Subject: Scripts Question COME ON!
Posted by Oblivion165 on Wed, 16 Mar 2005 06:43:14 GMT
View Forum Message <> Reply to Message

Ok im making a vehicle a.i. tutorial and i thought i knew how to do it, but now that i tried nothing works. Ive even resorted to making my own script but still the vehicle refuses to shoot and follow a waypath at the same time. One or the other, sure yeah but not both.

Whats the best combination? ive tried:

JFW_Follow_Waypath
JFW_Base_Defence

M00_Follow_Waypath_initiate
JFW_Base_Defence

JFW_Follow_Waypath
M00_Base_Defence

And countless others! arrg.

Subject: Scripts Question COME ON!
Posted by WNxCABAL on Wed, 16 Mar 2005 12:12:04 GMT
View Forum Message <> Reply to Message

Yea, I've used :
JFW_Follow_Waypath
JFW_Base_Defence

in the past and found it not to work.
Does it just ignore Follow_Waypath and just used Base_Defence ?
i.e. stand still and act as a Nod Turret ?

I've tried countless amounts of things and I can't get a working AI for Vehicles

---

Subject: Scripts Question COME ON!
Posted by Naamloos on Wed, 16 Mar 2005 13:03:37 GMT
View Forum Message <> Reply to Message

The base defense script makes things act like turrets and stuff yes... Try rotating the vehicle a bit(in LE) with that script and it goes right back to it's original position in-game.

I tried some SP scripts but none of them work. They do shoot and don't return to their original position like base_defence but they still don't move.

I have not tested all scripts yet though... There must be one to make it work...

Subject: Scripts Question COME ON!
Posted by Oblivion165 on Wed, 16 Mar 2005 13:24:56 GMT
View Forum Message <> Reply to Message

Yeah i know! god forbid there would be a easy combination for the ability, but no! it must be reserved for the mighty apple.

I know of a perfect script on the first lv for sp, but the nod buggy that its on isnt in LE, its spawned at some trigger that i cant find.

~ Right after you blow up the nod barracks and you head up the road. It follows a circular waypath and is very defensive. Perfect, i mean its a kiss of perfectness.

Subject: Scripts Question COME ON!
Posted by Naamloos on Wed, 16 Mar 2005 15:35:33 GMT
View Forum Message <> Reply to Message

But it shoots at anything that shoots at it, even at nod players with FF off.

Subject: Scripts Question COME ON!
Posted by Oblivion165 on Wed, 16 Mar 2005 20:48:36 GMT
View Forum Message <> Reply to Message

Ok so basically no one knows. Its been 15 hours and no body knows.

Subject: Scripts Question COME ON!
Posted by Oblivion165 on Thu, 17 Mar 2005 02:49:55 GMT
View Forum Message <> Reply to Message

Come on! you can honestly tell me that no one here has gotten a vehicle to work.

Subject: Scripts Question COME ON!
Posted by dueltommychan on Thu, 17 Mar 2005 02:56:49 GMT
View Forum Message <> Reply to Message

hihi

Subject: Scripts Question COME ON!
Posted by IRON FART on Thu, 17 Mar 2005 03:04:06 GMT
View Forum Message <> Reply to Message

dueltommychan, you are officially wierd.

Quote:
Yeah i know! god forbid there would be a easy combination for the ability, but no! it must be reserved for the mighty apple.

LOL

Maybe you need to use something instead of JFW_Base_Defence or M00_Base_Defence. After all, those were designed for stationary objects.

Subject: Scripts Question COME ON!
Posted by glyde51 on Thu, 17 Mar 2005 03:05:18 GMT
View Forum Message <> Reply to Message

Mutant?

Subject: Scripts Question COME ON!
Posted by Oblivion165 on Thu, 17 Mar 2005 03:10:05 GMT
View Forum Message <> Reply to Message

IRON FART
dueltommychan, you are officially wierd.

Quote:
Yeah i know! god forbid there would be a easy combination for the ability, but no! it must be reserved for the mighty apple.

LOL

Maybe you need to use something instead of JFW_Base_Defence or M00_Base_Defence. After all, those were designed for stationary objects.

Ywah ive tried so many scripts over the last 4 days of doing this.

Subject: Scripts Question COME ON!
Posted by Oblivion165 on Thu, 17 Mar 2005 03:11:25 GMT
View Forum Message <> Reply to Message

glyde51Mutant?

As of just right now, just a Gdi humvee and a Nod buggy going around two round waypaths. I want them to shoot at each other as they go around.

Subject: Scripts Question COME ON!
Posted by NeoSaber on Thu, 17 Mar 2005 04:09:14 GMT
View Forum Message <> Reply to Message

Why waste time with waypaths? Using pathfind creates AI that can chase you almost anywhere.

Oh right, they killed me... maybe pathfind makes them too smart.

Subject: Scripts Question COME ON!
Posted by Oblivion165 on Thu, 17 Mar 2005 04:14:39 GMT
View Forum Message <> Reply to Message

Oh dont get me wrong, im all for AI with pathfind, and i am going to include it in my tutorial, but what did you use to make it attack you and also have freedom of movement?

Cant have a vehicle AI tutorial and not touch on the waypaths. Also i can have the vehicles drive to certian spots like bases and when they reach the end they are freelance.

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.

Subject: Scripts Question COME ON!
Posted by laeubi on Thu, 17 Mar 2005 08:09:22 GMT
View Forum Message <> Reply to Message

I used thsi for the BattelTanx AI Tanks:
Created a Spawner for this Tank, attatched:
M03_BasePatrol (This needs the WAYPATH id not the Id of a singel Waypoint!! I mention that on Renhlp also)

The Tank itself has attached:
M00_Base_Defence

For this to work you must chekc that several things are settet up right!:
- The "SightRange" Should be set to something like 100 or so or the Vehile just won't recognize you!
- The "SightArc" Should be 360° or the Vehicle won't recognize you when you are behind it!
- The Turret settings should be settet so the Tank aktualli can turn completely around
- activate AIM2D, type Turret
- Be sure the Spawner AND the Tank are setted up for the right team!
- Be sure to have Waypathes generated!!

Subject: Scripts Question COME ON!
Posted by Oblivion165 on Thu, 17 Mar 2005 08:54:35 GMT
View Forum Message <> Reply to Message

Hmm getting closer, the gdi humvee follows the waypath until it sees the buggy then runs into a wall and stops   the turret points at the buggy but doesnt shoot.

Oposite for the buggy tough, no waypath and is shooting the humvee.

**

I did everything upto your last step, waypath generating?? or sector generating? Well either way i did the sector gen.

Subject: Scripts Question COME ON!
Posted by laeubi on Thu, 17 Mar 2005 11:55:05 GMT
View Forum Message <> Reply to Message

You shoudl add vehicle blockers to areas where AI can't (or should) not drive to, the regenrate the Sektors.
I'm not sure if AI is shooting at AI.... try if the attac you.

Subject: Scripts Question COME ON!
Posted by Oblivion165 on Thu, 17 Mar 2005 20:40:19 GMT
View Forum Message <> Reply to Message

LaeubiYou shoudl add vehicle blockers to areas where AI can't (or should) not drive to, the regenrate the Sektors.
I'm not sure if AI is shooting at AI.... try if the attac you.

Meh noth'in. Nod shoots me, gdi doesnt.

(Gdi doesnt shoot me is im nod or gdi)
(nod shoots me if im gdi)

Attached:

http://www.file.oblivionabre.com/VechAiTutorial.zip

Subject: Scripts Question COME ON!
Posted by Sn1per XL on Thu, 17 Mar 2005 21:11:07 GMT
View Forum Message <> Reply to Message

Try M05_nod_gun_emplacement

Subject: Scripts Question COME ON!
Posted by bisen11 on Fri, 18 Mar 2005 14:40:37 GMT
View Forum Message <> Reply to Message

M03_goto_star
Makes ai n00by

M01_hunt_the_player_jdg
The only thing is that isnt waypoints....

Subject: Scripts Question COME ON!
Posted by bigwig992 on Sat, 19 Mar 2005 04:14:51 GMT
View Forum Message <> Reply to Message

JFW_Gaurd_Duty is what we used in Sole Survivor. Seemed to work good for our needs.

Subject: Scripts Question COME ON!
Posted by bisen11 on Mon, 21 Mar 2005 01:29:01 GMT
View Forum Message <> Reply to Message

How's that Gaurd Duty script work? I think i get the Range and waypath id. But what is all that other stuff in it? And would i need any other scripts along with it or no?