Subject: Invisible bot disease
Posted by Veyrdite on Mon, 11 Jun 2007 03:04:57 GMT
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I think this has been answered before (i tried searching) but whenever i export a map with soldiers on it, they dont exist in renegade when i run the map. If it gets down to it i'll be a total idiot and spawrn all bots via a cinematic script.

Also, what script could i attach to a preset bot that detects if a projectile hits the head bone, and then plays a sound?

Subject: Re: Invisible bot disease
Posted by IronWarrior on Mon, 11 Jun 2007 03:13:42 GMT
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I had to reply to this after reading your sig.

We own you in Rugby though.

Subject: Re: Invisible bot disease
Posted by Veyrdite on Mon, 11 Jun 2007 03:15:37 GMT
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i dont even watch rugby (or cricket for that matter, just have a cricket freak as a friend)

edit: check my sig

Subject: Re: Invisible bot disease
Posted by Jerad2142 on Mon, 11 Jun 2007 05:07:59 GMT
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Create soldier spwawners, set them to a spawn count of 1 and make sure that soldier startup is not checked (I am not sure what its called at the moment).

The head thing would have to be done using scripts.

Subject: Re: Invisible bot disease
Posted by Veyrdite on Mon, 11 Jun 2007 05:18:56 GMT
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as in scripts in the newest release or scripts as in custom?

Subject: Re: Invisible bot disease
Posted by Veyrdite on Mon, 11 Jun 2007 06:22:26 GMT
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now it seems im crashing when i play it. probably something else causing it.

Subject: Re: Invisible bot disease
Posted by zunnie on Mon, 11 Jun 2007 12:02:55 GMT
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"KillHibernatingSpawn" (i think thats what its called) must be turned
off as well and "TeleportFirstSpawn" must be on.

Subject: Re: Invisible bot disease
Posted by reborn on Mon, 11 Jun 2007 13:39:24 GMT
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http://www.mp-gaming.com/reborn/movies/bots/bots.html

Subject: Re: Invisible bot disease
Posted by IronWarrior on Mon, 11 Jun 2007 15:16:13 GMT
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Reborn wrote on Mon, 11 June 2007
08:39http://www.mp-gaming.com/reborn/movies/bots/bots.html

Damn Reborn you been a busy bee latey.