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Subject: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [Neijwiert](#) on Tue, 29 Apr 2014 13:48:24 GMT  
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This code was written by me some time ago and I never really used it. Now I will release it.

Basicly what this plugin does, it adds a script called 'AI\_Dialogue'. You attach this script to a soldier bot and it will enable their voices (their conversations defined in their presets) in multiplayer.

It does not automaticly add the scripts to all soldier bots, due to flexibility.

So for example if you were to go into LE to the preset 'GDI\_MiniGunner\_1Off' and click modify. If you then go to the Dialogue tab you can see several conversations that need to be executed at a certain event. The plugin takes note of the silence weights and the weights per sound-event.

If you do however add custom converstaions (not sure if that would work server-side though) then you have to use the logical naming westwood uses. The conversation names are exactly the same except it doesn't have the .wav extension.

It has to follow that logic or else my plugin will fail, because i have yet to find a way to find the wav file that corresponds with the conversation.

Attached is the source code and the dll file.

EDIT: Feel free to do whatever you like as long as you put some credits in the code i suppose.

### File Attachments

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- 1) [AI\\_Dialogue.dll](#), downloaded 317 times
  - 2) [AI\\_Dialogue.rar](#), downloaded 357 times
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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [iRANian](#) on Tue, 29 Apr 2014 16:12:56 GMT  
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Your code still contains an ::OnChat() event hook which implements a !test command.

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [Neijwiert](#) on Tue, 29 Apr 2014 18:05:13 GMT  
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Oh crap. Thanks for noticing, completly forgot to remove that. Will remove that asap.

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [Xpert](#) on Tue, 29 Apr 2014 18:43:32 GMT  
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Very nice

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [OuTSMoKE](#) on Wed, 30 Apr 2014 17:31:31 GMT  
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Tested with him last night, is good shit.

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [iRANian](#) on Thu, 01 May 2014 08:19:16 GMT  
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Any videos of it in action? ;p

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [Neijwiert](#) on Thu, 01 May 2014 12:21:19 GMT  
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As per request: [http://www.youtube.com/watch?v=2LBal\\_Ap8E8&feature=youtu.be](http://www.youtube.com/watch?v=2LBal_Ap8E8&feature=youtu.be)

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [iRANian](#) on Thu, 01 May 2014 16:17:36 GMT  
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Yeah that's really cool

Does it work with the 4.0 resource downloader?

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [Mauler](#) on Thu, 01 May 2014 17:09:09 GMT  
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Lol nice stuff

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue

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Posted by [Neijwiert](#) on Thu, 01 May 2014 17:42:35 GMT

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iRANian wrote on Thu, 01 May 2014 09:17Yeah that's really cool

Does it work with the 4.0 resource downloader?

Don't know. If the custom conversation making works server-side then i suppose it should work.

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue

Posted by [iRANian](#) on Thu, 01 May 2014 18:49:22 GMT

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It works if the arguments to the script are wav file names to play, instead of the conservation audio stuff via LE.

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue

Posted by [Neijwiert](#) on Thu, 01 May 2014 19:42:59 GMT

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iRANian wrote on Thu, 01 May 2014 11:49It works if the arguments to the script are wav file names to play, instead of the conservation audio stuff via LE.

If I would do that, then it would completely nullify the purpose of this whole plugin. The purpose of it is that it can read the actual conversation data from presets, so you don't have to hardcode anything in per preset.

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue

Posted by [iRANian](#) on Thu, 01 May 2014 20:56:16 GMT

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Doesn't the plugin apply some either state logic? I mean it isn't just grabbing the sound files from the conversation info, it's implementing extra logic to get everything working, isn't it?

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue

Posted by [Gen\\_Blacky](#) on Fri, 02 May 2014 16:05:18 GMT

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you should be able to use dialogue from the strings server side no problem even custom strings?

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [Neijwiert](#) on Tue, 29 Jul 2014 12:32:06 GMT  
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Fixed the debug message and uploaded the updated files.

EDIT:

oh sorry didn't see your message Iran. Yeah I implemented my own logic to reflect the original behaviour in singleplayer.

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [jonwil](#) on Tue, 29 Jul 2014 13:19:16 GMT  
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BTW the reason Find\_Conversation(const char \*Conversation\_Name) doesn't work is that you are using the wrong addresses for it.

This should help

RENEGADE\_FUNCTION

```
ConversationClass *ConversationMgrClass::Find_Conversation(const char *)  
AT2(0x006D6C30,0x006D64D0);
```

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [dblaney1](#) on Mon, 28 Sep 2015 18:13:34 GMT  
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Hey, I am posting a substantially improved version of this that works with 4.2, but also fixes a lot of issues with the original plugin. Works perfect on my test server. I setup all my coop bots to have the proper conversation settings.

Some things I fixed is the enemy killed messages now play correctly, it queues them so that they play next time the isacting flag is reset, all the sounds except for death no longer play if the soldier is already dead. The original version was toggling enable\_enemy\_seen(). It also was never resetting it to turn back on. Instead of toggling that flag I implemented a bool in the script itself that gets reset after X number of seconds. That way other scripts and the innate behavior aren't affected. Theres a variety of other tweaks that I made as well.

I recommend that if you plan on using this that you either add to this plugin to attach the script to all soldiergameobjs on creation or add that code to another ssgm or da plugin you have on your server including actually player controlled soldiers. This makes it so the bots are informed when they kill a player so they can play the kill taunt.

### File Attachments

1) [AI\\_Dialogue-dblaney-9-2015.zip](#), downloaded 311 times

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [sla.ro\(master\)](#) on Wed, 07 Oct 2015 13:31:45 GMT  
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dblaney1, can you upload the binary? thanks.

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [jonwil](#) on Wed, 07 Oct 2015 21:22:56 GMT  
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Still using the wrong addresses for  
ConversationClass \*ConversationMgrClass::Find\_Conversation(const char \*) I see...

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [dblaney1](#) on Wed, 07 Oct 2015 21:27:11 GMT  
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jonwil wrote on Wed, 07 October 2015 14:22 Still using the wrong addresses for  
ConversationClass \*ConversationMgrClass::Find\_Conversation(const char \*) I see...

Oh I'll fix that. That function wasn't being used at all in the code so I never really touched it. I may make a few tweaks to use it if I can find some ways to improve it.

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Subject: Re: [SSGM 4.1 Plugin] AI Dialogue  
Posted by [jonwil](#) on Wed, 07 Oct 2015 23:11:00 GMT  
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I am going to add some things to the next scripts build that should help you out regarding the sounds and stuff.

```
ConversationRemarkClass remark;  
Conversation->Get_Remark_Info(0,remark);  
TDBObjClass *translate_obj = TranslatedBClass::Find_Object(remark.Get_Text_ID());  
if (translate_obj != NULL)  
{  
    int sound_def_id = (int)translate_obj->Get_Sound_ID ();  
    Vector3 pos = Commands->Get_Position(obj);  
    Commands->Create_Sound(Get_Definition_Name(sound_def_id),pos,obj);  
}
```

Use this code (which assumes obj is the soldier you are playing the sound on and Conversation is the ConversationClass instance) along with the attached ConversationClass.h and DialogueClass.h files (both files will be in the next 4.2 update but will work no problems with the current build of 4.2) and that should let you get the correct sound filename that you need regardless of how its set in the conversation data.

You will also need to call DialogueClass::Get\_Option\_List and DialogueClass::Get\_Silence\_Weight instead of accessing the variables directly.

Note that it plays the sound at the origin of the soldier, not the head bone (this IS correct to what the actual dialogue code in Renegade does)

### File Attachments

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- 1) [DialogueClass.h](#), downloaded 315 times
  - 2) [ConversationClass.h](#), downloaded 418 times
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