Subject: AI Troubbles
Posted by Spike on Mon, 26 May 2003 01:00:31 GMT
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A few days ago i started having troubble with getting my AI to work. They used to work just fine but now they do hardly anything. They spawn, and look at u then turn away. If u go up to an enemy AI he will just turn toward u and start yelling stuff like " Enemy Spotted" and stuff. You can do anything and they wont move or shoot. Iv tried attaching all kinds of scripts and attaching no scripts. Like i said it just started a few days ago so i know im doing the right things.
Anyone know y they wont work?

Subject: AI Troubbles
Posted by CNCWarpath on Mon, 26 May 2003 04:39:08 GMT
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Come on people like Dante, General H , Give this guy some intel!

Subject: AI Troubbles
Posted by mike9292 on Mon, 26 May 2003 04:55:40 GMT
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im good at ai      how are u making ur ai are u using the ai map test ones or are u making a new slot for them

Subject: AI Troubbles
Posted by mike9292 on Mon, 26 May 2003 04:57:15 GMT
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if u make new slots for them get renhelp

Subject: AI Troubbles
Posted by Spike on Mon, 26 May 2003 06:23:13 GMT
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 How i make the AI

1. I go under Object>Spawner>AI_Test_Spawner (something like that) and click add.

2. Name the thing (ex - CnC_Nod_Flamethrower_Spawner), Turn off SoliderStartup, select preset (ex - CnC_Nod_Flamethrower).

3. Go under Objects>Solider>Nod>(Solider_Name) Add the scripts I want (ex-

M01_Hunt_The_Player) Then place spawners around the map.

I duno if this is the correct way  :rolleyes:  to add spawner bots but its been working for me untill just a few days ago.

Christmas colors

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