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Subject: Ever thought about making Bots...

Posted by [elitestrikeops](#) on Sat, 12 Apr 2003 05:07:52 GMT

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Well i was thinking and i'm sure someone thought about it already, has or is there any kind of bots to load into servers say clan servers to help train team work within the clan. as in put the bots on one team and players on the other. but in doing so the bots would need to have different difficulties. it boils down to somewhat like CS when you can load bots into servers to enhance gameplay as well as team play. Thx ahead of time for anyone that may answer that and if so please provide a link.

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Subject: Ever thought about making Bots...

Posted by [General Havoc](#) on Sat, 12 Apr 2003 12:05:24 GMT

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Bots are way to dumb to help train a clan. Things like sneaking in behind the harvester wouldn't work with a sbh due to the bots always seeing you. Then they can hardly stop an APC rush on your base because they are too slow. Also they will always hit you when they aim they cannot "purposly" miss the target. AI players as smart as a human player is something any game lacks thats why we train with real people.

Good though though. Need to wait a few years before we see this kind of AI though I think.

\_General Havoc

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Subject: Ever thought about making Bots...

Posted by [bigwig992](#) on Sat, 12 Apr 2003 14:08:48 GMT

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Well, yes, the average run of the gun Innate is stupid as hell. But a stationary sniper (with stealth) can teach teams how to evade being pinned down, espeicly if there's enough snipers. AI snipers are the closest thing to a smart AI. They can hit you if your just running along, they cant hit you if your hopping around in circles (like you would in a real game), and they even get in some lucky shots. You just have to put them in stragetic spots and hope they see you.

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Subject: Ever thought about making Bots...

Posted by [elitestrikeops](#) on Sun, 13 Apr 2003 05:03:41 GMT

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Well if you think about it if they cant miss it makes it even more of a challenge, but yes they are slow and a bit stupid. If a clan cant even beat a bunch of slow and stupid Bots, with perfect aim somethings wrong. They might stuck but I still think it would be a great training tool. Cause some people i've seen don't miss. Kinda questionable but whatever.

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