
Subject: Help about bots ...

Posted by [Alex\[\]](#) on Sat, 12 Jan 2013 14:13:52 GMT

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Is here any mod that allow to call boots with helicopter on singleplayer ? I mean in campaign

Please tell me if exist and where i can download it

Subject: Re: Help about bots ...

Posted by [Troll King](#) on Sun, 13 Jan 2013 13:45:24 GMT

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Its done via existing cinematic files.

These are plain .txt files which can be found in always.dat.

You can open it by using xcc mixer (or xxc) mixer can't remember exact name right now. Just look for .txt files in there which have numbers in it like -0 and -100. Also commands like Create_Object etc.

Those commands will be read by a file reader and it will execute whatever you wrote in it. You can even create your own cinematic files or even let them be made by a program so you can share them. (however this does not exist as far as I know but you can make it).

To make a cinematic file execute you'll have to attach the script "JFW_Cinematic" (NOTE: the object will be deleted if the cinematic is done so it's best to use a temporary object). You'll have to pass as parameters the name of your .txt file so for example:

```
Commands->Attach_Script(my temporary object,"JFW_Cinematic","z_gdi_pp1drop.txt");
```

That's it.

Also the facing of the temporary object will effect where your helicopter etc will come from.

EDIT: be aware that you don't have to put the .txt files in always.dat you can leave them in the same folder it's in.

EDIT #2: also the difference between singleplayer and multiplayer aren't that big. The only big difference is that you don't have other players in it. You also have more options to choose from scriptwise. Just think like your campaign is multiplayer and all will work the same. The only big obstacle is that you can't use chat. You have to use LE to make your level start and go from there.

Subject: Re: Help about bots ...

Posted by [Alex\[\]](#) on Sun, 13 Jan 2013 15:58:06 GMT

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Troll King wrote on Sun, 13 January 2013 06:45Its done via existing cinematic files.

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Isnt here any tutorial because im noob and i dont understand nothing -_____ - Or can someone do it ?

Subject: Re: Help about bots ...

Posted by [danpaul88](#) on Sun, 13 Jan 2013 16:48:34 GMT

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If you can't figure out how to attach a script to an object and place it on a map you probably need to go back to basics and learn how LevelEdit works before you try and create a full campaign mod.

Import some random terrain and learn how to turn it into a playable map and fiddle around with everything to figure out how it all works (adding spawners, building controllers (where applicable), temp some presets, edit the purchase list etc). Nobody is going to hold your hand and tell you every single little thing you need to do if you're not willing to go and learn yourself. There are plenty of tutorials covering the basics and some that cover more advanced aspects, go and read them and then come back to this.

<http://community.mp-gaming.com/index.php/board,285.0.html> is a good starting point

Subject: Re: Help about bots ...

Posted by [Troll King](#) on Mon, 14 Jan 2013 00:19:54 GMT

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<http://community.mp-gaming.com/index.php/board,285.0.html> is a good starting point

Subject: Re: Help about bots ...

Posted by [Alex\[\]](#) on Thu, 17 Jan 2013 19:02:39 GMT

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I dont want to make a map... just a scrip which allow me to call reinforcements with chinook

Subject: Re: Help about bots ...

Posted by [Alex\[\]](#) on Fri, 01 Feb 2013 19:26:17 GMT

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Soooooo i think no one is gonna help me

Subject: Re: Help about bots ...

Posted by [Good-One-Driver](#) on Sat, 02 Feb 2013 00:53:17 GMT

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I am guessing you want bots to come to your location when you type !backup just like in some multiplayer servers?

Subject: Re: Help about bots ...

Posted by [Alex\[\]](#) on Sat, 02 Feb 2013 12:25:34 GMT

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Yes just to be in singleplayer ...
