Subject: Re: Better Vehicle AI
Posted by Burn on Wed, 09 Jun 2010 18:34:28 GMT
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Umm.. this is an epic response.

Thanks so much for shedding some light on how this thing works! I should definitely be able to make this thing work better now. And when I tried using that CPU script I attached it to the spawner, not the vehicle preset--I should try that instead. Thanks also for the documentation.

Really wish there was some script that makes AI vehicles work the same way as humans.

EDIT: What's weird is, I had a setup like your picture on the right in the earlier stages of my map, and my tanks consistently went to the enemy base (which was behind walls) with no problem, then for some reason they decided to stop following that functionality as I added more to the map. Made me sad. It was so perfect.