Subject: AI params questions
Posted by robbyke on Wed, 13 Jun 2012 00:01:24 GMT
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i got confused about a few things

1) forcefire

it doesnt really forcefire (my gun just aimed but didnt fire until in a certain range)

2) is there a way to track if a gun is actually firing ?

3) is there a way to combine attack and move?

Subject: Re: AI params questions
Posted by danpaul88 on Wed, 13 Jun 2012 00:55:48 GMT
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robbyke wrote on Wed, 13 June 2012 01:01
3) is there a way to combine attack and move?

I believe it is, yes. Look at the source for dp88_ ai_tankOffensive (or something along those lines, don't recall the exact name) because I'm fairly sure I did it in that class.

Subject: Re: AI params questions
Posted by robbyke on Wed, 13 Jun 2012 13:36:02 GMT
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oh yea i forgot one thing

Register_Auto_Save_Variables()

i see this in many ai scripts but whats it for?

Subject: Re: AI params questions
Posted by danpaul88 on Wed, 13 Jun 2012 15:44:42 GMT
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I believe it's to do with saving script state for single player missions... you don't need to implement it unless your script needs to be compatible with single player missions AND retain data between save / load.

Generally AI type scripts should be able to generate a new set of actions for themselves based on the current game state anyway, so I'm not sure what value there is in saving any state variables. It's more persistent states like 'number of flags returned to base' or something you would want to track with save variables.

Subject: Re: AI params questions
Posted by robbyke on Wed, 13 Jun 2012 17:46:59 GMT
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owk thnx