Subject: LAN games with bots
Posted by Senrai on Sun, 10 Jun 2007 13:12:34 GMT
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Is there any way to add bots to the LAN games, so that I would be able to play skirmishes while being offline.

Subject: Re: LAN games with bots
Posted by Zion on Sun, 10 Jun 2007 13:27:19 GMT
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Yes, on maps that have bots in them. Go through some 3rd party maps and check them out.

Subject: Re: LAN games with bots
Posted by Senrai on Sun, 10 Jun 2007 13:44:26 GMT
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I've searched google for it and found nothing really, a bunch of broken download links.

Thanks for the help man.

Subject: Re: LAN games with bots
Posted by Zion on Sun, 10 Jun 2007 13:49:19 GMT
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www.game-maps.net > Download the uber map pack, there's some bot maps in there.

Subject: Re: LAN games with bots
Posted by Senrai on Sun, 10 Jun 2007 14:06:27 GMT
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I isntalled the maps, and now it just says "GAMEPLAY PENDING" when I try to start a LAN game.

Subject: Re: LAN games with bots
Posted by sadukar09 on Sun, 10 Jun 2007 14:18:56 GMT
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put player count to 1

Subject: Re: LAN games with bots
Posted by ST3ALTH on Sun, 10 Jun 2007 14:30:18 GMT
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And de-select "dedicated server" and set the max players to "1"

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 10 Jun 2007 15:17:12 GMT
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If you think you are really good then try this:

http://www.renhelp.net/downloads/maps/C&C_Dam-tastic2.zip

It's impossible for even the most experienced person to get through alone so you might need a buddy.

Objectives:

1. Find the key to each gate or "Safe Zones" as I call them.

2. Destroy the power switch for the gates at the beginning of the map to open them. (All located in the safe zones)

3. Kill Raveshaw at the end of the map.

NOTE: There are PT's but they are only in Safe Zones. You have to earn your right to them.

Also note that my bots play for keeps I don't let weak bots get into my maps.

Subject: Re: LAN games with bots
Posted by sadukar09 on Sun, 10 Jun 2007 15:19:18 GMT
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plays *watch me beat this*

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 10 Jun 2007 15:21:58 GMT
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I would like to see a video on that!

Subject: Re: LAN games with bots
Posted by Senrai on Sun, 10 Jun 2007 16:10:18 GMT
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Downloading.

If you have any more skirmish maps, feel free to post links.

Isn't there any "non objective" map available, where the AI just buys tanks and soldiers and try to wipe out your base, and you do likewise, like the RTS c&c.

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 10 Jun 2007 16:37:26 GMT
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Not that i know of.

I could easily simulate that but it wouldn't be nearly as good as you think. Just getting bots to shoot at buildings is a three day trip... and thats if you don't make them come from somewhere first.

Subject: Re: LAN games with bots
Posted by Senrai on Sun, 10 Jun 2007 16:56:48 GMT
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I think that, with a little improvement on waypoints and such, the "multiplayer practice" map simulates it pretty decent.

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 10 Jun 2007 17:06:52 GMT
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Well that's easy, they don't attack buildings, use tanks, repair anything and its just basic stuff.

Subject: Re: LAN games with bots
Posted by sadukar09 on Sun, 10 Jun 2007 17:42:43 GMT
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ur bots respawn places suck -_- they just spawn right beside u and the rocket guy hs u always even from far away JUMPING and officer always hs u with chain gun

---

Subject: Re: LAN games with bots
Posted by Senrai on Sun, 10 Jun 2007 17:54:08 GMT

Senrai wrote on Sun, 10 June 2007 11:56I think that, with a little improvement on waypoints and such, the "multiplayer practice" map simulates it pretty decent.

Could you get them to attack buildings? Anyways, another map like the practice one, but bigger with more space and backdoors into bases and such, would be heaven.

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 10 Jun 2007 17:57:41 GMT

EKT-Sadukar wrote on Sun, 10 June 2007 13:42ur bots respawn places suck -_- they just spawn right beside u and the rocket guy hs u always   even from far away JUMPING and officer always hs u with chain gun

Told you, my bots don't play around. As for the respawners they only have a limited amount of places to respawn, it's just coincidence if they spawn right next to you.

EDIT:

How many zones did you pass?

Subject: Re: LAN games with bots
Posted by havoc9826 on Sun, 10 Jun 2007 18:58:05 GMT

Blah, I set a timer for 80 minutes for myself in a 1-person LAN game, and I got to the power plant ONCE before I died for the 17th time and had only 7 minutes left (I do have screenshots, but I'll upload them later if I have time). Freakin' HARD!

Anyway, a couple of gripes: the bridge before you reach the obelisk causes a HUGE load of jitter lag and FPS lag (18-22 down from 50ish, and I have a good machine and graphics card), probably from loading all the bots in the dam and bridge at once or something. Also, although it's nice that when the bots are in that "board the elevator" mode they choose not to shoot you unless you shoot them, sometimes when there's 10 of them in the same place, they clog the elevator and stop it from moving. It's also rather hard to get past that many on your way BACK from the power plant, when the ramjet only hits 2 people and you only get one timed c4 to deal with two waves of bots attacking from both sides.

Apart from that, I've been enjoying your map, and I hope to finish it before I have to write two essays as one of tomorrow's take-home final exams.

Subject: Re: LAN games with bots
Posted by Jonty on Sun, 10 Jun 2007 19:16:15 GMT
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I couldn't find the red keycard.

If it's down the lift in the power plant, then the lift wouldn't work for me, and there was nobody in the obelisk. D:

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 10 Jun 2007 19:32:10 GMT
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havoc9826 wrote on Sun, 10 June 2007 14:58Blah, I set a timer for 80 minutes for myself in a 1-person LAN game, and I got to the power plant ONCE before I died for the 17th time and had only 7 minutes left (I do have screenshots, but I'll upload them later if I have time). Freakin' HARD!

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Apart from that, I've been enjoying your map, and I hope to finish it before I have to write two essays as one of tomorrow's take-home final exams.

I just used the standard map I don't know what could be lagging it down at the dam. I have the same problem with the bots in the elevator, they walk in there on their own because of all the shooting up top. I really should put a pathfind blocker there so they wont go up. Ill post an updated version in a few minutes.

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 10 Jun 2007 20:30:40 GMT
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Done, just re-download from renhelp.

The bots should not going the elevators now, and fixed the tank in the caves.

Subject: Re: LAN games with bots
Posted by havoc9826 on Sun, 10 Jun 2007 20:58:37 GMT
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Updated? ARRGH!! and I just ran out of my 2 hour time limit, and I have to eat and then write essays   Anyway, for Jonty, the red card is inside the power plant, in the generator room (blue color with the thingy going up and down).

Edit: Also, if you don't mean for the flare by the Obelisk gate to be a PT, please remove it so it doesn't give people false hope

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Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 10 Jun 2007 21:09:02 GMT
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Lol, that's so they know it's a teleporter. There is a PT on the inside so no loss really.

Subject: Re: LAN games with bots
Posted by Jonty on Sun, 10 Jun 2007 21:26:04 GMT
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havoc9826 wrote on Sun, 10 June 2007 21:58Anyway, for Jonty, the red card is inside the power plant, in the generator room (blue color with the thingy going up and down).
I thought as much, but I can't get the down-elevator to that section to work. Enabling radar so I can see the bots confirms that there may be a bot standing in the way at the bottom that I can't get rid of. I'll play it through again tomorrow and see if it's any different.

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 10 Jun 2007 22:05:59 GMT
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Updates for the third time, man you people

Added blockers for the power plant, I think thats all the elevators.

This thing was only made for me and a buddy, sorry for all problems.

Subject: Re: LAN games with bots
Posted by Jonty on Mon, 11 Jun 2007 14:23:59 GMT
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Hey, it's still an awesome map, I like the safe zone idea especially! It's a pity this can't go serverside without a lot of tweaking and cutting back, it's much better than most Co-op maps I've seen.

During the time I spent on this map yesterday while I was supposed to be studying and writing essays, I found that there are three places that you get gang raped by about 6-10 enemies, and it's nearly impossible to get past them. The room outside the final down elevator in the dam, the first room of the power plant, and the power plant's MCT room get filled with a giant ball of enemies that you really can't do anything about, since you have no cover (especially in the narrow room before the MCT room), the Ramjet can only go through two units at once, and the volt rifle can't hit that many units at once, especially when they're blocking each other. This makes it virtually impossible to even get INTO the power plant, much less escape from it (which I have yet to do) and make it all the way back up to the top of the dam. If you die, by the time you get back there, they've all respawned. One good thing I noticed, however, is that if you keep yourself behind a wall and shoot one of them in the head with the regular sniper rifle before it shoots or speaks, the others might not notice, and won't come rushing at you until you mess up.

Also, just in case you're considering any more revisions (hehe), could you do something about the health drops? The stealth soldiers being the only droppers kinda sucks, because 1. you have to kill them from too far away to reach the powerup in time if you want to avoid a massive health loss, and 2. they drop too rarely, too weak, and often the wrong powerup (you need armor more than health most of the time). If you'd prefer not to adjust anything, that's ok, but I'll end up going crazy trying to beat it

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i got 2 b4 i died for once

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havoc9826 wrote on Mon, 11 June 2007 10:53During the time I spent on this map yesterday while I was supposed to be studying and writing essays, I found that there are three places that you get gang raped by about 6-10 enemies, and it's nearly impossible to get past them. The room outside the final down elevator in the dam, the first room of the power plant, and the power plant's MCT room get filled with a giant ball of enemies that you really can't do anything about, since you have no cover (especially in the narrow room before the MCT room), the Ramjet can only go through

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Bot challenge man not moderatly hard map that could be easier.

Subject: Re: LAN games with bots
Posted by havoc9826 on Mon, 11 Jun 2007 20:29:04 GMT
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Indeed Well, could you do one small thing? You have remote c4 spawns at the origin spawn, but not at the green or yellow safe zones. Since changing your character at a PT (required to survive in this map) removes all picked up spawn weapons, this negates the usefulness of the remotes. Would you mind putting a c4 spawn in the safe zones, or would that make it too easy? No pressure, just hopeful

---

Subject: Re: LAN games with bots
Posted by sadukar09 on Mon, 11 Jun 2007 23:59:51 GMT
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lol i was playing it thru again and i saw a black hand jumping off the helipad

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Subject: Re: LAN games with bots
Posted by zeratool on Tue, 12 Jun 2007 20:40:44 GMT
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i have a problem. On AI maps with AI. When i leave the building i just fall down... cant see ground// all other bots and players do the same just fall.....

Subject: Re: LAN games with bots
Posted by havoc9826 on Sat, 23 Jun 2007 21:53:46 GMT

Well, I attempted to tackle Obilvion's map again last night/this morning, and I suddenly realized that the only way to get to the red card and back without dying is to be semi-cheap (figure it out). Anyway, I finally beat the map. Screens and vids for proof/spoiler purposes: link

Once you've figured out how to do it (or spoiled it), the new challenge is seeing how far you can make it before your first death. I almost made it to the underground tiberium pit on that run.

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sat, 23 Jun 2007 22:11:15 GMT

I don't know if I would call this beaten since you would of had to cheat to become the mutant but it looks like you got farther than anyone I've ever seen even still. Excellent video and screens man, good job

Shut the door Alec, there's a draft!

Subject: Re: LAN games with bots
Posted by havoc9826 on Sat, 23 Jun 2007 22:32:32 GMT

Thanks, and so much for hiding the spoiler   Yeah, enabling extras and using the Acolyte (PT menu says Initiate/250, but it's really the Acolyte) was the only way I was able to actually make it to the red safe zone. Even with the health of a Sakura/Havoc, it was impossible to dodge that many bots in all of the chokepoints between the dam and the power plant. What's more, the Ramjet rifle can only pass through one enemy, so only two kills are possible per shot. It's even worse in the corridors near the end, and you really do need the Acolyte there. 10+ enemies at once and no chance of healing or dodging makes it impossible to survive otherwise, not to mention the jitter+FPS lag there. I think the lag is all the bots simultaneously trying to react to weapon fire sounds, or something similar, because when they're all dead the lag mostly goes away. Maybe my P4 3.2GHz HT CPU is too old to handle it

As a side note, it took me about a half hour less to reach the end than suggested by the timer in the second video, since I had to wait about half an hour for my mouse to recharge. Also, that screenshot you linked to was taken after I killed Raveshaw. If I counted correctly, there are ~16 bots stuck on the gate. Nice Goldeneye reference

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Subject: Re: LAN games with bots
Posted by Oblivion165 on Sat, 23 Jun 2007 23:43:47 GMT

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http://www.renhelp.net/downloads/maps/dam-tastic2.zip

New version.

-changed it so when raveshaw dies, it will end the game
-changed raveshaws health so it is more realistic
-repair gun is now a sniper repair gun so you can help your buddies easier

-fixed the tank spawners
-removed flame tanks from tiber pit and replaced them with tibertanks
-added a "noticeable" bot, one in the first zone, two in the second...etc

-Changed the single shot ramjet to a better version.
-Other minor changes

I would like to play online with you guys, looking for three people.

Subject: Re: LAN games with bots
Posted by jnz on Sun, 24 Jun 2007 00:24:30 GMT
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Couldn't play it :/

I just seemed to spawn and there was no meshes, so i was falling through nothing.

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 24 Jun 2007 00:32:33 GMT
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Just tested, all is good on my end. I also downloaded it myself and replaced mine with it and all is
still good.

I did notice if i hit the join button too soon it will do that sometimes because it hasn't finished
loading the map. Just give it a second or two.

Subject: Re: LAN games with bots
Posted by jnz on Sun, 24 Jun 2007 01:01:13 GMT
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Still wont work >:(

What scripts version are you using?

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 24 Jun 2007 01:09:45 GMT
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latest

Subject: Re: LAN games with bots
Posted by jnz on Sun, 24 Jun 2007 01:33:17 GMT
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Still wont work >:(I tried with no custom scripts, no scripts on the server. Deleting the thu files, this time, though. I just fall through the map.

Subject: Re: LAN games with bots
Posted by havoc9826 on Sun, 24 Jun 2007 04:45:31 GMT
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Well, I added C&C_ to the map's filename, since it wouldn't show up in my maplist when it wasn't spelled that way. I then ran the map and allowed it to generate its own new THU file, and I ended up just like RoShamBo. Video. Might the internal/external name conflict be the cause of the problem? For my 1-player LAN games, I'm running scripts 2.9.2 BlackIntel client version, plus Scorpio9a's RenD3D9.

As for online, I'd be up for it, but it'd have to be tonight or spontaneously sometime tomorrow before I have to go to something with family friends. Otherwise, I won't be available until Monday. Keep in mind that we're all in different time zones, so stating time zones and converting with http://www.timeanddate.com would be helpful. I also won't be able to host since I only have 1.5M/128k unless Verizon actually upgrades our service to 3.0M/768k on Monday without breaking anything, if they even actually make the attempt.

Subject: Re: LAN games with bots
Posted by Oblivion165 on Sun, 24 Jun 2007 13:46:38 GMT
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AAAAH. There were two files "dam-tastic2.mix" and "C&C_dam-tastic2.mix"

Delete both and replace with the new one I just uploaded and it should be fine.

http://www.renhelp.net/downloads/maps/C&C_Dam-tastic2.zip

(I know its always the same link, its just easier to paste it again)

EDIT: I have 10mb internet so hosting wont be a problem and maybe around 6pm? If not tonight then soon. I'm located in USA North Carolina - Eastern Standard Time.

Subject: Re: LAN games with bots
Posted by havoc9826 on Sun, 24 Jun 2007 16:54:21 GMT
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Actually, you're in EDT rather than EST right now. Anyway, if I'm lucky, I might have up to an hour and a half between the things I have to go to today around that time, which is 3 PM PDT for me. RoShamBo's probably in BST, so that would be 11 PM for him.   Oh, and the map works again

Subject: Re: LAN games with bots
Posted by jnz on Sun, 24 Jun 2007 18:43:52 GMT
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I'm GMT London.
Worked for me

Subject: Re: LAN games with bots
Posted by havoc9826 on Sun, 24 Jun 2007 21:59:17 GMT
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I'm ready if you are. I have up to an hour and a half, so let's make this a good run.

Edit: by the way, I only have an XWIS account, so if you plan on hosting it on GSA, I'll need direct connect info.