Subject: Scripts Question COME ON!
Posted by NeoSaber on Thu, 17 Mar 2005 04:51:47 GMT
View Forum Message <> Reply to Message

Those vehicles are using Neo_Vehicle_AI, a script I wrote since I didn't want to use AI vehicles stuck to waypaths. It's kind of a beta version of the script since I didn't finish all the features I originally planned for it.

I don't think they actually moved and fired at the same time though. I think when they found a target they'd stop and fire at it as long as it stayed alive and in range. I wrote the script to run in a loop of timers when the vehicle is fighting. Every second or so it checks if the target needs to be chased or attacked and changes the current action if required. That way if a target runs off it starts chasing them again.