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Subject: could use some help

Posted by [Burn](#) on Tue, 04 Jan 2005 19:24:10 GMT

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I can do the engineer thing easily- in fact, there's a tutorial on it.

The PT transform thing I cannot do- I asked a question about that in a previous thread and everyone said it's not possible for AI to use the PT's as it's not a programmed script in single player (as far as I know.) Although, I can work around that by adding a wide variety of soldier types to a spawn point and it will seem like a more realistic diversity of an army.

Thanks to the support of people here, I am now getting much better at programming AI, in fact, I have them to a point where I can take on only one at a time because they're so hard to hit, they duck and cover, hide, etc. They even have a regular leveled armor as well- so it's not like they're hard to kill because of their modded armor.

I think the map should actually be small. I say this because adding more and more AI to a map really contributes to the lag and can slow down some peoples computers as it's more polygons on the screen, more things for the computer to memorize and manipulate, etc.

In my opinion, it would be really awesome if one of the following could be achieved:

- AI could build their own tanks and get in them.
- AI can't build their own tanks but they can jump into yours.
- You can load up multiple AI guys in an APC and attack the enemy base.
- AI can fly their own flying vehicles.

Of course, these are all impossible as AI can't enter tanks, but they can drive them. Theoretically, we'd have to watch out for making AI too advanced, because in my opinion, it would make online gameplay obsolete. Think about it- you could kill an AI bot that moves and has the behavior equivalent to that of an online player, and there would be no lag, and they won't scream at you in anger for killing them, and you can steal their tanks!

Still though, playing against a human is a lot more fun and "interactive" than playing with... yourself.

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