
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

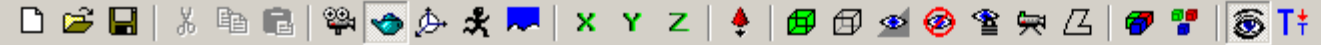
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Well to fix the accuracy problem all you have to do is change this:

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 355 times



Edit object

General Settings Dependencies

Style ---

Model C4

Shoulder
Hip
Launcher
Handgun
Beacon

IdleAn

FireAnim

BackModel

SwitchTime 0.000

ReloadTime 0.000

KeyNumber 0.000

CanSnipe

CanReceiveGenericCnC Ammo

OK Cancel OK & Propagate...

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