12:45:37 GMT
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in the sp when u press e to someone he follows(Havoc: Tag, ur it!) u press e one more time he stops

Subject: Re: LE: Following and shooting drop-off bots
Posted by sauron--the--king on Thu, 20 Nov 2008 15:56:19 GMT
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Hi,
Does anyone has such drop.txt thing
which I can use for a specific
place in the map?
It would be very helpfull.
I have some drop.txt things but
the soldiers will come from
the wrong places.
kind regards,
Brian

Subject: Re: LE: Following and shooting drop-off bots
Posted by ErroR on Thu, 20 Nov 2008 18:08:31 GMT
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You could try looking at the single player drops and scripts which are .txt and can be used like troop drop etc. you can easly get them from allways dat but there are many so i did it for you If you remember the mission and the place you can find it in the txt cuz they are classified for missions (if you played SP)

File Attachments
1) SP txt scripts.rar, downloaded 155 times

Subject: Re: LE: Following and shooting drop-off bots
Posted by sauron--the--king on Thu, 20 Nov 2008 19:41:05 GMT
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hey,
Cool thank you very much
I will try it right away
Kind regards,
Brian

Subject: Re: LE: Following and shooting drop-off bots
Posted by samous on Fri, 21 Nov 2008 01:30:51 GMT
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i can script the txt file for you if you don't find wat u need

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Subject: Re: LE: Following and shooting drop-off bots
Posted by sauron--the--king on Fri, 21 Nov 2008 17:58:49 GMT
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Hi,
Sorry but where do you have to place
the Txt documents and stuff and how
do you activate them. I never used
it so I don't know how to do it.
Kind Regards,
Brian

Subject: Re: LE: Following and shooting drop-off bots
Posted by ErroR on Fri, 21 Nov 2008 19:26:31 GMT
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sauron--the--king wrote on Fri, 21 November 2008 19:58Hi,
Sorry but where do you have to place

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the Txt documents and stuff and how
do you activate them. I never used
it so I don't know how to do it.
Kind Regards,
Brian
as a drop cinematic or something. use the script "cinematic test" and put the txt name in the blank field under it (the txt has to be in the mod folder)

Subject: Re: LE: Following and shooting drop-off bots
Posted by Altzan on Fri, 21 Nov 2008 21:20:14 GMT
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ErroR wrote on Fri, 21 November 2008 13:26sauron--the--king wrote on Fri, 21 November 2008 19:58Hi,
Sorry but where do you have to place
the Txt documents and stuff and how
do you activate them. I never used
it so I don't know how to do it.
Kind Regards,
Brian
as a drop cinematic or something. use the script "cinematic test" and put the txt name in the blank field under it (the txt has to be in the mod folder)

http://renhelp.net/index.php?mod=Tutorials&action=view&id=108

Check that out, very helpful tutorial.

Subject: Re: LE: Following and shooting drop-off bots
Posted by sauron--the--king on Fri, 21 Nov 2008 23:04:21 GMT
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hey,
Thanks for the helpfull link
It is the first thing I will
try tomorrow after learning
Kind regards,
Brian

Subject: Re: LE: Following and shooting drop-off bots
Posted by sauron--the--king on Sat, 22 Nov 2008 12:37:04 GMT
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Hi,
I finally have the bot drop. I made one txt. document with

---

my own bots. But I need to know one more thing. I want the
bots to spawn again each time they die. For example, if I
have 5 bots with me who all came from the same chopper, I
want the chopper to come again and drop all of them again
at the same place when they all are dead. The bots already
follow me and kill enemy units, but they won't respawn when
they die. Does anyone know how to do this?
Kind Regards,
Brian

Subject: Re: LE: Following and shooting drop-off bots
Posted by mrÃ£Ã§Ä·z on Sat, 22 Nov 2008 13:12:43 GMT
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Do you want that for a Server Side Modification?

Subject: Re: LE: Following and shooting drop-off bots
Posted by sauron--the--king on Sat, 22 Nov 2008 14:52:19 GMT
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Hi,
I only need it for the LAN, so not server side.
Because it is for shooting bots with one of my
friends who isn't really that good in internet gaming.
Grtz,
Brian

Subject: Re: LE: Following and shooting drop-off bots
Posted by mrÃ£Ã§Ä·z on Sat, 22 Nov 2008 15:27:55 GMT
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I could make you a Script when you press a Button it will send you Reinforcements at your current
Position

Subject: Re: LE: Following and shooting drop-off bots
Posted by Altzan on Sat, 22 Nov 2008 16:19:16 GMT
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madrackz wrote on Sat, 22 November 2008 09:27I could make you a Script when you press a
Button it will send you Reinforcements at your current Position

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That would be cool.
Another way, not as good, is to have the bots come at designated intervals, i.e. every 30 seconds. That's explained in that tutorial. But Bots coming after they die is definitely better, use what I said as a fallback incase it can't be done (but if madrackz says he can script it, I'm sure he can).

Subject: Re: LE: Following and shooting drop-off bots
Posted by sauron--the--king on Sat, 22 Nov 2008 17:23:53 GMT
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Hey madrackz,
That would be really cool. If you have
the time you could do that, I think
many other people will find that usefull too.
Kind Regards,
Brian