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Subject: bot scripts

Posted by [HTML](#) on Tue, 30 Oct 2007 19:47:53 GMT

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anyone know of any good ones?

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Subject: Re: bot scripts

Posted by [Genesis2001](#) on Tue, 30 Oct 2007 20:03:13 GMT

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Depends what you mean by "bot scripts"? Everytime I hear the word "scripts" and the game Renegade inferred in the context, I think of actual scripts you Attach\_Script\_Once() :/

Define what you're actually asking please..Unless renalpha's response was what you're looking for.

~MathK1LL

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Subject: Re: bot scripts

Posted by [HTML](#) on Tue, 30 Oct 2007 21:07:45 GMT

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like these

<http://renegadezone.com/ListMods.asp>

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Subject: Re: bot scripts

Posted by [Canadacdn](#) on Tue, 30 Oct 2007 22:10:24 GMT

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Some good AI scripts are:

M00\_Action

JFW\_Guard\_Duty

M04\_Hunter\_JDG combined with M00\_Base\_Defense

Make sure to enable 'innate behavior' on your soldier presets too. Change their listener scale, reduce weapon error, and increase turn speed to make them even more difficult.

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For the most part though, Renegade's AI is pants-on-head retarded, so don't expect much.

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Subject: Re: bot scripts  
Posted by [Jerad2142](#) on Wed, 31 Oct 2007 22:50:26 GMT  
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Canadacdn wrote on Tue, 30 October 2007 16:10  
For the most part though, Renegade's AI is pants-on-head retarded, so don't expect much.

AI only does what the user tells it to do Canadacdn.

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Subject: Re: bot scripts  
Posted by [Canadacdn](#) on Wed, 31 Oct 2007 23:02:39 GMT  
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Jerad Gray wrote on Wed, 31 October 2007 16:50Canadacdn wrote on Tue, 30 October 2007 16:10  
For the most part though, Renegade's AI is pants-on-head retarded, so don't expect much.

AI only does what the user tells it to do Canadacdn.

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Subject: Re: bot scripts  
Posted by [Jerad2142](#) on Wed, 31 Oct 2007 23:06:20 GMT  
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Canadacdn wrote on Wed, 31 October 2007 17:02Jerad Gray wrote on Wed, 31 October 2007 16:50Canadacdn wrote on Tue, 30 October 2007 16:10  
For the most part though, Renegade's AI is pants-on-head retarded, so don't expect much.

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lol, but seriously if you want to make them really smart use add and remove scripts to add and remove waypath scripts. That way they act differently.

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