Subject: Need a bot script
Posted by The Real Gladiator on Thu, 09 Aug 2007 00:00:30 GMT
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Hello everyone, this is my first post. I am looking for a script that will make bots look for their targets and attack them. Can anyone be nice enough to help me?

Thanks in advance

Subject: Re: Need a bot script
Posted by reborn on Thu, 09 Aug 2007 00:22:08 GMT
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m03_gotostar

or something like that

Subject: Re: Need a bot script
Posted by Brandon on Thu, 09 Aug 2007 01:33:38 GMT
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You could download WWH SSM 2.0. ^_~

It contains over 300 AI Bot Spawners with pre-configured AI Bots that'll attack when they see enemy units and sometimes move out on their own, etc.

Subject: Re: Need a bot script
Posted by Genesis2001 on Fri, 10 Aug 2007 01:19:30 GMT
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"sometimes" move out on their own >.>

Nah, they move out on their own after they hear footsteps >.>

-MathK1LL

Subject: Re: Need a bot script
Posted by bisen11 on Fri, 10 Aug 2007 07:40:13 GMT
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Are these targets human or other bots, or what?

Subject: Re: Need a bot script
Posted by Genesis2001 on Fri, 10 Aug 2007 15:52:01 GMT
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not sure what you mean by 'targets'...If you are referring to my post, then Whenever the bots hear a footstep of an enemy soldier (be it a bot or a human player) they move out and try to attack.

-MathK1LL

Subject: Re: Need a bot script
Posted by Jerad2142 on Fri, 10 Aug 2007 17:00:57 GMT
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They simply find the location of were the sound originated, and then move to those coordinates. If they see enemies on their way to this location they will attack them.