
Subject: AI bots

Posted by [\[DA\]Liz](#) on Mon, 28 Aug 2006 13:34:42 GMT

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I am having some trouble placing AI bots into my map by using Level Edit. First of all, they wont appear when i place them, i dont know if im being an idiot here but id like to know what wrong. Second id like to know how to script them, im kinda new to LE so i would appreciate any help

PS - Hopefully dave will help me this time -.-

Subject: Re: AI bots

Posted by [LR01](#) on Mon, 28 Aug 2006 15:52:08 GMT

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the infantry doesn't need scripts, only "use innate behavior" must be checked

When do they not appear? when you press make?

(the best is to temp a spawner)

Subject: Re: AI bots

Posted by [\[DA\]Liz](#) on Mon, 28 Aug 2006 22:37:53 GMT

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they dont appear in game. they are seen @ the LE view but not in game when i play the level

Subject: Re: AI bots

Posted by [ghost](#) on Tue, 29 Aug 2006 05:10:40 GMT

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If I remember correctly

File > Exit > Then it asks if you wanna save.

From there you go into your mod folder and take the objects.ddb thats located in your presets folder. Then rename it to objects.aow and place into your FDS folder. Im not too fimilar with bots. But yes do what he said above.

<--- Dave

Subject: Re: AI bots

Posted by [reborn](#) on Tue, 29 Aug 2006 10:03:54 GMT

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Use the non cnc spawners for the bots.. as a side note bots do not currently work with ssaow.

Subject: Re: AI bots

Posted by [Oblivion165](#) on Tue, 29 Aug 2006 14:13:50 GMT

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[DALiz wrote on Mon, 28 August 2006 18:37]they dont appear in game. they are seen @ the LE view but not in game when i play the level

All players and repeatable object need a spawner, all the info you need it here:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=13>

Subject: Re: AI bots

Posted by [\[DA\]Liz](#) on Tue, 29 Aug 2006 18:51:20 GMT

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i did that but it still didnt work.

i am going to play around with it a little but first i ask this
do u add in the presets the temp or the soldier itself.

Subject: Re: AI bots

Posted by [Oblivion165](#) on Wed, 30 Aug 2006 02:33:02 GMT

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EDIT:

I updated my old tutorial, it should be a little more clear now.

Subject: Re: AI bots

Posted by [LR01](#) on Wed, 30 Aug 2006 14:53:06 GMT

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temping is for .MIX maps

adding is for .pgk mods ore TS (total conversation)

Subject: Re: AI bots

Posted by [\[DA\]Liz](#) on Sat, 02 Sep 2006 17:17:20 GMT

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ok i thought i had it i did everything the tutorial said perfectly they still dont seem to show up. do i have to set a number of spawns or something?

Subject: Re: AI bots
Posted by [LR01](#) on Sat, 02 Sep 2006 17:35:46 GMT
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No, if the spawner is at number -1 it should work...realy...

Subject: Re: AI bots
Posted by [Oblivion165](#) on Sat, 02 Sep 2006 19:13:43 GMT
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I do live support, if you have MSN I can remotely assist you.

Contact information in signature.

Subject: Re: AI bots
Posted by [Kamuix](#) on Sun, 03 Sep 2006 03:27:15 GMT
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Will VNC work for viewing things like LevelEdit/Anything that requires a graphics card? I know MSN's remote connection will not, and windows Remote desktop won't either

Subject: Re: AI bots
Posted by [StealthEye](#) on Sun, 03 Sep 2006 10:29:37 GMT
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I just tested it, it shows up and it works a bit... However it does not properly update the 3d part of the screen properly, so you can't really look around or anything... That might be solved by settings some options though.

Subject: Re: AI bots
Posted by [Oblivion165](#) on Sun, 03 Sep 2006 15:24:59 GMT
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yeah i never can see what is on the map. However most problems I come across are in the preset settings.

Subject: Re: AI bots
Posted by [\[DA\]Liz](#) on Mon, 04 Sep 2006 17:07:17 GMT
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i did eevrything the tutorial said, i checked it like 5 times.

Subject: Re: AI bots
Posted by [Oblivion165](#) on Mon, 04 Sep 2006 19:58:12 GMT
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I should have know, turns out "Ssaow 1.5"
