Subject: Patrolling Bots
Posted by [sauron--the--king](#) on Wed, 19 Nov 2008 08:03:57 GMT
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Hi,
I'm trying to make some bots who
follow a looping waypath in LE.
They must stop and follow an enemy
unit when they see one. But when the
unit is killed, they must return to
follow their waypath. Any ideas to do this?
Kind regards,
Brian

Subject: Re: Patrolling Bots
Posted by [Altzan](#) on Wed, 19 Nov 2008 15:22:41 GMT
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Easy tutorial on Renhelp, BUT bots won't return patrolling after seeing an enemy, so not perfect

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Subject: Re: Patrolling Bots
Posted by [Canadacdn](#) on Wed, 19 Nov 2008 18:25:44 GMT
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Why did you insist
on typing your question
in such a fucked up
sentence? The enter key
is not needed this much.
Kind regards,
PLECOS

Subject: Re: Patrolling Bots
Posted by [ErroR](#) on Wed, 19 Nov 2008 18:51:31 GMT
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Canadacdn wrote on Wed, 19 November 2008 20:25Why did you insist
on typing your question
in such a fucked up
sentence? The enter key
is not needed this much.
Kind regards,

PLECOS
stop being rude if you don't help then don't post

Subject: Re: Patrolling Bots
Posted by Altzan on Wed, 19 Nov 2008 21:13:58 GMT
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ErroR wrote on Wed, 19 November 2008 12:51Canadacdn wrote on Wed, 19 November 2008
20:25Why did you insist
on typing your question
in such a fucked up
sentence? The enter key
is not needed this much.
Kind regards,
PLECOS
stop being rude if you don't help then don't post

Agreed

Subject: Re: Patrolling Bots
Posted by bisen11 on Wed, 19 Nov 2008 22:19:31 GMT
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Altzan wrote on Wed, 19 November 2008 16:13ErroR wrote on Wed, 19 November 2008
12:51Canadacdn wrote on Wed, 19 November 2008 20:25Why did you insist
on typing your question
in such a fucked up
sentence? The enter key
is not needed this much.
Kind regards,
PLECOS
stop being rude if you don't help then don't post

Agreed
He did express Kind regards tho. That was quite nice.

Subject: Re: Patrolling Bots
Posted by anant on Wed, 19 Nov 2008 22:26:34 GMT
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bisen11 wrote on Wed, 19 November 2008 16:19Altzan wrote on Wed, 19 November 2008
16:13ErroR wrote on Wed, 19 November 2008 12:51Canadacdn wrote on Wed, 19 November
2008 20:25Why did you insist
on typing your question

---

in such a fucked up
sentence? The enter key
is not needed this much.
Kind regards,
PLECOS
stop being rude if you don't help then don't post

Agreed
He did express Kind regards tho. That was quite nice.
overall not nice, so he should not have posted

Subject: Re: Patrolling Bots
Posted by sauron--the--king on Thu, 20 Nov 2008 16:11:15 GMT
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Hi,
Thanks for all the information
But does anyone know how this script works:
JFW_Guard_Duty
Because I think I can use this one for
the bot, but I just won't get it functioning.
Kind regards,
Brian

Subject: Re: Patrolling Bots
Posted by ArtyWh0re on Thu, 20 Nov 2008 16:45:01 GMT
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Canadacdn wrote on Wed, 19 November 2008 12:25Why did you insist
on typing your question
in such a fucked up
sentence? The enter key
is not needed this much.
Kind regards,
PLECOS
I actually find it easier to read and take in as the amount he wrote would go across the screen and
sometimes might put me off.

Subject: Re: Patrolling Bots
Posted by sauron--the--king on Tue, 25 Nov 2008 13:00:56 GMT
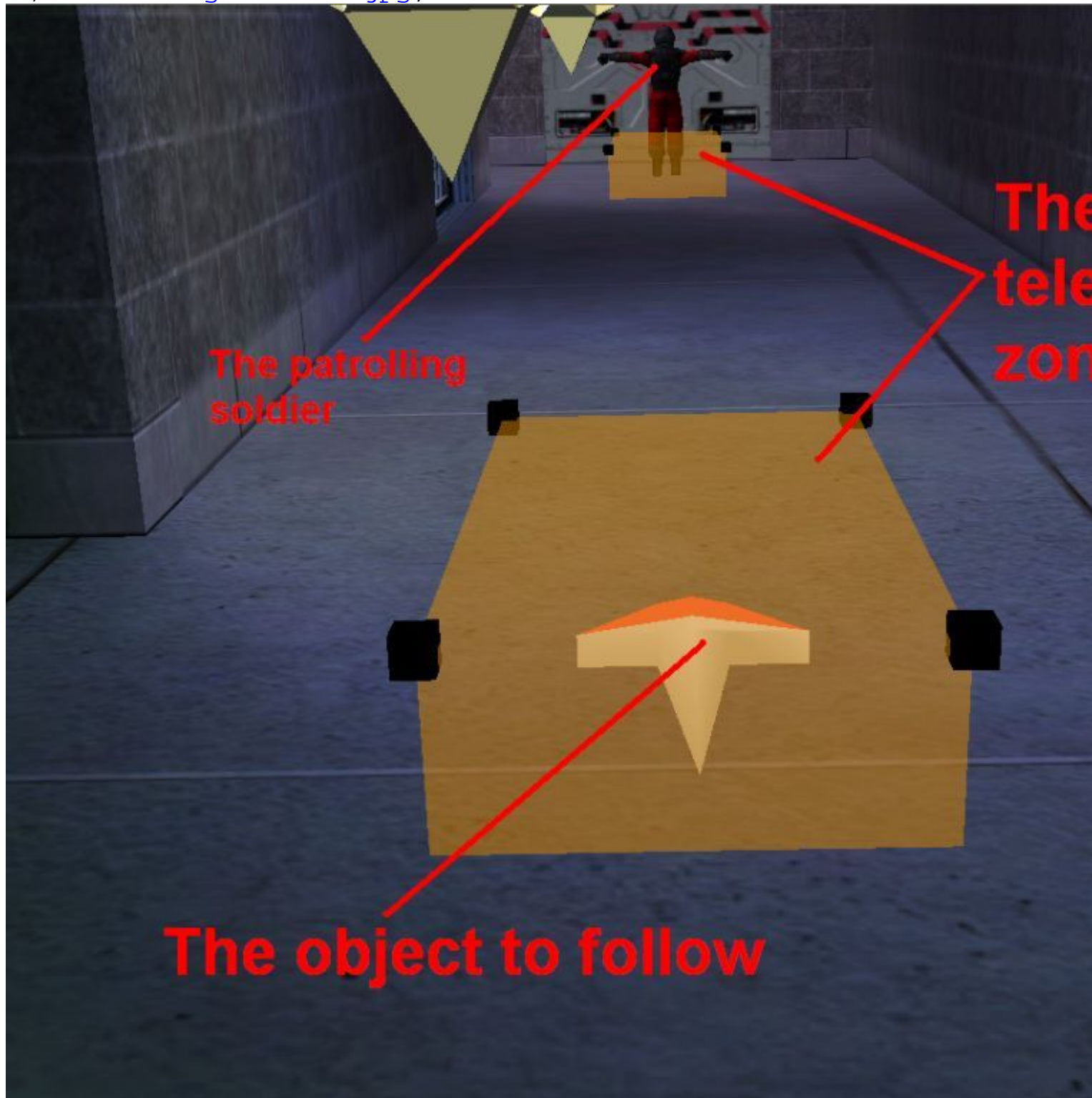View Forum Message <> Reply to Message

Beneath this you can find a Screen shot
from the map I am busy with. It may help

---

you with thinking how to make the script
things work.

The patrolling soldier

The tele zon

The object to follow

Subject: Re: Patrolling Bots
Posted by sauron--the--king on Tue, 25 Nov 2008 13:02:27 GMT
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Hi,
I found a new way to get a patrolling bot.
If a bot has "go to object" script on him,
he will also attack foes on the way. So
what if you teleport the object which he is
following, each time he is near it, he will
turn back and go to the object which is
teleported now. The object must keep teleporting
then. I thought I thought I had it functioning,
but the "JFW_Zone_Send_Custom_Preset_Enter" script
just won't work. Each time the soldier comes
in the zone, which is around the object,
the object must teleport back to the other
side, so he will keep "patrolling". The object
will be teleported with "JFW_Teleport_Custom".
The object had 2 of these scripts attached, one
for teleporting the item back and the other one
teleporting it to the place the soldier began.
For a picture look to the message above.
Can anyone help me with this?
Kind Regards,
Brian

Subject: Re: Patrolling Bots
Posted by sauron--the--king on Sun, 30 Nov 2008 15:50:00 GMT
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Hi,
I have found a better way in getting
patrolling bots. I use M03_Patrol_Base.
But once they saw me they won't continue
their waypath. The bots walk slow, just
like the way I want it. Can anyone help?
Kind regards,
Brian

Subject: Re: Patrolling Bots
Posted by ErroR on Sun, 30 Nov 2008 17:28:25 GMT
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sauron--the--king wrote on Sun, 30 November 2008 17:50Hi,
I have found a better way in getting

patrolling bots. I use M03_Patrol_Base.
But once they saw me they won't continue
their waypath. The bots walk slow, just
like the way I want it. Can anyone help?
Kind regards,
Brian
i don't know

Subject: Re: Patrolling Bots
Posted by Altzan on Sun, 30 Nov 2008 17:57:02 GMT
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sauron--the--king wrote on Sun, 30 November 2008 09:50Hi,
I have found a better way in getting
patrolling bots. I use M03_Patrol_Base.
But once they saw me they won't continue
their waypath. The bots walk slow, just
like the way I want it. Can anyone help?
Kind regards,
Brian

With that script alone, they will not continue patrolling. I don't think there's a way to fix that either.

Subject: Re: Patrolling Bots
Posted by CarrierII on Sun, 30 Nov 2008 21:39:34 GMT
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DanPaul88 is the man for RenAI AFAIK.

Subject: Re: Patrolling Bots
Posted by sauron--the--king on Sun, 30 Nov 2008 21:56:41 GMT
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CarrierII wrote on Sun, 30 November 2008 15:39DanPaul88 is the man for RenAI AFAIK.

I asked DanPaul88 for the patrolling bots. I asked
him if he would post his answer if he knew it
right in this forum.
Kind regards,
Brian

Subject: Re: Patrolling Bots
Posted by danpaul88 on Mon, 01 Dec 2008 08:50:11 GMT
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I usually write my own AI scripts instead of using the generic scripts to give me more flexibility over their behaviour. I am at work at the moment so I can't actually check into this, but try reading the readme.txt (ctrl+f to find any references to waypoint might be a good start) to see if you can find anything useful.

If I remember tonight after work I will have a look to see if any of the scripts do what you want, if not perhaps I will write one to put into 4.0. From my experience with the Renegade AI it is likely that the reason it does not already exist is because when the bot returns to patrolling they will start again from the beginning of the waypath instead resuming from where they got up to. A simple solution would be some daves arrows with an attatched script with a patrol ID and it's order in the patrol, and using another script on the AI to remember which one was the last one it visited, and therefore which one it has to go to next.

Remind me to look into it at some point.

Subject: Re: Patrolling Bots
Posted by sauron--the--king on Mon, 01 Dec 2008 14:16:22 GMT
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danpaul88 wrote on Mon, 01 December 2008 02:50
If I remember tonight after work I will have a look to see if any of the scripts do what you want...

Hi,
If you find anything, please tell me
I tried many things, but I just can't
find any scripts or combination of
scripts, so it will work the way I
want. I would love to see the script
that will function the way I want
Kind regards,
Brian