Subject: Good AI script?
Posted by bigwig992 on Thu, 28 Aug 2003 05:27:00 GMT

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I have vehilces that need to follow a waypath and shoot all enemies (mostly AI). I tryed using JFW_Guard_Duty, but that would usually crash the game when applied to any vehicle besides the stealth tank. So I tryed PDS_Follow_Waypath + any other script. It won't work. If you fire on the tank, even if it's on your team, it will turn the turret and fire on you. Even if the enemy shoots it, it will turn and shoot you. Are there any ways around this? JFW_Gaurd_Duty did the trick with the aiming and firing, not so much the waypath. So, basicly, I need some kind of script that makes the vehicle's semi smart. Fire on enemies, not friendlies, fire on AI, not only players. I'm beginning to see why westwood never included vehicles in their skirmish map.

Note:All the vehicles are replaced with custom models with the extra "helper bone" feature for improved AI performance.

Subject: Good AI script?
Posted by General Havoc on Thu, 28 Aug 2003 10:33:08 GMT

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DID you read all of the readme/txt with the script.dll as it is more complex than normal scripts. It tells you how to set everything up to use with that script. Make sure you are using version 1.2 also.

Subject: Good AI script?
Posted by bigwig992 on Thu, 28 Aug 2003 15:11:28 GMT

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I am. I have a debug file if you'd like to have a look-see. Jon Will took a quick look, and he didn't see anything wrong. And yes, I've gotten this script to work before. They would fire once or twice, then the game would crash. I thought it might of been the armor.ini but deleting them in the mod folder didn't help.