
Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Mon, 21 Apr 2003 16:08:46 GMT

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General Havoc could make it so you can buy AI units on a map although it would require the use of the the vehicle PT screen. It's possible but there may be some problms, would it cause lag fo example? Also would they be that useful?

I can do the buying part with a custom script and some text cinematics. I could probably do the AI part too although i'm not excellent at using them i can create bots. They wouldn't follow you but they would behave like the AI in multiplayer practise do.

_General Havoc

There is a script that will make them fairly useful should you give them maybe a tiny bit more HP/Armor then a normal player. As AI can be quite deadly, just needs to be in groups.

It shouldn't lag unless there's a huge mob of them.

As far as I can tell the AI does actually learn. You could do what NH did, set the aggressiveness to something like 70 (I'll double check on that number), they'll attack and all on their own. Or at least after a few games.
