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Subject: Re: Game Modes in Coop

Posted by [Ivan275](#) on Wed, 01 Nov 2006 08:42:44 GMT

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It's not as much work as you may think. I did it for one map and it seems to work fine. What I did is this.

Made 1 unkillable hidden bot and added a custom scrip to it. The script checks every 2 minutes the player count. Then it enables or disables bot spawns based on player count and on an integer in the ini file. The more players in game and the larger the integer(every map gets it's own integer based on owner preference) in the ini the more bots(zones) are spawned. The ID's were done in zones, 20 zones in total, first zone has a few bots all over the map, second adds a few more threw out the map, third ads a few more and so on... The hard part, well it wasn't hard just took a while is to add all the bot id's bot-start-ID and bot-finish-ID for all the zones to the unkillable bot as parameters of the custom script.

Ex start1=1000234, finish1=1000259, start2=1000262, finish2=1000266...

There is also a script that takes care of bots that don't yet need to be spawned and bots that don't ever need to be spawned again...

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