
Subject: I need some help (regards AI)

Posted by [Anonymous](#) on Fri, 22 Nov 2002 06:04:00 GMT

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1.I need to know what existing scripts there are for doing AI, especially vehicle AI.and 2.I need to know areas in the SP missions that have AI of the kind people want (like for example the buggy near the hand of nod in that mission)

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Posted by [Anonymous](#) on Fri, 22 Nov 2002 08:56:00 GMT

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I saw a script called PDS_Get_in_vehicle_do_waypath.I also used PDS_TEST_FOLLOW_WAYPATH and M03_Base_defense. for 2 different tankstank 1 had PDS, tank 2 had M03 script. they will fight eachother, one follows a waypath. the other stays still. throw 2 sets of these out and you have a semi-AI Tank battle. (thank the guy who did Humvee wars for teaching me this)

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Posted by [Anonymous](#) on Fri, 22 Nov 2002 09:33:00 GMT

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quote:Originally posted by garth8422:(thank the guy who did Humvee wars for teaching me this)Np As for scripts, PDS_Test_Follow_Waypath and M00_Base_Defense are all that I use (and all that I found working).

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Posted by [Anonymous](#) on Fri, 22 Nov 2002 10:16:00 GMT

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wait, theres a another base defense Scrpit? wonder if it is better....
