Subject: adding Bots
Posted by ANBU on Sun, 31 Aug 2003 06:53:54 GMT
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Hi all, I just got into map making recently. I also don't have a very fast connection right now so I don't play online much. THat's why I want to know how to add bots to maps? THis way I can somewhat play a "Multiplayer game" by myself. Sad, yes, but there's not much I can do with a slow connection =\. So can anyone help me? Thanks

Subject: How To Make Bots
Posted by Oblivion165 on Tue, 02 Sep 2003 06:41:28 GMT
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Yeah this was something that took me along time to get info on, but here's how its done.

Before starting any of this get your westwood directory and copy scripts.dll. Then goto your Renegade tools folder, and go into your level's file folder, should look like this:
C:\Program files\RenegadePublicTools\LevelEdit\<your mods name>

Inside that folder, next to ALWAYS PRESETS etc... Create a new folder named "scripts" inside that folder paste Scripts.dll, you will have to restart your leveleditor if you are doing this while its open.

Goto Your Presets tap,
goto:

Objects~Soldiers~Soldier_Presets

click any of the soldiers for my example im going to use the engineer

Highlight CnC_GDI_Engineer_0 (under GDI_Engineer_0)

Hit the temp button

Name this "Engineer_AI" or anything like that, add "_" instead of spaces, makes it more stable.

Click the option "Useinnatebehavior" Set them to the amount you would like your bots to act like.

Hit Ok

Now goto the preset Objects~Spawners Click the main Obect spawners tab, not anything under it, hit the temp button again.

Name this one "Engineer_AI_Spawn" or something like that. Goto the settings tab, set what team this is for, unteam will make it attack all teams.

Now Click "Pick Presets", Find your "Engineer_Ai" That you made before.
Now CLick the scripts tab, hit the add button at the bottom.
Select the script "M01_Base_Gdi_Minigunner_JDG" Hit OK
(*Note this is for a Gdi Bot, The nod Script for this is right above it
"M01_Base_Nod_Minigunner_JDG")
(*Note This is a good script im sure someone knows one better, but this will do in most cases)
Nod to Create the bot you simply hit "Make", Be careful and look at the ground close to where you
want the bot.
To Change the script or "Specs" Of a bot do on the Spawner preset that you just made, that way
you wont have to go through your entire map and making the changes bot by bot.(*Note The
Aggressiveness and TakeCover Probability is under the Soldiers Preset you made, You CAN
change it)
Export Your Mod, And Prepare for Bot Mania.

I Am Oblivion

Subject: adding Bots
Posted by ANBU on Wed, 03 Sep 2003 01:04:22 GMT
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hey, thanks oblivion it works! i wo'nt be so bored at home now...lol thanks again

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Subject: adding Bots
Posted by dufis791 on Wed, 03 Sep 2003 03:24:32 GMT
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get broadband man....lol, this aint the 90's.....lol

dont worry i have friends w/ 128K and 56K.....

cable and DSL r still the best, try comcast (attbi is what i used to have, till comcast bought em out)
its only bout $40 USD a month..... if u use it constantly (i know i do) then it is really worthit, none
of this PPP (pay per packet   packet = a "package" of data)

lol