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Subject: a bot hmmm... makes you wonder  
Posted by [ben5015se](#) on Fri, 02 Sep 2005 02:53:43 GMT  
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im thinking about making a very felxible bot that6 will work with multipule mods such as ctf dm dragonade and other stuff the problem is..i need help starting it like getting it to use the fds to use commands... since i said this i bet one of you will get a head start

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [mac](#) on Fri, 02 Sep 2005 07:41:11 GMT  
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Since when do the bots out there do not support all server side mods?

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [Nightma12](#) on Fri, 02 Sep 2005 07:56:35 GMT  
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nowadays, everybody is making themselfs a bot

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [Whitedragon](#) on Fri, 02 Sep 2005 08:14:45 GMT  
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Nightma12 wrote on Fri, 02 September 2005 03:56nowadays, everybody is making themselfs a bot  
Great way to learn how to program, the problem is everyone wants to make all the commands different.

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [=HT=T-Bird](#) on Fri, 02 Sep 2005 11:46:00 GMT  
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Whitedragon wrote on Fri, 02 September 2005 03:14Nightma12 wrote on Fri, 02 September 2005 03:56nowadays, everybody is making themselfs a bot  
Great way to learn how to program, the problem is everyone wants to make all the commands different.

Hint hint: let the user write his own commands!

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [Nightma12](#) on Fri, 02 Sep 2005 13:32:33 GMT  
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NR 2.0  
BR.NET  
BR 1.42

all allow users to write there own commands

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [ben5015se](#) on Fri, 02 Sep 2005 22:02:29 GMT  
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except for the fact that nr wont let you change all players to one team witch i think is kind of dumb.. i would edit br.net but i dont really need half of those commands..and i dont feel like messing with br.net

im going to make one that doesnt have dumb limits like that

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [nopic01](#) on Fri, 02 Sep 2005 23:03:20 GMT  
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ben5015se wrote on Fri, 02 September 2005 17:02except for the fact that nr wont let you change all players to one team witch i think is kind of dumb.. i would edit br.net but i dont really need half of those commands..and i dont feel like messing with br.net

im going to make one that doesnt have dumb limits like that  
Imfao omg thats hilarious this is going to be a great day

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [ben5015se](#) on Sat, 03 Sep 2005 01:52:21 GMT  
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huh?

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [Dr. Lithius](#) on Sat, 03 Sep 2005 02:11:50 GMT  
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There are actual intelligent bots for Renegade? Since when? I'd even settle for modifying the

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pre-existing ones so they changed classes and bought vehicles and stuff.

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [ben5015se](#) on Sat, 03 Sep 2005 02:15:01 GMT  
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actually i was going to start a project for a player bot (one that plays and counted as a player) but im probly going to drop it like everything else i do...

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [Nightma12](#) on Sat, 03 Sep 2005 07:28:18 GMT  
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Quote:except for the fact that nr wont let you change all players to one team witch i think is kind of dumb..

yes, it does

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [ben5015se](#) on Mon, 05 Sep 2005 23:12:47 GMT  
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it alwas says this will end the game

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [Renx](#) on Tue, 06 Sep 2005 20:04:57 GMT  
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ben5015se wrote on Fri, 02 September 2005 23:15actually i was going to start a project for a player bot (one that plays and counted as a player) but im probly going to drop it like everything else i do...

IRC bots.

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [Goztow](#) on Wed, 07 Sep 2005 08:17:15 GMT  
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Nightma12 wrote on Fri, 02 September 2005 03:56nowadays, everybody is making themselves a bot

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You can't tell that: you started that hype!

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [Dave Mason](#) on Wed, 07 Sep 2005 16:48:55 GMT  
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Find Oblivion out of the depths of these forums, he made some custom AI a while back that was pretty sweet if I remember correctly.

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [BHmath](#) on Thu, 22 Sep 2005 00:52:43 GMT  
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Nightma12 wrote on Fri, 02 September 2005 00:56nowadays, everybody is making themselves a bot

Frankly, I do not know how to script or program beyond QBASIC (yet! I haven't furthered myself in school in programming.). Scripting is becoming easier nowadays, but I'm still having trouble with some scripting commands in MIRC.

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Subject: Re: a bot hmmm... makes you wonder  
Posted by [EA-DamageEverything](#) on Thu, 22 Sep 2005 16:52:29 GMT  
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ben5015se wrote on Tue, 06 September 2005 01:12 it alwas says this will end the game  
To get all players to one side, you need the fixed server.dat file from v00d00. Otherwise the FDS will re-balance the teams, so that there is 1 player on the other side at least.

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