
Subject: Do AI soldiers in renegade open doors?

Posted by [jonwil](#) on Fri, 23 Aug 2013 13:30:32 GMT

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Can anyone confirm if there are instances in renegade (in single player, in skirmish or otherwise) where AI soldiers will actually open doors? And by this I mean the AI specifically walking up to the door and it opening and the AI walking through.

And can anyone point me at a specific point (e.g. a specific point in a specific mission) where I should be able to witness this happening?

Subject: Re: Do AI soldiers in renegade open doors?

Posted by [danpaul88](#) on Fri, 23 Aug 2013 13:45:50 GMT

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I think the mission in the mansion has some doors that infantry can open, but I'm not certain without loading it up and having a look... probably worth trying with stock scripts too just to see if there is a difference.

EDIT: Also, in the ship mission they come through the doors at the top of the catwalks when you return to the submarine, a few of them keep respawning outside the room and rushing in as I recall. I think some enemies also rush the torpedo room after you disarm them all...

Subject: Re: Do AI soldiers in renegade open doors?

Posted by [Ethenal](#) on Fri, 23 Aug 2013 15:49:06 GMT

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Can you explain what you mean? I thought all AI infantry were capable of opening doors, even locked ones.

I know for a fact that if you start M04 (the ship mission) and walk about half-way up the catwalk ramp, a Nod Officer will walk out of the yellow door. It's a zone trigger, it happens everytime (once per map anyway) - and it's also notable because he opens a yellow door. Try that out perhaps?

Subject: Re: Do AI soldiers in renegade open doors?

Posted by [jonwil](#) on Fri, 23 Aug 2013 16:04:06 GMT

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Thanks, that's exactly the info I needed. Now I have a reproducible test case for testing which scripts change actually caused AI soldiers to be unable to open doors (my bet is that it's something in the pathfind code)

Subject: Re: Do AI soldiers in renegade open doors?
Posted by [Good-One-Driver](#) on Fri, 23 Aug 2013 17:21:19 GMT
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Yes, on the prison map they open doors that need key cards and regular doors.

Subject: Re: Do AI soldiers in renegade open doors?
Posted by [jonwil](#) on Fri, 23 Aug 2013 17:37:41 GMT
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Regarding AI soldiers opening locked doors, this is because the scripting for the missions (e.g. the M04_Doorway_Enterer_JDG script used for the catwalk entry officer guy mentioned by Ethenal) specifically grant the relevant keys to the soldier in question.

In any case I have now successfully verified that with a scripts build numbered 6225, the nod officer on the boat level does open the door when you walk through the catwalk zone but with a scripts build numbered 6331, the nod officer doesn't open the door. I now need to figure out which of the changes made between the codebase that works and the codebase that fails actually broke things.

Subject: Re: Do AI soldiers in renegade open doors?
Posted by [Ethenal](#) on Fri, 23 Aug 2013 21:00:50 GMT
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git bisect!

Subject: Re: Do AI soldiers in renegade open doors?
Posted by [iRANian](#) on Sat, 24 Aug 2013 08:13:49 GMT
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Aren't they supposed to be unable to open doors? There's a check whether an object is human controlled or not in the function to check if the door should open, I've used it before as door open hook.

Subject: Re: Do AI soldiers in renegade open doors?
Posted by [jonwil](#) on Sat, 24 Aug 2013 08:27:03 GMT
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I found the problem (it was in PathActionClass for those who care) and now the officer does correctly pop out of the yellow door in the ship mission.

Subject: Re: Do AI soldiers in renegade open doors?
Posted by [iRANian](#) on Sat, 24 Aug 2013 21:15:38 GMT
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So it's a special script on that Officer?

Subject: Re: Do AI soldiers in renegade open doors?
Posted by [Ethenal](#) on Sat, 24 Aug 2013 22:35:39 GMT
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iran, every single bot in the game is capable of opening doors lol

(well, maybe not EVERY...)

Subject: Re: Do AI soldiers in renegade open doors?
Posted by [iRANian](#) on Sun, 25 Aug 2013 10:46:03 GMT
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The GDI soldiers patrolling around the AGT in the tutorial aren't able to open doors.

<http://i.imgur.com/xVbAUfo.jpg>

But If I patch out the check I get:

<http://i.imgur.com/X56rtcD.png>

Obviously certain AI soldiers can indeed open doors in the campaign, but how? Is there special logic for unlocking doors (as opposed to just opening them? Or special scripts?

Subject: Re: Do AI soldiers in renegade open doors?
Posted by [jonwil](#) on Sun, 25 Aug 2013 12:27:18 GMT
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For locked doors, it depends on whether the AI soldier in question has the correct keys. In the case of the nod officer in M04 (the ship level) the code calls `Commands->Grant_Key` to grant the keys to the officer in question.

Subject: Re: Do AI soldiers in renegade open doors?
Posted by [iRANian](#) on Sun, 25 Aug 2013 12:58:25 GMT
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Ah, there we go.

Subject: Re: Do AI soldiers in renegade open doors?
Posted by [zeratul](#) on Sat, 31 Aug 2013 16:42:25 GMT
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Several black hand walk through the yellow doors throughout M04 both on the submarine level and below it. I've used them to get through the door without the keycard. Ended up bugging up the objectives in the process. I've also been attacked by a soldier that went through the locked door next to the prisoners. I haven't been able to repeat that one though. And of course the Officer as mentioned above.
