danpaul88 wrote on Sat, 30 November 2013 11:58Of course ,the most effective weapon might be one for which you have limited ammo and this sort of scripting would go ahead and waste that ammo on free rifle infantry or engineers and leave the bot with a less effective weapon when it comes face to face with a vehicle or advanced infantry unit.

Really you need some way to evaluate the "threat level" of the target to decide if you really should be using your limited ammo top tier weapons or just stick with something slightly less effective but less limited on the ammo front.

That's a really good idea, I haven't thought about that. But for the purposes I'm using it for it's fine. It's merely a simple improvement on the standard AI. And chances of coming across an actual vehicle aren't that big.