
Subject: Tank Bots + Better AI Bots

Posted by [piotrkol1](#) on Thu, 11 May 2006 00:15:46 GMT

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Well I got my Co-op maps to work but I am having some problems with the bots. Well first of all which scripts must be added to get tank bots to work? Secondly, I got my AI soldier bots to follow a waypath but they walk along it, anyway to get them to run? Thirdly, my AI soldier bots are shit and they barely even put up a fight. They always run into stuff and cant get around it. And its forever for them to start shooting at you. Any ideas how to make em better? Thanks a lot!

Subject: Re: Tank Bots + Better AI Bots

Posted by [piotrkol1](#) on Fri, 12 May 2006 01:34:39 GMT

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Anyone?!

Subject: Re: Tank Bots + Better AI Bots

Posted by [PaRaDoX](#) on Fri, 12 May 2006 03:10:09 GMT

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Yeah, this is how you make them mean

http://renegadehelp.awardspace.com/index.php?page=tutorials/bak_index.htm

and to get them to stop hitting the walls and stuff, go to the top then look for pathfinding then go to Genarate Sectors

this is not the best place to ask about modding, if you want a quick response. Im still waiting for someone to answer one of mine from way back!

Hope this helps, PaRaDoX

Subject: Re: Tank Bots + Better AI Bots

Posted by [bisen11](#) on Fri, 12 May 2006 15:31:37 GMT

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You can also add cover spots for where they should hide when they shoot people.

Subject: Re: Tank Bots + Better AI Bots

Posted by [piotrkol1](#) on Sun, 14 May 2006 20:34:48 GMT

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When I generate sectors must I only do this once or ever time I edit the map?

Subject: Re: Tank Bots + Better AI Bots
Posted by [Jerad2142](#) on Thu, 06 Jul 2006 02:56:41 GMT
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No, only when ever you put down new objects.
