Subject: AI using melee attacks
Posted by GEORGE ZIMMER on Tue, 18 Dec 2007 19:21:52 GMT
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Alright, so I'm sort of working on a mod in somewhat-sort of-not-really-secrecy, and there's some melee weapons and some bots.

Thing is, the bots are incredibly retarded and never use the melee attacks right. I basically made a modified version of the Melee_AI weapon and made it stronger. Even made it have a spread fire so it'd have more of a chance to hit. However, the AI is still really stupid with it.

They'd run up close to me, then just stop for a bit, then attack. Problem is, the attack [I]almost never hits.[I] The only time it DOES hit is maybe if I'm moving or I'm at a position that's not directly in front of them. I want it so if you're in range of their melee attack (AKA, right next to them), you're pretty much screwed.

Short version: Any scripts to make AI less dumb with melee attacks/A script to make them pretty much never miss with their weapon?

(I'm probably just being stupid and there's a really simple solution to getting it work.)

Subject: Re: AI using melee attacks
Posted by Jerad2142 on Thu, 20 Dec 2007 18:24:46 GMT
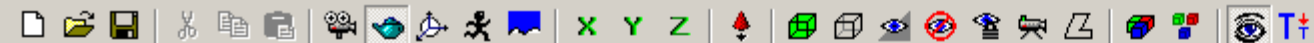View Forum Message <> Reply to Message

Well to fix the accuracy problem all you have to do is change this:

to shoulder (you only have to do this for AI, and it makes them run like complete retards but its the only way to fix it (handGun, hip or launcher works as well (but I think Handgun crashes the game, if not its launcher))).

File Attachments
1) pic.PNG, downloaded 132 times

Untitled - Commando Level Editor

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

Presets

Edit object

General   Settings   Dependencies

Style   [---]
- C4
- ---
- Shoulder
- Hip
- Launcher
- Handgun
- Beacon

Model

IdleAn

FireAnim

BackModel

SwitchTime   0.000

ReloadTime   0.000

KeyNumber   0.000

☐ CanSnipe

☑ CanReceiveGenericCnCAmmo

OK   Cancel   OK & Propagate...

Add

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\scripts342 RP2\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\FullMoon.tga
Texture file not found: fullmoon.tga

Ready   Camera (0.00,0.00,80.00)   Fran

🏁 Start   🌐 Automatic Updates | 🔵 Command and Conquer: ... 📁 LevelEdit | Untitled - Commando ...