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Subject: Civilian Influence.

Posted by [Deafwasp](#) on Tue, 04 Nov 2003 21:29:54 GMT

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What problems might I encounter making a "The hills have Eyes" map. where there is 2 bases and a town, every few minutes civilian bots spawn and attack either base and chase the first person they see until they kill them.

Spawning bots when ever one is killed, Each base defense automatically targets and kills the civilian bots. Bots attacking players and planting beacons. ???

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Subject: Civilian Influence.

Posted by [General Havoc](#) on Tue, 04 Nov 2003 21:33:24 GMT

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What are these problems you see yourself having, or that you already have had? It doesn't seem clear when I read what you just wrote.

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Subject: Civilian Influence.

Posted by [Cpo64](#) on Tue, 04 Nov 2003 21:37:58 GMT

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I understand the first half but the second is kinda confuzing,

My two Q's

What have you done?

and

What problems have you had?

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Subject: Civilian Influence.

Posted by [boma57](#) on Tue, 04 Nov 2003 22:08:48 GMT

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It seems to me that he just wants to know what problems to look out for if he was to start a map as the one he described.

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Subject: Civilian Influence.

Posted by [Cpo64](#) on Tue, 04 Nov 2003 23:18:38 GMT

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One problem is if you set the 'civilan' team to 'civilan' they won't attack GDI

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Subject: Civilian Influence.

Posted by [Deafwasp](#) on Wed, 05 Nov 2003 01:08:32 GMT

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What about viceroids. they attack both sides right? or mutants. Lets assume I give the civilians the brains of that. They would attack either then right?

(That second part is stuff that I would need to work in the map)

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Subject: Civilian Influence.

Posted by [Cpo64](#) on Wed, 05 Nov 2003 01:52:48 GMT

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Well if you make Civilans, and put them on the 'mutant' team, then it would work the way you want.

Base defences should work, but I am not completely sure on that one, never really tested it, lol

As for a mass spawn, I am not sure if this can be done... Never really looked into it

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Subject: Civilian Influence.

Posted by [General Havoc](#) on Wed, 05 Nov 2003 17:12:20 GMT

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Bots automatically re-spawn when they are killed, you can set a respawn delay as well as a random modifier to add randomness to the time.

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Subject: Civilian Influence.

Posted by [Titan1x77](#) on Wed, 05 Nov 2003 17:52:40 GMT

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OT:wheres cambodia 2?

your always coming up with fresh new ideas(which is good),but i want to see more deafwasp levels released!!

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Subject: Civilian Influence.

Posted by [Deafwasp](#) on Wed, 05 Nov 2003 20:15:23 GMT

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Don't worry, you will. But nothing as crappy as Cambodia was.

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Subject: Civilian Influence.

Posted by [General Havoc](#) on Wed, 05 Nov 2003 20:21:58 GMT

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Cambodia was a cool DM map. When I was in a clan for renegade we had a dedicated Infantry Server we played DM maps on and everyone joined the server when cambodia came up.

I know some parts were not too good but the majority was great and we had a lot of fun matches on that map.

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