Subject: AI Bots?
Posted by Cyber030 on Wed, 25 May 2005 11:46:00 GMT
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Ok, I would like to know how to get AI Bots to actually shoot players ingame. I have tried everything I can think of, but they just stand there pointing their gun at me. I would like to know how you get a bot working like the one in the MP server. Can anyone tell me what I woild need to do. BTW: I jst want this for private use. As a second sort of multiplayer practice.

Subject: AI Bots?
Posted by Oblivion165 on Wed, 25 May 2005 13:28:17 GMT
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http://renhelp.co.uk/?tut=40

Subject: AI Bots?
Posted by Cyber030 on Wed, 25 May 2005 20:27:55 GMT
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I did exactly that. They just stared at me. They didn't shoot, they just pointed there gun and watched. What am I doing wrong? Also, if I set the Aggresiveness higher, does that make them more deadly?

Subject: AI Bots?
Posted by Oblivion165 on Wed, 25 May 2005 21:13:01 GMT
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It will make them less lieky to Duck/hide behind things.

EDIT: ill come up with some options on your bot situations in the next few minutes.

Subject: AI Bots?
Posted by Oblivion165 on Wed, 25 May 2005 21:17:19 GMT
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Well send me your mod folder, there are just to many things.

Upload it here:
http://uploadhut.com

Pm me the link if you would like to keep your mod private, im trustworthy not to release stuff.

Or you can post the link here if you dont care either way.

Subject: AI Bots?
Posted by reborn on Wed, 25 May 2005 23:01:17 GMT
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These settings should work to make him an angry little git.

Subject: AI Bots?
Posted by Cyber030 on Thu, 26 May 2005 02:09:54 GMT
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Ok got them working. New problem though. I want the soldiers standing on somethings to stay put, and not move. My second problem is, the soldiers on balconies and in windows and rooftops cannot look down, they try, I can really tell, but they can't. Anyone know how to fix this?

I kind of stole the idea for the layout of one of the MP AI Bot maps, only I used different blockers. I figured it wouldn't matter since I am not releasing it publically. I just want to use it for myself, in a .pkg, as a practice map.

I decided to use http://www.yousendit.com instead becasue it is faster. Here is the link:
http://s6.yousendit.com/d.aspx?id=31FAR2354OXZJ3MIY9A7IY957Q

Subject: AI Bots?
Posted by reborn on Thu, 26 May 2005 06:54:38 GMT
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Glad that our server inspired you, it was GhostSWT that modified the maps.

For your problem you need alter the settings that says sight arc angle, or something like that in the settings tab, there are many settings in there to do with angles and stuff, you need to try them out with trial and error.

Subject: AI Bots?
Posted by Cyber030 on Thu, 26 May 2005 11:54:42 GMT
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I tried using the soldier types that are played in single player as a guide. It didn't work. I know who did your servers. I have known ghost for a long time.

Subject: AI Bots?
Posted by reborn on Thu, 26 May 2005 21:07:13 GMT

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Ghost made the maps for the co-op server, not all of them...

I can provide you with some settings on msn if you wanna take a look at an old odjects mod...

fm_reborn@hotmail.com