
Subject: created bots

Posted by [SODPaddy](#) on Wed, 19 Mar 2008 12:58:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

i created GDI_MiniGunner_3Boss.

When i was on Nod they dont shot me.. what must i do?

Subject: Re: created bots

Posted by [_SSnipe_](#) on Wed, 19 Mar 2008 14:31:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

did u add a script to it?

Subject: Re: created bots

Posted by [mrÃ£Ã§Ã£Ã·z](#) on Wed, 19 Mar 2008 16:41:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

JFW is your Friend

Hint: JFW_Base_Defence

Subject: Re: created bots

Posted by [jnz](#) on Wed, 19 Mar 2008 17:25:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

It has something to do with the way your objects file is set up I think. I'm sure Yrr or someone on the BI team will correct me.

When I create them on my server they work just fine. (With no scripts.)

Subject: Re: created bots

Posted by [reborn](#) on Wed, 19 Mar 2008 18:14:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think Roshambo is right, have you checked out your innate behaviour settings?

Subject: Re: created bots

Posted by [SODPaddy](#) on Wed, 19 Mar 2008 18:34:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

i created this bot via c++

like:

```
if (Type == 0 || Type == 1) {  
if (wcsicmp(Msg2, L"!bothavoc") == 0) {  
if (Commands->Get_Money(Get_GameObj(ID)) >= 2000) {  
GameObject *obj = Get_GameObj(ID);  
Vector3 position = Commands->Get_Position(obj);  
position.Z += 5;  
position.X -= 5;  
Commands->Create_Object("CnC_GDI_MiniGunner_3Boss_Skirmish",position);  
Commands->Give_Money(Get_GameObj(ID),(float)-2000,false);  
char Message[100];  
sprintf(Message,"ppage %d [PB] %s your item created.", ID, Get_Player_Name_By_ID(ID));  
Console_Input(Message);  
}
```

```
else {
    Commands->Give_Money(Get_GameObj(ID),0,false);
    char Message[100];
    sprintf(Message,"ppage %d [PB] Sorry, this item cost $2000", ID,
    Get_Player_Name_By_ID(ID));
    Console_Input(Message);

}
}
}
```

Look -> http://ehserv.netgamezone.de/forum/viewthread.php?forum_id=9&thread_id=1

Subject: Re: created bots

Posted by [reborn](#) on Wed, 19 Mar 2008 18:52:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

If the preset you're creating has a innate behaviour that stops it from attacking, then it doesn't really matter about your code.
Look at the preset in level edit.

Subject: Re: created bots

Posted by [SODPaddy](#) on Wed, 19 Mar 2008 22:39:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

what i need to change?

Subject: Re: created bots

Posted by [SODPaddy](#) on Thu, 20 Mar 2008 01:41:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

So... i added "JFW_Base_Defence" to the Havoc they move but dont shot Nod players. Whats the reason?

Subject: Re: created bots

Posted by [jnz](#) on Thu, 20 Mar 2008 07:01:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

TGPaddy wrote on Thu, 20 March 2008 01:41So... i added "JFW_Base_Defence" to the Havoc they move but dont shot Nod players. Whats the reason?

Probably wrong arguments.

Subject: Re: created bots

Posted by [cnc95fan](#) on Thu, 20 Mar 2008 09:48:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [innate.JPG](#), downloaded 573 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Edit object

General | Physics Model | Settings | Dependencies | Scripts | Dial

ListenerScale | 1.000

IsStealthUnit

TurnRate | 180.000

JumpVelocity | 5.500

SkeletonHeight | 0.000

SkeletonWidth | 0.000

UseInnateBehavior

InnateAggressiveness | 0.500

InnateTakeCoverProbability | 0.500

InnateIsStationary

FirstPersonHands

| always\characters\f_hm_gdi.w3d

HumanAnimOverrideDefID |

OK

Cancel

0

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Co-Op\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Co-Op\characters\FullMoon.tga
Texture file not found: fullmoon.tga

Ready

Co-Op



Windows L...

-\$12FWWo...

Bruno!? - ...

Zack - Con...

reborn - C...

Aydynbek ...



Subject: Re: created bots

Posted by [SODPaddy](#) on Thu, 20 Mar 2008 12:25:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

hmm does not running

Subject: Re: created bots

Posted by [The Executor](#) on Thu, 20 Mar 2008 15:48:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Okay in order to get a normal bot to work on a map, you have to run pathfind on the map by placing a pathfind ganerator on the map first then running pathfind. Also temp the GDI_MiniGunner_3Boss preset and call it BOT1 then click on settings and scroll down and make sure that the check box "UseInnateBehavior" is selected. (Just like the picture above)

Subject: Re: created bots

Posted by [SODPaddy](#) on Fri, 21 Mar 2008 17:01:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

what is pathfind ganerator

Subject: Re: created bots

Posted by [SODPaddy](#) on Fri, 21 Mar 2008 19:23:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

i added the Hunt the player script they only follow me
