
Subject: CLOSED well not closed but dont need no more help on this
Posted by [cpjok](#) on Mon, 21 Jan 2008 18:51:11 GMT

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ok in le theres away to make a unit not targetable to AI but i dont know how to

could anyone help so i can finish my map

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [cpjok](#) on Mon, 21 Jan 2008 20:13:49 GMT

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ANYONE KNOW

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [R315r4z0r](#) on Mon, 21 Jan 2008 21:48:25 GMT

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Probably a script.

Or does it matter what team it is on? You could make what ever you don't want targeted and put it on the unteamed or neutral team.

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [mr£Ä\\$Ä-z](#) on Mon, 21 Jan 2008 23:21:38 GMT

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isnt there on "Settings" [X] Not Targetable ?

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [Canadacdn](#) on Tue, 22 Jan 2008 00:07:01 GMT

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It depends. Bots won't shoot at a unit if they are team GDI or Nod and the unit is team neutral. They will shoot at it if the bots are team mutant though.

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [Whitedragon](#) on Tue, 22 Jan 2008 01:00:01 GMT

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Attach the script "RA_Infantry_Spy" to the the unit. Note that this will also make them invisible to base defenses and can only be used on infantry.

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [cpjok](#) on Tue, 22 Jan 2008 02:57:33 GMT

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MadRockz wrote on Mon, 21 January 2008 17:21isnt there on "Settings" [X] Not Targetable ?

yes there is but the agt and other base defence still attacks it

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [cpjok](#) on Tue, 22 Jan 2008 02:58:36 GMT

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Whitedragon wrote on Mon, 21 January 2008 19:00Attach the script "RA_Infantry_Spy" to the the unit. Note that this will also make them invisible to base defenses and can only be used on infantry.

were do i get that script

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [Canadacdn](#) on Tue, 22 Jan 2008 06:18:28 GMT

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Checking 'Not Targetable' in Level Edit still will let bots shoot at them. Checking that box just removes the targeting box and life bar that appears when your crosshairs are over it.

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [mr£Ä\\$Ä-z](#) on Tue, 22 Jan 2008 11:39:13 GMT

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lol nice avatar canadacdn

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [Genesis2001](#) on Tue, 22 Jan 2008 21:47:44 GMT

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cpjok wrote on Mon, 21 January 2008 19:58Whitedragon wrote on Mon, 21 January 2008 19:00Attach the script "RA_Infantry_Spy" to the the unit. Note that this will also make them invisible to base defenses and can only be used on infantry.

were do i get that script

When you attach scripts a player/object, hit "R" to bring up the list of scripts that start with the letter "R" and then find "RA_Infantry_Spy"

~Zack

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [cpjok](#) on Tue, 22 Jan 2008 21:58:36 GMT
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but isnt that for red alert mod im talking about renegade

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [cnc95fan](#) on Tue, 22 Jan 2008 21:59:16 GMT
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It's a script, which means it works for ALL instances or Renegade.

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [cpjok](#) on Tue, 22 Jan 2008 22:44:53 GMT
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yes but thats not in my scripts folder so i carnt pick it its only in RA APB mod

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [mr£ÄŞÄ-z](#) on Tue, 22 Jan 2008 23:01:01 GMT
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get jonwil's version of level edit

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [cpjok](#) on Wed, 23 Jan 2008 00:06:23 GMT
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ok just did and checked scripts its now there

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [cpjok](#) on Wed, 23 Jan 2008 00:42:06 GMT
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thanx for help anyways and now thats helped witch script to i use on a zone fore if a chopper flys into it they blow up

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [Genesis2001](#) on Wed, 23 Jan 2008 01:20:34 GMT
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cpjok wrote on Tue, 22 January 2008 17:42thanx for help anyways and now thats helped witch script to i use on a zone fore if a chopper flys into it they blow up

....

I hope you know you have unlimited editing time. :v

Anyway. JFW_Blow_Up_On_Enter?

~Zack

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [cpjok](#) on Wed, 23 Jan 2008 01:35:13 GMT
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I hope you know you have unlimited editing time. :v

.....

What You Mean

Anyway. JFW_Blow_Up_On_Enter?

~Zack

.....

Thanx

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [fatalcry](#) on Wed, 23 Jan 2008 08:50:49 GMT

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you do know the lastest scripts for renegade and such contains all scripts from the mods, i think i saw a few cnc reborn ones in there too.

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [cpjok](#) on Wed, 23 Jan 2008 10:46:42 GMT

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i have scripts 2.9.2 the script 3.4.3 makes my FPS 2 times slower to like 15 and that

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [fatalcry](#) on Wed, 23 Jan 2008 15:24:20 GMT

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when you install the latest scripts dont activate shadows and blooms and such thoses are extras thats not needed, the scripts it self shouldn't slow ur fps down

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [HORQWER](#) on Thu, 24 Jan 2008 23:22:06 GMT

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hello?

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [cnc95fan](#) on Thu, 24 Jan 2008 23:24:32 GMT

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ferkhat wrote on Thu, 24 January 2008 17:22hello?

Hi.

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [cpjok](#) on Thu, 24 Jan 2008 23:25:09 GMT
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hello cncfan

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [Genesis2001](#) on Fri, 25 Jan 2008 01:38:40 GMT
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Uhhh...Hi?

No need to talk like this forum is an IM. :\ If you wish to say something like "hi" or "hello" to someone, then do it via PM.

~Zack

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [HORQWER](#) on Fri, 25 Jan 2008 01:41:02 GMT
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ah
sorry guys but it was for cpjok

Subject: Re: IN LE how do i get somet not to be targetable by AI
Posted by [cpjok](#) on Fri, 25 Jan 2008 02:18:01 GMT
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Zack wrote on Thu, 24 January 2008 19:38Uhhh...Hi?

No need to talk like this forum is an IM. :\ If you wish to say something like "hi" or "hello" to someone, then do it via PM.

~Zack

nope ill do it how i want if anyone starts to mone about it ill make a topic called hi and have 1 post in it saying hi and ill do it 3 times

on this forum thread on this mod forum place so

STFU

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [BlueThen](#) on Fri, 25 Jan 2008 02:35:26 GMT

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cpjok wrote on Thu, 24 January 2008 20:18Zack wrote on Thu, 24 January 2008 19:38Uhhh...Hi?

No need to talk like this forum is an IM. :\ If you wish to say something like "hi" or "hello" to someone, then do it via PM.

~Zack

nope ill do it how i want if anyone starts to mone about it ill make a topic called hi and have 1 post in it saying hi and ill do it 3 times

on this forum thread on this mod forum place so

STFU

Sounds like a smart-ass comment attempt. I dare you. Do it. Let us all laugh at you while you're getting banned.

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [Genesis2001](#) on Fri, 25 Jan 2008 02:38:30 GMT

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Originally Blue wrote on Thu, 24 January 2008 19:35cpjok wrote on Thu, 24 January 2008 20:18Zack wrote on Thu, 24 January 2008 19:38Uhhh...Hi?

No need to talk like this forum is an IM. :\ If you wish to say something like "hi" or "hello" to someone, then do it via PM.

~Zack

nope ill do it how i want if anyone starts to mone about it ill make a topic called hi and have 1 post in it saying hi and ill do it 3 times

on this forum thread on this mod forum place so

STFU

Sounds like a smart-ass comment attempt. I dare you. Do it. Let us all laugh at you while you're getting banned.

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [cpjok](#) on Fri, 25 Jan 2008 04:38:11 GMT

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[/quote]

Sounds like a smart-ass comment attempt. I dare you. Do it. Let us all laugh at you while you're getting banned.[/quote]

scary a ban i am used to it

and just like i ment i made this topic for help and that and i have got help anything can be posted on it evan if its hi

Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [cpjok](#) on Fri, 25 Jan 2008 04:38:57 GMT

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hi
