Subject: bots
Posted by medmech12 on Fri, 28 Nov 2008 01:05:03 GMT
View Forum Message <> Reply to Message

DOes anybody know how to make a bot switch weapons, other than using just one weapon?

Subject: Re: bots
Posted by ErroR on Sat, 29 Nov 2008 11:43:58 GMT
View Forum Message <> Reply to Message

like the agt   ?

Subject: Re: bots
Posted by Genesis2001 on Sat, 29 Nov 2008 18:37:06 GMT
View Forum Message <> Reply to Message

Easy. I've done it in my AI Scripts.

If you mean Leveledit...Sorry, dunno how.

Subject: Re: bots
Posted by danpaul88 on Mon, 01 Dec 2008 08:58:18 GMT
View Forum Message <> Reply to Message

Well I am at work at the moment, but I am fairly sure what your asking for is not catered for in any existing scripts in 3.4.4, however it is possible, if you know some c++ and are willing to compile your own scripts.dll.

If I remember correctly (again, I am at work so I can't actually check at the moment) the engine call

Commands->Select_Weapon(obj,"name of weapon preset");

will cause the infantry unit (or any other ArmedGameObj) to select the weapon with the given name.

If I remember tonight I might write some simple infantry AI scripts which feature this behaviour and perhaps hook into my more complex AI rountines (such as target prioritisation etc) for inclusion in 4.0...