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Subject: Bots?

Posted by [Xtracrispy69](#) on Wed, 19 Mar 2003 19:05:51 GMT

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Are there any mods for bots in multiplayer games with other human players? if the bot coding is already in, why has no one put out a bot for this damn sweet game yet?

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Subject: Bots?

Posted by [Crimson](#) on Wed, 19 Mar 2003 19:24:12 GMT

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Dante created maps with AI that you can play by yourself or with others online/LAN.

I'm trying to find a link to them... I'll post it when I have it.

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Subject: Bots?

Posted by [cheeta30](#) on Wed, 19 Mar 2003 19:35:37 GMT

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it's on the topic "who knows how to have more levels on page three of this forum, there is his download site"

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Subject: Bot maps

Posted by [IkeHill](#) on Wed, 19 Mar 2003 20:39:19 GMT

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Is Dante gonna design any bot maps from the maps that have flying vehicles.

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Subject: Bots?

Posted by [Beanyhead](#) on Wed, 19 Mar 2003 21:00:19 GMT

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<http://dante.ww-unleashed.com/downloads.htm>

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Subject: Bots?

Posted by [XdFrAgAX](#) on Wed, 19 Mar 2003 22:21:08 GMT

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I have an aimbot courtesy of <http://www.goatse.cx>

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Subject: Bots?

Posted by [SencneS](#) on Thu, 20 Mar 2003 01:14:02 GMT

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That aimbot is no match for DodgeBot. It calculates all the bullets, tanks, anything and will override your current movement to protect itself. It's kind of funny to watch you are moving forward towards a sniper the sniper shoots but you have already moved left or right.

And a tank. Since it looks for path interceptions it will stop you right in your tracks if it detects you will be squished in 3 seconds. If a tank is on your butt it will move left and right and stuff to prevent it. This is the only way you really die in the game. You can never be hit by a bullet unless it's like 30 people shooting at you. But you do suffer splash damage it's can't get away from that.

Get it [HERE](#) I was thinking about calling it SPBot (Self Preservation)

SencneS

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