
Subject: Set_Face_Location() and bots
Posted by [iRANian](#) on Mon, 25 Jun 2012 11:06:37 GMT
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Has anyone ever tried using this command before having a bot attack to prevent a bot from lagging over the place or shooting you when they're not even facing you?

Subject: Re: Set_Face_Location() and bots
Posted by [robbyke](#) on Wed, 27 Jun 2012 17:10:54 GMT
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wouldnt it just make bots insta turn around?

i think it would make it pretty harsh if the bot has a sniper as it faces to the correct position instantly and thus the first shot would always be a hit

Subject: Re: Set_Face_Location() and bots
Posted by [Ethenal](#) on Wed, 27 Jun 2012 19:00:29 GMT
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I don't think he meant it in that context; we were trying to figure out if using that function instead of doing an ActionParamsStruct would cause the bot to turn at the correct speed on the client, instead of the standard turn-very-slowly-while-bot-shoots-at-wall-and-kills-you.

Subject: Re: Set_Face_Location() and bots
Posted by [Troll King](#) on Thu, 28 Jun 2012 10:23:03 GMT
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I believe I did a while ago it turns as slow as it normally does. Wouldn't work.

Subject: Re: Set_Face_Location() and bots
Posted by [iRANian](#) on Thu, 28 Jun 2012 15:38:10 GMT
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well the idea is that they turn and then shoot

Subject: Re: Set_Face_Location() and bots
Posted by [Troll King](#) on Fri, 29 Jun 2012 09:21:03 GMT
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The time it takes for that bot to turn would take too long for it to shoot/move after it. The actual instant movement is done by a conversation I found out. If conversations would work you would need to do something like this:

```
int Conversation = Commands->Create_Conversation("", 100, 99999, false);
Commands->Join_Conversation_Facing(obj, Conversation, objtoface);
Commands->Start_Conversation(Conversation, 0);
```

EDIT: something like this is happening in MX0_Engineer1 when you poke it.

Subject: Re: Set_Face_Location() and bots
Posted by [jonwil](#) on Sun, 01 Jul 2012 10:09:46 GMT
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Commands->Set_Facing should be near instant (i.e. its as fast as it takes for the netcode to sync up)

Subject: Re: Set_Face_Location() and bots
Posted by [iRANian](#) on Sun, 01 Jul 2012 10:20:36 GMT
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If I remember it doesn't work on bots, but I'm not sure. I know it doesn't work on human players.

Subject: Re: Set_Face_Location() and bots
Posted by [jonwil](#) on Sun, 01 Jul 2012 15:32:26 GMT
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Oh wait now I see, the facing is only sent over the network once on spawn and not sent again.

Subject: Re: Set_Face_Location() and bots
Posted by [Ethenal](#) on Sun, 01 Jul 2012 18:09:20 GMT
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jonwil wrote on Sun, 01 July 2012 10:32Oh wait now I see, the facing is only sent over the network once on spawn and not sent again.

Oh?! So maybe you could fix it? If you so loved us so much...

Subject: Re: Set_Face_Location() and bots

Posted by [Troll King](#) on Sun, 01 Jul 2012 18:52:28 GMT

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Would be awesome cool indeed

Subject: Re: Set_Face_Location() and bots

Posted by [Jerad2142](#) on Tue, 03 Jul 2012 17:30:03 GMT

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It does indeed make them face the spot, this allows you to make them strafe without attacking targets, or just look at the spot. However, it wouldn't fix the turn bug unless you plan on making them face the spot first, then shoot, if you gave it adequate time it could work for that I suppose, but it'll make your AI move less fluid.

I would have to assume the real root cause of the rotation bug is that the client is never truly synced with the server on the AI.

*Server sends the message to the client that the bot is going to face this direction, at the same time the server starts rotating the bot.

*Client gets the message and starts rotating the bot, this is of course delayed due to latency etc.

*Server a generic update to the client that updates the bots current rotation to the server's current rotation.

*Client gets the message, of course it's been delayed so that rotation is now old and behind where the server's rotation is. However, client snaps the bots rotation to it anyways and resumes rotating.

*Last Two steps repeat until the sever finished rotating the bot its side.

That is what I imagine is going on anyways.
