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Subject: AI using melee attacks

Posted by [GEORGE ZIMMER](#) on Tue, 18 Dec 2007 19:21:52 GMT

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Alright, so I'm sort of working on a mod in somewhat-sort of-not-really-secrecy, and there's some melee weapons and some bots.

Thing is, the bots are incredibly retarded and never use the melee attacks right. I basically made a modified version of the Melee\_AI weapon and made it stronger. Even made it have a spread fire so it'd have more of a chance to hit. However, the AI is still really stupid with it.

They'd run up close to me, then just stop for a bit, then attack. Problem is, the attack [I]almost never hits.[I] The only time it DOES hit is maybe if I'm moving or I'm at a position that's not directly in front of them. I want it so if you're in range of their melee attack (AKA, right next to them), you're pretty much screwed.

Short version: Any scripts to make AI less dumb with melee attacks/A script to make them pretty much never miss with their weapon?

(I'm probably just being stupid and there's a really simple solution to getting it work.)

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