Subject: Underground bot.
Posted by cnc95fan on Sun, 25 Nov 2007 20:22:16 GMT
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I'm developing somthing for a mod, (sorry, I can't tell what it is) but it needs to be able to go underground and surface and attack, or even move, there are so many scripts and void functions out there, that I have clue as to if there is a script which can do that.. if anybody knows, can you shed me some light please?

Subject: Re: Underground bot.
Posted by Gen_Blacky on Sun, 25 Nov 2007 21:35:28 GMT
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reborn already made 1 tbh. I thinks its in scripts.dll already 3.0 up proly

Subject: Re: Underground bot.
Posted by cnc95fan on Sun, 25 Nov 2007 21:37:09 GMT
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hmm, yes but this has got to have a moving script zone in it.. the script zone kills anything in it.

Subject: Re: Underground bot.
Posted by reborn on Mon, 26 Nov 2007 06:23:14 GMT
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You're going to have to make it yourself.

And it isn't going to be very easy. Unless you are making your own custom map?

Subject: Re: Underground bot.
Posted by cnc95fan on Mon, 26 Nov 2007 08:31:10 GMT
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Yea, were making all the maps ourselvs, so an underground will be put in each map.

Subject: Re: Underground bot.
Posted by reborn on Mon, 26 Nov 2007 08:39:42 GMT
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Then it will be slightly easier. Just place your bot spawners on the underground part of the map as

if they are normal spawners.

You will need to make a script that checks the distance between itself and an enemy star object every i amount of seconds, where i is the frequency you want it to check for enemies in the vacinity. Then if the distance is the same or less than x amount of units away, do a get_position on the bot, then set_position on the bot position of .Z +=y amount of units. Where y is the distance between the base of the bot object and the surface of the up level ground.

Then attach this script to the bot in level edit.

It might also be cool to make an animation so the bot likes like it's getting ready to pop up through the ground. Then you could play the animation if the enemy is in the vacinity, and wait for the animation to finish before you set the new position.

Subject: Re: Underground bot.
Posted by cnc95fan on Mon, 26 Nov 2007 08:41:23 GMT
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Yea, I'll do that, thanks
Edit:
Acctually, if I just tell it to move around in the undergound and if there is several units above it, to play the animtion form its level (0,0,10) for example.