
Subject: calling for more script ideas

Posted by [Anonymous](#) on Sun, 12 Jan 2003 21:57:00 GMT

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I am still in need of script ideas. I am now opening the floor (for the first time ever) to AI scripts. I need any AI ideas you have. You need to describe your ideas in detail, else I can't make them. With the AI scripts, if there are existing scripts that do part of what you want (for example if you want a script that patrols a waypoint and shoots at anything that gets in range, finding an existing script that does the waypoint patrol part will make it easier for me to write the new one. Basically, the more existing AI scripts I have to learn from, the more new ones I can write.

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:14:00 GMT

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Well, I have one.... Once spawned the bot goes to the nearest damaged, ally building and repairs it. Once repaired, the bot would move to the next closest, damaged, ally building.... With that same AI, if the bot was attacked, it would either use its Pistol, or, if un-armed, run towards the nearest allied defence building, or nearest allied player/bot. If that enough detail? Or should I try to add more? [January 12, 2003, 22:15: Message edited by: Zeelich]

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:17:00 GMT

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Would it be possible to make a script that would allow vehicles to behave like bots? Also, how about a script that would be attached to building controller that could play various sounds based on building health. For instance when a power plant's health dropped to 25%, a base wide alarm could be activated.

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:37:00 GMT

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I can't make vehicles have true AI. I can only make vehicles do things like "follow this waypoint and shoot at anything that comes in range. Once the thing that's in range is dead or moves out of range or whatever, resume following waypoint. Stuff like that. So I need ideas for vehicle AI that's possible, give me ideas. As for the building sounds one, I can do that. The "engineer bot" isn't possible. Making an engineer that will always repair a specific building is possible (basically, a bit like the construction yard except that killing the engineer stops the repair as opposed to blowing up a construction yard). JFW_Engineer_Repair and JFW_Engineer_Target will make this work

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:45:00 GMT

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For vehicles, how about patrolling along a two-way waypath. It could attack anything in range as it travels. When it gets to one end it would stop and wait a certain amount of time(changeable by variable). Then if it doesn't encounter anything it would turn around and follow the path to the other end where it repeats the process.

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:58:00 GMT

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cool vehicle AI idea, I am going to make that.

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 23:13:00 GMT

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What about a script that makes a bot, once spawned, to go towards the nearest enemy unit and, once within a certain range, blows up? Also, could a script, separate the PT's? For example, could a script make it so that you can only purchase Infantry from the Barrack/Hand Of Nod and Vehicals from the Warfactory/AirStrip? [January 12, 2003, 23:15: Message edited by: Zeelich]

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Posted by [Anonymous](#) on Mon, 13 Jan 2003 04:02:00 GMT

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You know my stuff to make assault beter.

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Posted by [Anonymous](#) on Mon, 13 Jan 2003 04:14:00 GMT

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I have an idea too. Make a script that lets us capture enemy buldings!

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Posted by [Anonymous](#) on Mon, 13 Jan 2003 04:37:00 GMT

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Is there a script you can make to put on vehicles that initiates an animation when the vehicle is

moving (perhaps, to get the MK2 working)?

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Posted by [Anonymous](#) on Mon, 13 Jan 2003 09:29:00 GMT

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Would it be possible to make a script that could be attached to a bot spawner that would give the server control over turning off the spawner. That way maps can be made with bots, but you don't have to use them if you don't want them.

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Posted by [Anonymous](#) on Mon, 13 Jan 2003 15:16:00 GMT

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ya, that suicide script sounds interesting, ever play gta3?? in one of those telephone missions, theres 'spanked up guys' they got a bunch of c4 on em, so when they get near u they blow up, on one hand, it could probably work, cause when the chem or fire dudes blow up, and you stand near em, you get hurt, try hosting a game and kil a fire guy, they explode, if you can get the explode effect to work in mp, that would be reeeally kool
