
Subject: Need Help with Vehicle Bots.

Posted by [Havoc 89](#) on Fri, 19 Sep 2003 21:01:12 GMT

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im tring to put some Vehicle bots in Tiberium Evolution but i dunno how to make em. i got the waypath thing, and i tried using the Base defence script. they move around but when it shoots, it stops moving.

I dont think this is the proper way to make Vehicle bots. so does anyone know how to?

Thanks.

Subject: Need Help with Vehicle Bots.

Posted by [Sn1per XL](#) on Fri, 19 Sep 2003 21:52:16 GMT

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If u were using waypoint then it wouldnt work cause i dont think u can use waypoints in multiplayer i think its only for SP but try the huntplayer script.

Subject: Need Help with Vehicle Bots.

Posted by [\[REHT\]Spirit](#) on Fri, 19 Sep 2003 22:05:31 GMT

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Use JFW_Guard (might be something like JFW_Guard_Bot instead). This will follow a path and shoot.

PDS_Test_Follow waypath can be used, but it will only fire when fired apon and sometimes breaks (after target is dead, it sits there).

M00_Base_Defense is basicly for stationary objects (turrets, tanks that aren't supposed to move on their own, etc).

Edit: JFW scripts are in the custom scripts.dll @ <http://sourceforge.net/projects/rentools/>

Subject: Need Help with Vehicle Bots.

Posted by [bigwig992](#) on Sat, 20 Sep 2003 02:00:53 GMT

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[REHTSpirit]Use JFW_Guard (might be something like JFW_Guard_Bot instead). This will follow a path and shoot.

Think someone could make a clone of that script that doesn't make the vehicle turn around after engaging an enemy?

Subject: Need Help with Vehicle Bots.

Posted by [Havoc 89](#) on Sat, 20 Sep 2003 02:40:31 GMT

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i am using the Follow waypoint script and i already tried the Hunt Player, seems if ur on the same team as the tank it will shoot u aswell. i'll try out the Guard Script now.

EDIT: No it doesn't work either.
