Subject: Re: AI using melee attacks
Posted by Jerad2142 on Thu, 20 Dec 2007 18:24:46 GMT
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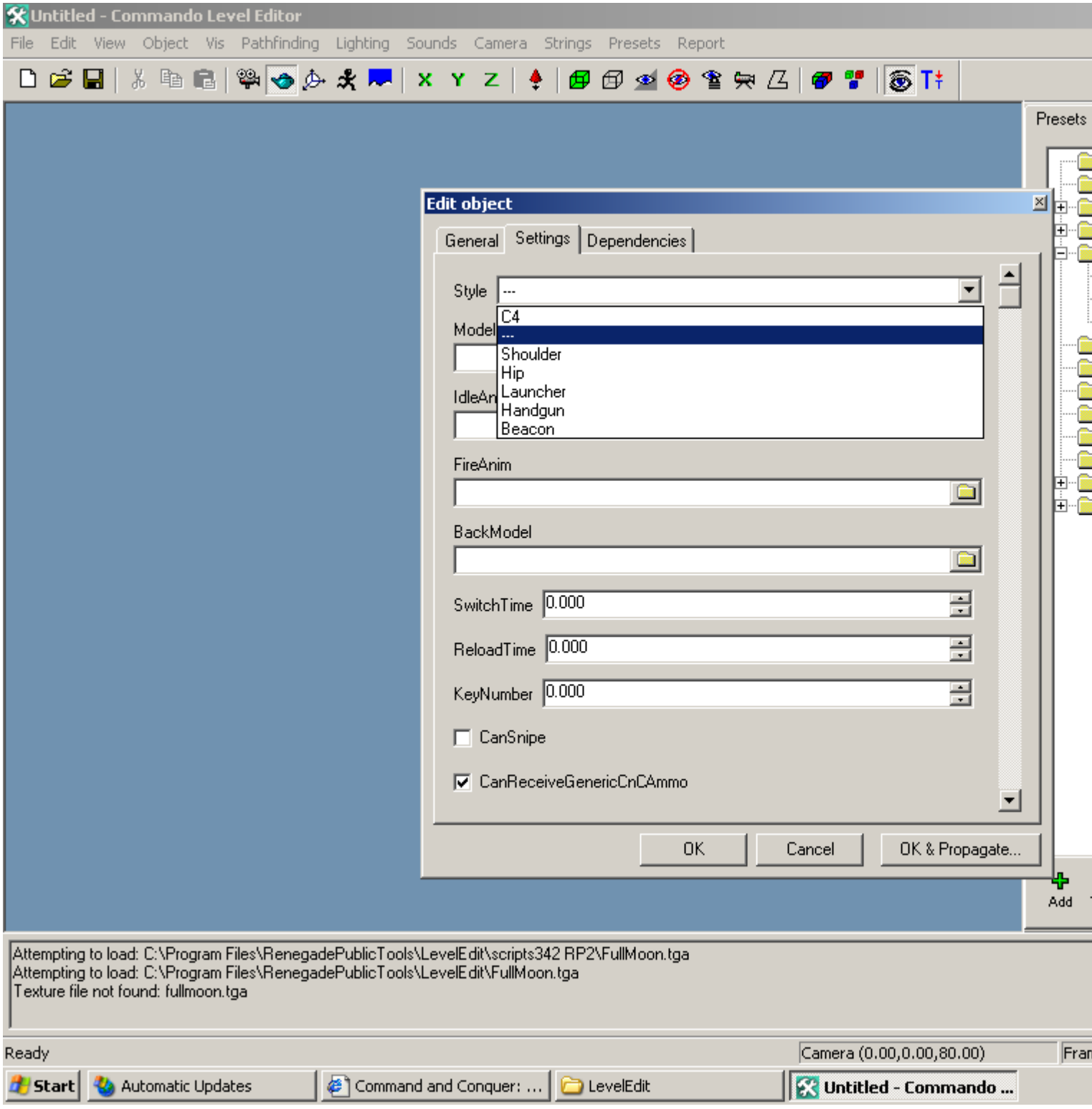
Well to fix the accuracy problem all you have to do is change this:

to shoulder (you only have to do this for AI, and it makes them run like complete retards but its the only way to fix it (handGun, hip or launcher works as well (but I think Handgun crashes the game, if not its launcher))).

File Attachments

1) pic.PNG, downloaded 278 times


Untitled - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
Presets
Edit object
General Settings Dependencies
Style ---
C4

Shoulder
Hip
Launcher
Handgun
Beacon
FireAnim
BackModel
SwitchTime 0.000
ReloadTime 0.000
KeyNumber 0.000
CanSnipe
CanReceiveGenericCnCAmmo
OK Cancel OK & Propagate...
Add
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\scripts342 RP2\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\FullMoon.tga
Texture file not found: fullmoon.tga
Ready
Camera (0.00,0.00,80.00)
Start
Automatic Updates
Command and Conquer: ...
LevelEdit
Untitled - Commando ...