Subject: Script Name for AI Bot
Posted by Burn on Wed, 10 Jun 2009 04:02:51 GMT

OK I've done a lot of searching around and looked in renhelp but haven't found the answer yet, and I'm looking to make some more advanced bots.

Is there a script that, when attached to an AI bot, enables innate behavior for that bot ONLY when it sees the enemy? Whenever I fire, all of the bots on the map run to my location and bunch up at the elevators and doors and act pretty retarded.

I've tried a bunch of workarounds but nothing works better than good ol' fashioned script work.

Please help! Thanks

Subject: Re: Script Name for AI Bot
Posted by mrÃ£Â§Ä·z on Wed, 10 Jun 2009 11:57:04 GMT

Look at the Level Editor Settings i think you coukd edit it there.

Subject: Re: Script Name for AI Bot
Posted by Burn on Wed, 10 Jun 2009 13:24:01 GMT

Hmm, I'm not seeing it. Do you have a later version of the LevelEdit or something? I got mine from years ago.

Subject: Re: Script Name for AI Bot
Posted by Poskov on Thu, 11 Jun 2009 05:51:59 GMT

Ever wonder why every bot in single player doesn't go to your position when you fire a gun?

Hint *Hint*

Subject: Re: Script Name for AI Bot
Posted by ErroR on Thu, 11 Jun 2009 08:55:04 GMT

bots are really stupid, if you hold shift, even if the bots are hardcore and never miss the do miss if u walk to the side, and u can sneak behind them   i do this when i play coop servers, it pwns

Subject: Re: Script Name for AI Bot
Posted by Brandon on Thu, 11 Jun 2009 19:49:13 GMT
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There are a great deal of variables to work with. But you don't need a script if you're working with soldier AI Bots, only when working with vehicles do you need a script.

Hint: Use the Mod button in LevelEdit on your bots. Under Settings be sure to play around with Listener Scale and Innate Aggressiveness.

Also, what map is this on? If it's a custom-made map then that might explain a lot. If you need more help let me know.

Subject: Re: Script Name for AI Bot
Posted by ErroR on Thu, 11 Jun 2009 20:28:42 GMT
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i played on st0rm coop and it works on all maps, bots have crazy listener scale and weapon error is minimal

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Subject: Re: Script Name for AI Bot
Posted by Burn on Fri, 12 Jun 2009 02:03:11 GMT
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Thanks for the replies guys, they were very helpful, as always. What I did was just set up a script zone and when the player enters the script zone I attached the GTH_Enable_Spawner_On_Enter and made their spawns enable, so it achieves the same effect. The soldiers just haven't been made yet. I am very satisfied with the results.

I'm wrapping up my co-op map now and I'm looking forward to releasing it. One thing though-there is no END to it. How do I make it so you get only 1 life? That is, you play and once you die it kicks you out of the game or says Mission Failed and you have to start over again? I want to force the users out so everything can reset. I'm also gonna need a zone that gives a Mission Complete message. I'll do some more looking, but if you guys know how to do this please enlighten me and save me time!

Thanks, like always,

Burn

Subject: Re: Script Name for AI Bot
Posted by ErroR on Fri, 12 Jun 2009 09:30:13 GMT
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i don't know but you should take a look at a westwood mission map. the le files are on game-maps

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Subject: Re: Script Name for AI Bot
Posted by Brandon on Fri, 12 Jun 2009 20:31:48 GMT
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I don't know if you can do that online. If it's offline then ya, look at a Westwood created mission.

Subject: Re: Script Name for AI Bot
Posted by ErroR on Sat, 13 Jun 2009 08:40:19 GMT
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i think you can, i remember the objective being displayed when i played on lan. just can't switch it but the mission failed thing might need a custom script. And i'd get it frustrating to have to rejoin the server to respawn

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