
Subject: AI Bots

Posted by [Slayer9x9](#) on Thu, 19 Jul 2007 15:31:33 GMT

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Is there anyway of telling the bots to attack the opposing base?
I looked through the forums/renhelp, but nothing said anything about this.
If anyone knows, plz help me!
Thx

Subject: Re: AI Bots

Posted by [Oblivion165](#) on Thu, 19 Jul 2007 15:47:30 GMT

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It's a bizitch, I've never seen it done well. My brother made a script called "Constant Attack AI" and "Seek Building AI" but they are lost in cyberspace...

Constant Attack AI would shoot at any scriptzone with another script that handled priorities. This was made for engineers to forever shoot at MCT's.

Seek Building AI was the same thing, create a scriptzone on the building and AI in the area would shoot at it.

all of this worked but the bots would be locked in and wouldn't counter any sort of attack.

If you can get someone to make those scripts again, it would be your best bet.

Subject: Re: AI Bots

Posted by [nodelites](#) on Thu, 19 Jul 2007 15:48:37 GMT

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one thing i do to achive this is to create a dummy "skin" for the building with an invisible turret,harmless weapon, and make the whole thing invisible, & set it to where things pass through it. If you do it correctly the bot shoud try to attack the dummy, but will hit the building instead.
