
Subject: computer-controlled bots
Posted by [sycar](#) on Mon, 20 Feb 2006 09:35:35 GMT
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Hi guys, looking for a little help.

I host a renegade fds, and basically its a 5-a-side renegade kind of idea. I was wondering if anyone knew of a bot or how to program one that would basically create computer-controlled bots to always make the teams up to 5, and then if someone joins/leaves a bot is created/deleted. I have reasonably ok programming skills but i may need a little help. Any ideas?

Thanks buffymaniack

Subject: Re: computer-controlled bots
Posted by [M1Garand8](#) on Mon, 20 Feb 2006 10:02:14 GMT
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You mean bots like those in Counter-Strike? I don't know the workings of Renegade's coding, but making such bots would be rather tedious, or impossible.

Subject: Re: computer-controlled bots
Posted by [Dethdeath](#) on Mon, 20 Feb 2006 15:18:03 GMT
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The bots would suck anyway, everyone would just kill them for kills/points.

Subject: Re: computer-controlled bots
Posted by [bisen11](#) on Mon, 20 Feb 2006 16:59:46 GMT
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Yah, they would probably be pretty crappy. I guess you could make a good sniper. But when it runs outta ammo it will just go around clicking at people making it an easy kill. And unlimited ammo would be a lil annoying.

Subject: Re: computer-controlled bots
Posted by [Nightma12](#) on Mon, 20 Feb 2006 18:10:28 GMT
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make it go back for a refill when it runs out of ammo?

Subject: Re: computer-controlled bots
Posted by [Oblivion165](#) on Mon, 20 Feb 2006 18:31:40 GMT
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Ill be posting a tutorial on Advanced Bots later, it will teach you how to make bots that 4 people cant team up and kill.

Subject: Re: computer-controlled bots
Posted by [nopol10](#) on Tue, 21 Feb 2006 10:59:24 GMT
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Wow thanks a lot Oblivion. I needed that a long time ago.

Subject: Re: computer-controlled bots
Posted by [danpaul88](#) on Tue, 21 Feb 2006 11:13:37 GMT
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Oblivion165 wrote on Mon, 20 February 2006 18:31Ill be posting a tutorial on Advanced Bots later, it will teach you how to make bots that 4 people cant team up and kill.

Assuming you do not mean simply set their health to 20000 and give them instant kill weapons, I look forward to it

Subject: Re: computer-controlled bots
Posted by [Oblivion165](#) on Tue, 21 Feb 2006 19:29:27 GMT
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Heh, nope nothing like that.

Subject: Re: computer-controlled bots
Posted by [bisen11](#) on Wed, 22 Feb 2006 02:09:07 GMT
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You've been saying that for awhile tho oblivion.... -_- . But it will be cool to see when it does come out.

Subject: Re: computer-controlled bots
Posted by [Oblivion165](#) on Thu, 23 Feb 2006 01:04:22 GMT
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Huh? I dont recall saying that before.

Maybe...just maybe.

Subject: Re: computer-controlled bots
Posted by [nopol10](#) on Thu, 23 Feb 2006 10:34:56 GMT
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Quote:Huh? I dont recall saying that before.

Maybe...just maybe.

What's that Advanced Bot thing that you put up on your website?

Subject: Re: computer-controlled bots
Posted by [Oblivion165](#) on Thu, 23 Feb 2006 13:20:42 GMT
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That would be some of the vehicle stuff for that. Im covering Vehicles and just about anything you see in SP or otherwise.

Subject: Re: computer-controlled bots
Posted by [Spetz5](#) on Fri, 24 Feb 2006 05:25:51 GMT
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hey Oblivion, I downloaded ur "advanced bots.pkg" map, and, wow... 3 things,
1 - how the heck did u get MRLS to fire?!?! I could never get em to shoot
2 - how did u get mammy bot to use it's missiles? i noticed it fired cannon twice, then missiles twice. How did u get it to do that?
3 - I noticed the vehicles sometimes, back up and try to move away, is that waypath stuff? or a script?

Subject: Re: computer-controlled bots
Posted by [nopol10](#) on Fri, 24 Feb 2006 09:28:00 GMT
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Cool down spetz, he will cover it in the upcoming Advanced Bot tutorial(hopefully)
Looks pretty advanced.

Subject: Re: computer-controlled bots
Posted by [Oblivion165](#) on Sat, 25 Feb 2006 06:21:51 GMT

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Twill be covered. The Mammoth was actually trying both guns to see which was more effective on it's target

Subject: Re: computer-controlled bots
Posted by [nopol10](#) on Sat, 25 Feb 2006 06:28:52 GMT
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Woo... some clever AI there heh?

Subject: Re: computer-controlled bots
Posted by [nopol10](#) on Wed, 01 Mar 2006 05:54:30 GMT
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Shouldn't this topic be merged with this
<http://www.renegadeforums.com/index.php?t=msg&th=15066&prevloaded=1&rid=4231&start=0> ?

Subject: Re: computer-controlled bots
Posted by [Spyder](#) on Tue, 07 Mar 2006 14:58:02 GMT
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Hey oblivion i bet you can help me!
I'm trying to make a M11 Co-op map, but one prob.
I can't find the script to control the bots.
Can you describe the folders in the preset maps where i can find them?
I already had the maps 'Simple and Script Zone'.

Subject: Re: computer-controlled bots
Posted by [Oblivion165](#) on Tue, 07 Mar 2006 17:04:03 GMT
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Yeah, i can replicate anything you see in SP. What exactly are you looking to make it do?

Subject: Re: computer-controlled bots
Posted by [Ma1kel](#) on Tue, 07 Mar 2006 17:11:34 GMT
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Hey, could you give me a link to that tutorial about making bots. If you already made it.

Subject: Re: computer-controlled bots
Posted by [Oblivion165](#) on Tue, 07 Mar 2006 17:41:12 GMT
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Only the Vehicle example is ready, the delay is im waiting on a paticular script before i can call my tutorial complete.

I am working on getting a Waypath and Shoot script, one that will make a bot or vehicle follow the waypath and shoot at the same time.

Also the Flying Vehicles arent what i would want them to be, so i will be working on them soon enough.

The only thing released at this time is the tank/bot battle.
<http://www.oblivioninteractive.com/files/Advanced%20Bots.exe>

Subject: Re: computer-controlled bots
Posted by [Spyder](#) on Thu, 09 Mar 2006 15:45:04 GMT
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ok what i'm actually looking for is the same as you did with the bot challange mod package. As an example:
island.lsd the bots are very strong (i don't want that because i wanna make a co-op mod), but what scripts have you used? I mean that NOD Units attack gdi ones.

Subject: Re: computer-controlled bots
Posted by [terminator 101](#) on Thu, 09 Mar 2006 22:43:38 GMT
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Oblivion165 wrote on Tue, 07 March 2006 12:04 Yeah, i can replicate anything you see in SP. What exaactly are you looking to make it do?
Anything? Even the Large Raveshaw? How was that done? Did Westwood just increase his size, or did they create whole new model?

Subject: Re: computer-controlled bots
Posted by [kjlom](#) on Thu, 09 Mar 2006 22:54:45 GMT
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I downloaded the advanced bots and the bot challenge they don't work. how did you get it to work? it shows up in the mod list, but when i try to start it, an error screen comes up. it says

BHS.dll not found

error

Subject: Re: computer-controlled bots
Posted by [nopol10](#) on Fri, 10 Mar 2006 03:28:51 GMT
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You have to download the latest scripts.dll (2.4) from www.sourceforge.net
Search Rentools.

Subject: Re: computer-controlled bots
Posted by [Oblivion165](#) on Fri, 10 Mar 2006 05:33:14 GMT
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darksnipa wrote on Thu, 09 March 2006 10:45ok what i'm actually looking for is the same as you did with the bot challenge mod package. As an example:
island.lsd the bots are very strong (i don't want that because i wanna make a co-op mod), but what scripts have you used? I mean that NOD Units attack gdi ones.

Dont you mean Nod attack Nod? Well the Bot Challenge Pkg is basically just renegade standards. I didnt use any scripts really, except on the heal pads. You can see exactly what i did by extracting the presets out of my Pkg, then naming them Temps20.ddb it will be called Island.ddb in the list.

To make the Bots attack everyone, and also give nod points for shooting nod, i simply just put all the bots to the mutant team.

Subject: Re: computer-controlled bots
Posted by [Oblivion165](#) on Fri, 10 Mar 2006 05:34:09 GMT
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Terminator 101 wrote on Thu, 09 March 2006 17:43Oblivion165 wrote on Tue, 07 March 2006 12:04Yeah, i can replicate anything you see in SP. What exactly are you looking to make it do? Anything? Even the Large Raveshaw? How was that done? Did Westwood just increase his size, or did they create whole new model?

I havent played SP in about 3 years, what level? But if it was done, then yes i can.

Subject: Re: computer-controlled bots
Posted by [Napalmic](#) on Fri, 10 Mar 2006 23:56:06 GMT

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Terminator 101 wrote on Thu, 09 March 2006 14:43Oblivion165 wrote on Tue, 07 March 2006 12:04Yeah, i can replicate anything you see in SP. What exaactly are you looking to make it do? Anything? Even the Large Raveshaw? How was that done? Did Westwood just increase his size, or did they create whole new model?

The mutant Raveshaw used some complex scripting, it was nothing simple at that. If you tried it in multiplayer, he just goes after the host and when he reaches you the game crashes. Obviously, I don't think it was intended for multiplayer. It's funny however, no matter how high you fly up or even in vehicles, he can leap vast heights.

As for the model, it was probably stretched, looking at the texturing.

Subject: Re: computer-controlled bots
Posted by [terminator 101](#) on Sat, 11 Mar 2006 02:12:20 GMT
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Raveshaw was the boss of Mission 9- Evolution of Evil, and he appeared at the end. But it was pretty easy boss if you ask me.

Subject: Re: computer-controlled bots
Posted by [\\$c0p3](#) on Sat, 11 Mar 2006 03:54:59 GMT
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lol who plays Renegade single player...

Subject: Re: computer-controlled bots
Posted by [ghost](#) on Sat, 11 Mar 2006 05:11:27 GMT
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I do....

make some what of a pratice. even as i pwn them all with my pistol and auto rifle

But its fun

Subject: Re: computer-controlled bots
Posted by [Feetseek](#) on Wed, 15 Mar 2006 01:26:55 GMT
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Lol. I remember the time i played it. He punched me .
Yea, he was an easy boss, if you could doge him. If you didn't know how to run and jump and shoot at the same time,

Subject: Re: computer-controlled bots
Posted by [Spyder](#) on Sun, 19 Mar 2006 21:38:21 GMT
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No what i mean is:

| NOD Units and Characters attack GDI ones |
|_____|

Subject: Re: computer-controlled bots
Posted by [nopol10](#) on Mon, 27 Mar 2006 10:46:35 GMT
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Erm... Oblivion, are you done with the Advanced Bot tutorial?

Subject: Re: computer-controlled bots
Posted by [Oblivion165](#) on Mon, 27 Mar 2006 17:31:29 GMT
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Im still waiting for the script, everything is done except VTOL Bots.

Subject: Re: computer-controlled bots
Posted by [Spyder](#) on Sun, 23 Apr 2006 17:58:54 GMT
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Oblivion in this way, i just can't get any further.
I just exactly need to know how i can make NODunits, like nod soldiers attack the GDIunits like the gdi soldiers (the player).

So it's this way:
NOD attack GDI
GDI = player
NOD = Computer controlled bot
NOD = Not at mutant side
NOD = just on the NOD side, so they can't kill each other.

Do you understand?

Else add me at messenger:
foxhoundskull@hotmail.com

or mail me at:
foxhoundskull@gmail.com

Subject: Re: computer-controlled bots
Posted by [nopol10](#) on Mon, 24 Apr 2006 10:04:44 GMT
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Put the nod units on the Nod side: Set the Team setting in the nod unit's preset to Nod and that's it. Then put a spawn for GDI where you want.

Subject: Re: computer-controlled bots
Posted by [w0dka](#) on Sun, 30 Apr 2006 06:55:23 GMT
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A engineer-bot-script would be nice for public servers... they can aid to repair...

Just a little question... if i create bots on a server... do they count to the playerlimit, or like visceroids not?

Subject: Re: computer-controlled bots
Posted by [reborn](#) on Sun, 30 Apr 2006 14:28:38 GMT
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No they do not count as a player limit.

Subject: Re: computer-controlled bots
Posted by [Spyder](#) on Sat, 27 May 2006 13:15:04 GMT
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w00t!

My computer controlled bots finally work!
But a little problem.

At M11 i've put a sakura bot on top of a rock, but she keeps walking away from the rock and goes to another place. How can i let them stay on the place i want?

Subject: Re: computer-controlled bots
Posted by [nopol10](#) on Sun, 28 May 2006 09:27:43 GMT
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Go to the settings of that Soldier and check InnateStationary

Subject: Re: computer-controlled bots
Posted by [Spyder](#) on Sun, 28 May 2006 10:40:38 GMT
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It's already checked but she keeps walking.
