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Subject: Random AI script question

Posted by [R315r4z0r](#) on Sat, 17 Nov 2007 21:12:09 GMT

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Ok, this question is probably way beyond my own range of ability, but I still want to know if this is possible.

Lets say I make a character model that is simply a smaller version of a character model already in the game. Then I make this character an AI bot. Is it possible to link this bot with either an actual player or another bot in that they would do the exact same movements and motions?

Like I move 10 steps forward, and the bot (being either next to me or on another part of the map) also moves 10 steps forward.

Much like a mirrored character?

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Subject: Re: Random AI script question

Posted by [Veyrdite](#) on Sun, 18 Nov 2007 00:35:38 GMT

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This would be great for mirrored floors, where you have a transparent floor and the meshes that are on top are mirrored underneath. If there was a script like the one you mentioned we could even have players and bots mirrored under the floor.

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