Subject: Re: SBH Posted by Poskov on Mon, 12 Oct 2009 10:12:51 GMT View Forum Message <> Reply to Message

Dude, that is way too complicated and too much work to do, (seriously, a script to every bot? Utterly ridiculous)

I'd go with my idea. Simpler and easier to do + less work.

Also, the degrees where the bot see the stealth should use the one the bot uses by default, and why does every bot need a script for each? What, does every bot have a different stealth sight range? Not really useful.

I got a better idea, there should be a global setting for the AI with 3 fields. 1 for buildings, 1 for vehicles and 1 for infantry. Practical, useful and simple.

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