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Subject: Re: AI Spawners

Posted by [Jerad2142](#) on Mon, 14 Apr 2008 14:19:57 GMT

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Spikey00 wrote on Sun, 13 April 2008 13:24

1. If you add more of the same soldiers to the presets for spawning, will it change the probability of the spawning soldiers?

2. Do the soldiers spawn randomly, or from top to bottom?

3. Why don't other bots spawn when I change the AI Testing spawn presets? (Minigunner and Officer for GDI, and Officer with Nod)

4. Does only 1 bot spawn for each spawner?

i) How do I change it? Or must I add more spawns?

It is random, and only spawns one at a time, you add more by adding them to the spawn list, make sure IsSoldierStartup is UNCHECKED. Put Spawnmax to -1, make the Spawn times 0.

Spikey00 wrote on Sun, 13 April 2008 13:24

5. (Somewhat unrelated to spawners) If you set the sight levels of a bot to an extremely high amount, does it see through walls to players?

No it does not, it always has its sight limited by objects, but using scripts like M04\_Hunt\_Player will make them find the player regardless.

Spikey00 wrote on Sun, 13 April 2008 13:24

6. Should you attach scripts to soldiers?

i) What types of scripts are recommended for higher performance of bots?

Yes you can, but I do not suggest it until you have checked at least once that all the spawners are working correctly, as an incorrectly deployed script could crash Renegade.

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