
Subject: AI scripts (really really good news)

Posted by [Anonymous](#) on Wed, 22 Jan 2003 04:48:00 GMT

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I am going to work on a new series of AI scripts post 1.0 Here are a bunch of script commands pertaining to Innate AI objects: Enable_Innate_Conversations Scale_AI_Awareness (dont know what it does

yet) Set_Loiters_Allowed Unlock_Soldier_Facing Lock_Soldier_Facing Innate_Force_State_Bullet_Heard Innate_Force_State_Footsteps_Heard Innate_Force_State_Gunshot_Heard Innate_Force_State_Enemy_Seen Set_Innate_Is_Stationary Set_Innate_Take_Cover_Probability Set_Innate_Soldier_Aggressiveness Set_Innate_Soldier_Home_Location Innate_Disable Innate_Enable Give_Powerup Enable_Enemy_Seen Set_Armour_Type Set_Armour Get_Max_Armour Get_Armour Set_Health Get_Max_Health Get_Health Select_Weapon Trigger_Weapon Is_Object_A_Player (potentially usefull if you wanted a bot that would only go after players not enemy bots) Action_Attack Action_Goto There are of course lots of others as well but these are the commands that look like they would be usefull for bots & AI (there are a couple that we dont know anything about that also appear to relate to Innate stuff as well) What I need from you people is for you guys to look at the list and figure out some scripts that I can make.
