
Subject: AI Helpers
Posted by [jnz](#) on Sun, 06 May 2007 11:38:24 GMT
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Is it possible to get AI to follow you, but attack others?

Subject: Re: AI Helpers
Posted by [SeargentSarg](#) on Sun, 06 May 2007 14:12:25 GMT
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I remember there was a good mod called "Capture the Mobious" but Mobious never attacked Nod (or the other side for example) it was considered neutral.

Subject: Re: AI Helpers
Posted by [zunnie](#) on Sun, 06 May 2007 14:38:26 GMT
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M01_Hunt_The_Player does that.

Place a bot(or botspawner) and put this script on the scriptstan, when the bot spawns it will follow friendly players and attack enemies when they get close.

Also, M03_Goto_Star can be used, then the GDI bot will attack both Nod and GDI players..
This script would work well if you attach it to an engineer for example. They will "attack" players on the same team and thus repair them

Subject: Re: AI Helpers
Posted by [jnz](#) on Sun, 06 May 2007 15:11:22 GMT
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Thanks

EDIT: is it possible to get them to follow a specific freindly player?

Subject: Re: AI Helpers
Posted by [Genesis2001](#) on Sun, 06 May 2007 22:28:56 GMT
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zunnie wrote on Sun, 06 May 2007 08:38Also, M03_Goto_Star can be used, then the GDI bot will

attack

both Nod and GDI players..

This script would work well if you attach it to an engineer for example. They will "attack" players on the same team and thus repair them

lol @ that. I remember that in MP's CoOp Beta mod. (And their server as well)

-MathK1LL

Subject: Re: AI Helpers

Posted by [zunnie](#) on Mon, 07 May 2007 02:42:48 GMT

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gamemodding wrote on Sun, 06 May 2007 11:11 Thanks

EDIT: is it possible to get them to follow a specific freindly player?

Whats scripts.dll version are you using ?

Is this for a new map or for a serverside mod?

Subject: Re: AI Helpers

Posted by [jnz](#) on Mon, 07 May 2007 09:32:47 GMT

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I'm using 3.2.2, its for a server side mod.

Subject: Re: AI Helpers

Posted by [futura83](#) on Mon, 07 May 2007 09:48:17 GMT

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There must be a script in there for it...try M01 scripts, cos on that mission, once you have saved the church people, you get given reinforcements that will follow you if you go to them and press 'E'...

Subject: Re: AI Helpers

Posted by [jnz](#) on Mon, 07 May 2007 09:53:47 GMT

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No, because they probably get the

M01_Hunt_The_Player
or
M03_Goto_Star

attached to them.

Subject: Re: AI Helpers
Posted by [futura83](#) on Mon, 07 May 2007 10:42:56 GMT
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gamemodding wrote on Mon, 07 May 2007 10:53No, because they probably get the

M01_Hunt_The_Player
or
M03_Goto_Star

attached to them.

they will have, but they'll have also had a script or 2 more on it that made it so when you press E it follows you...ill try it out in leveledit now, and get back to you...

Subject: Re: AI Helpers
Posted by [jnz](#) on Mon, 07 May 2007 11:30:20 GMT
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all that they have done is made the person pokeable, when poked the script is attached to it. I am not doing this in LE, but W/E is possible in LE is possible the way i am doing it. I have hit another snag, though, the AI only walk a certain speed that is way too slow. Is it possible to make them go faster?

Subject: Re: AI Helpers
Posted by [Carrierll](#) on Mon, 07 May 2007 11:34:44 GMT
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Make a clone of the preset you're using for the AI and adjust it?

Subject: Re: AI Helpers
Posted by [jnz](#) on Mon, 07 May 2007 11:38:45 GMT
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I think thats going to be how i do it, although, i don't want to use a diffrent objects.ddb. Is there a script i could attach mabe?

Subject: Re: AI Helpers
Posted by [Genesis2001](#) on Mon, 07 May 2007 14:32:29 GMT
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Ask jonwil really nicely?

Dunno about the scripts..But that Screeny you sent me was cool...Wish I could've seen them actually "attacking" you.

-MathK1LL

Subject: Re: AI Helpers
Posted by [a100](#) on Mon, 07 May 2007 19:11:20 GMT
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Cant you just use Get_Team(id) and set the team of the bot to the other team?

Subject: Re: AI Helpers
Posted by [jnz](#) on Mon, 07 May 2007 19:54:04 GMT
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No, because it wouldn't follow me then.

Subject: Re: AI Helpers
Posted by [a100](#) on Mon, 07 May 2007 22:56:09 GMT
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Well you cud script in a follow script which would be something like

Commands->

```
Set_Position(obj,Commands->Get_Position(Get_GameObj(Get_Int_Parameter("Player_ID"))))
```

or if you wanted to get the helper to follow where they face

```
int ID = Get_Int_Parameter("ID")  
Vector3 pos = Commands->Get_Position(Get_GameObj(ID));
```

```
float f = Commands->Get_Facing(Get_GameObj(ID)) +180;
pos.X += -1.5*(cos(f*(PI / 180))); // 1.5 or any other distance
pos.Y += -1.5*(sin(f*(PI / 180)));
Commands->Set_Position(obj,pos);
```

Subject: Re: AI Helpers
Posted by [Jerad2142](#) on Tue, 08 May 2007 16:00:12 GMT
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Don't use "m01_hunt_the_player", because if they can't get to the player in a certain amount of time they die, instead use "M04_Hunter_JDG" (its J** I don't remember what the exact last two are but there are only two scripts dealing with hunting in M04, and the other is a controller).

Subject: Re: AI Helpers
Posted by [jnz](#) on Tue, 08 May 2007 16:03:53 GMT
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a100 wrote on Mon, 07 May 2007 23:56 Well you cud script in a follow script which would be something like

```
Commands->
Set_Position(obj,Commands->Get_Position(Get_GameObj(Get_Int_Parameter("Player_ID"))))
```

or if you wanted to get the helper to follow where they face

```
int ID = Get_Int_Parameter("ID")
Vector3 pos = Commands->Get_Position(Get_GameObj(ID));
float f = Commands->Get_Facing(Get_GameObj(ID)) +180;
pos.X += -1.5*(cos(f*(PI / 180))); // 1.5 or any other distance
pos.Y += -1.5*(sin(f*(PI / 180)));
Commands->Set_Position(obj,pos);
```

Hmm, does this make the charater "jerk" towards you? or does it run smoothy?

Subject: Re: AI Helpers
Posted by [a100](#) on Tue, 08 May 2007 21:11:14 GMT
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You need either a timer that lasts 0.0f seconds or u need to increase the distance away from the current player. Also which script are you talking about the first or the second?

Subject: Re: AI Helpers
Posted by [jnz](#) on Tue, 08 May 2007 23:07:47 GMT
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both.

Subject: Re: AI Helpers
Posted by [a100](#) on Tue, 08 May 2007 23:51:27 GMT
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For the first one it will spawn in you so you need to add something like `pos.X += 3;`
for the second one make the distance 2 and attach that to the helper with a timer of 0.0f.
This wont show the helper moving but it will continuously teleport to the position

Subject: Re: AI Helpers
Posted by [zunnie](#) on Wed, 09 May 2007 00:41:47 GMT
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```
void z_FollowPoker::Created(GameObject *obj)
{
    AllowPoke = true;
    FollowID = 0;
    Following = false;
    Commands->Enable_HUD_Pokable_Indicator(obj,true);
}

void z_FollowPoker::Poked(GameObject *obj, GameObject *poker)
{
    if (AllowPoke)
    {
        Commands->Enable_HUD_Pokable_Indicator(obj,false);
        FollowID = Commands->Get_ID(poker);
        Commands->Start_Timer(obj,this,0.5,789);
    }
}

void z_FollowPoker::Custom(GameObject *obj,int message,int param,GameObject *sender)
{
    if (message == Get_Int_Parameter("Stop_Following_Msg"))
    {
        Commands->Enable_HUD_Pokable_Indicator(obj,true);
        AllowPoke = true;
        Following = false;
    }
}
```

```

FollowID = 0;
}
}
void z_FollowPoker::Timer_Expired(GameObject *obj,int number)
{
if (number == 789)
{
Commands->Innate_Disable(obj);
GameObject *GotoObject = Commands->Find_Object(FollowID);
if (GotoObject)
{
ActionParamsStruct params;
params.Set_Basic(this,100,100,-1);
params.Set_Goto_Following(GotoObject,5.Of,1.Of,true);
Commands->Action_Goto(obj,params);
Commands->Start_Timer(obj,this,0.5,789);
}
}
}
void z_FollowPoker::Register_Auto_Save_Variables()
{
Auto_Save_Variable(1,4,&FollowID);
}

```

Note sure what the bot will do if it encounters enemies, wether it will continue to follow the player once that enemy is killed for example.. You can send a custom to the bot if you want it to stop following the player, or attach another script to the player that will send a custom to the bot when that player dies so it stops following until someone else pokes him again. May have to modify it a bit to enable/disable innate where needed..

ie: when destination reached, following=false, followid=0, and enable innate again etc.. that may work

Subject: Re: AI Helpers
Posted by [jnz](#) on Wed, 09 May 2007 07:26:04 GMT
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Thanks very much, ill try that when i get home today.