
Subject: Re: [SSGM 4.1 Plugin] AI Dialogue
Posted by [dblancey1](#) 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-dblancey-9-2015.zip](#), downloaded 310 times
