Subject: How 2 make COOP bots not lag shoot?
Posted by Ivan275 on Tue, 29 Aug 2006 06:59:53 GMT
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I read a bunch coop/bot threads and a few tutorials and I can't find anything that can help me.

Here is what my problem is. When I make bots for a coop m00_tutorial.mix map they can look/aim away from you, shoot and still hit you. Also when the moving bots run it looks like they are lagging.

Here is how I make my bots now.
Preset>Object>Soldier_Presets>GDI>GDI_MiniGunner_3Boss "Mod"
when i try to temp this and edit when player joins server they crash out.
Weapon Error tried 5/10/20
UseInnateBehavior v
InnateAgressiveness tried 5/10/.5
IsStationary v
"SAVE"
I tried changing TurnRate, WeaponTurnRate and other settings but can't seem to stop the bot from shooting and hitting me while hes not even aiming at me. He would be turning twords me and shooting and before hes gun actually aim at me he can hit me...

Preset>Object>Spawner>Object Spawners "Temp"
name it
Pick Presets... "GDI_MiniGunner_3Boss"
Player Type GDI
SpawnMax 50
TeleportFirstSpawne v
ApplySpawnMaterialEffect v
"SAVE"

File>Export Mod Package... as "m00_tutorial.mix"

Its like the server controlled bot and the bot on player screen are out of sync. On player screen the bot isn't looking at them but the server side of things the bot is aiming at them already. What am I doing wrong? Is there another way of making bots? This has to work server side without any client download.

Thank you for any help.