
Subject: Nod Obelisk Setup/Ai Support
Posted by [Oblivion165](#) on Wed, 27 Aug 2003 02:50:49 GMT
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Hi, im all setup on my map, but my obelisk isnt working, im sure there is a diode or something, i just cant find the right thig. Also there are 50 ai options for bots on maps, but every ai point i make no player shows up. Anyone help?

Subject: Nod Obelisk Setup/Ai Support
Posted by [maytridy](#) on Wed, 27 Aug 2003 03:03:35 GMT
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Do you have the scripts file in your scripts folder? (which you should have made in your mod folder)

Did you follow the Ren Help tutorial on how to make A.I. Spawners?

Subject: Nod Obelisk Setup/Ai Support
Posted by [Oblivion165](#) on Wed, 27 Aug 2003 03:07:06 GMT
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Ive been to renhelp, but i didnt see anything about a.i spawners, and i didnt creat a script folder so i gues sim in trouble. got a link?

Subject: Nod Obelisk Setup/Ai Support
Posted by [General Havoc](#) on Wed, 27 Aug 2003 11:39:00 GMT
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Renhelp as in renhelp 1.9 it's a big help file. Get it from <http://modx.renevo.com> when it's online. Renhelp is the name of my website but also the Helpfile made by Dante.

Subject: Nod Obelisk Setup/Ai Support
Posted by [maytridy](#) on Wed, 27 Aug 2003 12:50:13 GMT
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For the scpts folder, copy the scripts.dll from your data folder. Then make a new folder called "scripts" in your mod folder. Put the scripts.dll in it. If you added the building controllers in the right spot, the obelisk\AGT should work.

Subject: Damn

Posted by [Oblivion165](#) on Thu, 28 Aug 2003 00:49:35 GMT

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Ok i did that, and i see in the level editor why you would need those there, but now none of my maps will polay in renegade, it closes the program out completely right when its about to start the level. Everyone elses custom maps still work though. ??????

Subject: Nod Obelisk Setup/Ai Support

Posted by [maytridy](#) on Thu, 28 Aug 2003 01:07:37 GMT

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Hmmm.....try saving as a different file and exporting as a different pkg\mix. It usually works for me.

Subject: Nod Obelisk Setup/Ai Support

Posted by [Oblivion165](#) on Thu, 28 Aug 2003 01:10:52 GMT

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Tried, i even took the orignal Hourglass .lvl, and pkged it, didnt change a thing (it has everything in it already) and it still crashed. Reinstalled rentools too, uninstalling it first. This sucks.

Subject: Nod Obelisk Setup/Ai Support

Posted by [maytridy](#) on Thu, 28 Aug 2003 01:34:18 GMT

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Hmmm.....did you reinstall Renegade?

Subject: Fixed but need more help

Posted by [Oblivion165](#) on Thu, 28 Aug 2003 12:58:48 GMT

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Ok here's the deal incase this happends to anyone else. Some mods place a new script file, Dont use this one, if you did, reinstall renegade and the renegade tools.

Righty Right, Well thats taken care of, but my bots still dont work, can anyone give me an example of a correct bot setup?

Subject: Nod Obelisk Setup/Ai Support

Posted by [maytridy](#) on Thu, 28 Aug 2003 13:48:06 GMT

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Did you follow the tutorial in RenHelp?

(Link is above in General Havoc's post)

Subject: Nod Obelisk Setup/Ai Support

Posted by [Oblivion165](#) on Fri, 29 Aug 2003 04:50:24 GMT

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So far all i found on his site is the script for the ai, BUT when i load the game, the bots are not there. I hate to ask it but can anyone create a .lvl with just a bot, with the script attached? or however it needs to be done, or could i find a more detailed site for info, iv been looking, but so far nothings.
