## Subject: How 2 make COOP bots not lag shoot?
Posted by Ivan275 on Tue, 29 Aug 2006 06:59:53 GMT
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I read a bunch coop/bot threads and a few tutorials and I can't find anything that can help me.

Here is what my problem is. When I make bots for a coop m00_tutorial.mix map they can look/aim away from you, shoot and still hit you. Also when the moving bots run it looks like they are lagging.

Here is how I make my bots now.
Preset>Object>Soldier_Presets>GDI>GDI_MiniGunner_3Boss "Mod"
when i try to temp this and edit when player joins server they crash out.
Weapon Error tried 5/10/20
UseInnateBehavior v
InnateAgressiveness tried 5/10/.5
IsStationary v
"SAVE"
I tried changing TurnRate, WeaponTurnRate and other settings but can't seem to stop the bot from shooting and hitting me while hes not even aiming at me. He would be turning twords me and shooting and before hes gun actually aim at me he can hit me...


Preset>Object>Spawner>Object Spawners "Temp"
name it
Pick Presets... "GDI_MiniGunner_3Boss"
Player Type GDI
SpawnMax 50
TeleportFirstSpawne v
ApplySpawnMaterialEffect v
"SAVE"

File>Export Mod Package... as "m00_tutorial.mix"

Its like the server controlled bot and the bot on player screen are out of sync. On player screen the bot isn't looking at them but the server side of things the bot is aiming at them already. What am I doing wrong? Is there another way of making bots? This has to work server side without any client download.

Thank you for any help.


## Subject: Re: How 2 make COOP bots not lag shoot?
Posted by SODPaddy on Tue, 29 Aug 2006 09:43:49 GMT
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http://renhelp.laeubi-soft.de/index.php?tut=40

Subject: Re: How 2 make COOP bots not lag shoot?
Posted by Oblivion165 on Tue, 29 Aug 2006 14:12:36 GMT
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Bah, no one updates the link:

http://www.renhelp.net/index.php?mod=Tutorials&action=vi ew&id=13

Same tutorial, but the new site has more tutorials than our old one.

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Subject: Re: How 2 make COOP bots not lag shoot?
Posted by EvilWhiteDragon on Tue, 29 Aug 2006 14:58:50 GMT
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Maybe it is because you dont have the turret lag fix ? try it:
http://www.renegadeforums.com/index.php?t=msg&th=21053&a mp;start=0&rid=20224

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Subject: Re: How 2 make COOP bots not lag shoot?
Posted by LR01 on Tue, 29 Aug 2006 15:51:49 GMT
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Bots lag anyway in Renegade, nomatter what you do
(you can only less it, but I never saw non-lagging bots)

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Subject: Re: How 2 make COOP bots not lag shoot?
Posted by Ivan275 on Tue, 29 Aug 2006 22:15:44 GMT
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TGPaddy wrote on Tue, 29 August 2006 04:43http://renhelp.laeubi-soft.de/index.php?tut=40That is basically what I do now

Oblivion165 wrote on Tue, 29 August 2006 15:12
http://www.renhelp.net/index.php?mod=Tutorials&action=vi ew&id=13
when I "Temp the soldier, and name it whatever you want your bot to be." Once I do that and export my map as "00_tut.mix" server loads the map fine but when player joins they crash out of the server.

EvilWhiteDragon wrote on Tue, 29 August 2006 09:58Maybe it is because you dont have the turret lag fix ? try it:
I'll give this a try in about 8 hours hope it fixes my problem

LR01 wrote on Tue, 29 August 2006 11:51Bots lag anyway in Renegade, nomatter what you do
(you can only less it, but I never saw non-lagging bots)
Go to WOL and play on "AdadServ" and "westwood" servers. In "AdadServ" moving bots lag just

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after they span and start running to you, and they can look away from you, shoot and still kill you. But in "westwood" the bots don't seem to do it at all.


SideNote:
Also "westwood" server seems to have bots turn faster then on my and server even if i put 500 or 5000 for turn rate. Maybe that's what the problem is. If I use 500 and 5000 for turn rate they look about the same. Maybe I'm saving the map wrong? Not copying some file where it needs to be? I do copy objects.ddb into data folder and rename to aow.

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Subject: Re: How 2 make COOP bots not lag shoot?
Posted by Ivan275 on Wed, 30 Aug 2006 05:17:33 GMT
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EvilWhiteDragon well I tried the server side fix, and also client side fix didn't do anything for the bots, but the client side fix made my turrets spin quickly but it's the client fix which won't work for me.

Any chance of seeing the source code for the fix? Or at least some info on what it does and how it works?

I need to some how increase the bot turn rate SERVER side by about 2x and i think it will solve my problem.

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Subject: Re: How 2 make COOP bots not lag shoot?
Posted by StealthEye on Wed, 30 Aug 2006 07:02:26 GMT
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It sounds like a typical case of turret "lag" to me... You would need only the client for it to make a difference. However I'm not sure whether it works for soldier too. It should definitely work for vehicles.
Maybe, because the bots are handled on the server you would need some kind of server side turret lag fix. If you could give me some example code I could take a look into it sometime...

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