
Subject: [SSGM 4.1 Plugin] AI Dialogue
Posted by [Neijwiert](#) on Tue, 29 Apr 2014 13:48:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

This code was written by me some time ago and I never really used it. Now I will release it.

Basically 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 automatically 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 conversations (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

- 1) [AI_Dialogue.dll](#), downloaded 215 times
 - 2) [AI_Dialogue.rar](#), downloaded 247 times
-