
Subject: Re: *wip* renegade coop
Posted by [dblancey1](#) on Mon, 10 Apr 2017 17:43:56 GMT
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The reason I recommended making it all players is because keycard doors get really glitchy if one player has it and the other doesn't. It sometimes won't open until all players without keycards step away from it and then the player with the keycard enters.

You are free to play around with DB_Innate_Soldier as well. Its a complete replacement for the stock innate behavior. It has a lot of improvements such as dealing with objects blocking the target its trying to hit and picking a spot where it will have a clear shot at the enemy. No longer can you hide behind a box to glitch the bots out. It also move around a lot more rather than just run straight up to the enemy.

Additionally you can use db_guard_bot and db_support_bot for customized versions of this behavior. Guard bot will return to its home position after completely its task and support bot will follow the player who pokes it. For these scripts you do not need to seperately attach db_innate_soldier. The script itself does it and applies all the necessary settings.

For testing you can try making your ssgm plugin attach db_innate_behavior to all your bots to test it out before actually changing your presets to use it.

Just add

```
if(obj->Find_Observer("Innate Soldier"))
{
    Attach_Script_Once(soldier,"DB_Innate_Soldier","0.5,0,0,0")
}
```

to your object create hook. Make sure to ignore stargameobjs of course.
