Subject: Ai Setup
Posted by Oblivion165 on Fri, 29 Aug 2003 19:49:27 GMT
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Ok ive been looking over this site and i can find a post eith the appropriate info. So i created a new one. What Soldier Model, and what scripts do you use for AI?

Like ive been using the model:

Nod_Minigunner_0_Agg

With the Script "Hunt the player" but when i load the game The bot isnt there, it doesnt crash, but the bot just isnt visible. Someone please help.

Subject: Ai Setup
Posted by spreegem on Fri, 29 Aug 2003 19:53:58 GMT
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Are you doing this for a map, or the CnC 130 drop scripts?

Subject: Ai Setup
Posted by Oblivion165 on Fri, 29 Aug 2003 19:56:47 GMT
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Its a map, and most people just say check out general renegades site or something, but all he has is the name of the scrpit. So im looking for more than that.

Subject: Ai Setup
Posted by bigwig992 on Fri, 29 Aug 2003 20:04:58 GMT
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First temp the soldier preset, name it something simple like "Nod_minigunner_AI". Go into settings and scroll down. Check "UseInnateBehavior", and fiddle around with the Innate agressiveness and takecover probablity tab. Now go into the spawner tab, and temp any of them. Name it something simple again. Go into settings, then click the top "button". Double click on anything on the left to get rid of it. Navigate your way down the preset list on the left until you find the temp "Nod_minigunner_AI" preset you made. Double click on it. Click OK. Now make these spawners wherever you want the AI bots to be. Once the bot dies, he'll respawn at the spawner.

Subject: Ai Setup
Posted by Oblivion165 on Fri, 29 Aug 2003 20:44:15 GMT
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IT WORKS!!!!! I FINALLY INVENTED SOMETING THAT WORKS!

~Doc Brown

Thank you, it was a big help.

Subject: Ai Setup
Posted by spreegem on Fri, 29 Aug 2003 21:00:17 GMT
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[quote="oblivion165"]I FINALLY INVENTED SOMETING THAT WORKS!

What is it you invented?

Subject: Ai Setup
Posted by Oblivion165 on Fri, 29 Aug 2003 21:04:01 GMT
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Nothing, i was just so happy, it was actually him that made it possible

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