Subject: Good VTOL Script combination
Posted by Oblivion165 on Tue, 14 Jun 2005 00:11:30 GMT
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Has anyone actually had a VTOL follow a waypath and attack people? Renegade just wont do combo scripts!

Subject: Re: Good VTOL Script combination
Posted by bigwig992 on Tue, 14 Jun 2005 01:14:35 GMT
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Err, the only way I ever got a VTOL to work was like the one in Sole Survivor. In that we just used animated a bone in a cinematic and attached an Orca and a script to it to shoot enemies. It worked alright, but even if you set a looped animation of the bone it wouldn't be very realistic.

Subject: Re: Good VTOL Script combination
Posted by Oblivion165 on Tue, 14 Jun 2005 01:36:59 GMT
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Yeah i dont think that would work. It needs to be bot like, follow you, listen for you etc, etc.

Subject: Re: Good VTOL Script combination
Posted by zgunner12 on Tue, 14 Jun 2005 01:40:59 GMT
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Oblivion165 wrote on Mon, 13 June 2005 20:36Yeah i dont think that would work. It needs to be bot like, follow you, listen for you etc, etc.

Smart AI

Subject: Re: Good VTOL Script combination
Posted by Oblivion165 on Tue, 14 Jun 2005 02:01:38 GMT
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Basic Ai*

Just no a waypath fire bot.

Subject: Re: Good VTOL Script combination
Posted by Napalmic on Tue, 14 Jun 2005 05:46:42 GMT

Ah yes, I remember doing this a few times during some of my RP2 internal tests. I was looking for a script that would attack automatically as well as follow a certain waypath. Try using M08_Facility_Tank and define the Waypath ID for it. However, your VTOL might have to start out on a solid terrain object before it begins. Seems to be the nature of the script.

Subject: Re: Good VTOL Script combination
Posted by Oblivion165 on Tue, 14 Jun 2005 06:24:39 GMT

YES! Finally!

Its a little awkward, but it works by god!

Thanks alot, you just put having SP Maps for A New Hope forward

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Subject: Re: Good VTOL Script combination
Posted by WNxCABAL on Tue, 14 Jun 2005 11:53:30 GMT

cool, somebody has finally found a vehicle AI script.
Might try this sometime tonight if I have the chance!

Subject: Re: Good VTOL Script combination
Posted by Napalmic on Tue, 14 Jun 2005 21:28:02 GMT

WNxCABAL wrote on Tue, 14 June 2005 07:53cool, somebody has finally found a vehicle AI script.
Might try this sometime tonight if I have the chance!

However, the only downside is that when it finally kills its target, it stops any and all activity. Since it's a solo script, it was probably meant to behave this way. You could call it a one-shot script.

Subject: Re: Good VTOL Script combination
Posted by bigwig992 on Wed, 15 Jun 2005 02:41:01 GMT

Couldn't somebody break it down and find out how it works, then set it so that it repeats itself?

Subject: Re: Good VTOL Script combination
Posted by jonwil on Wed, 15 Jun 2005 12:54:07 GMT
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for scripts.dll 2.2, I will take a look at that script (and any other scripts people can point me to that have to do with vechicle AI) and see if I can pull off something usefull...

Subject: Re: Good VTOL Script combination
Posted by ghostSWT on Wed, 15 Jun 2005 20:06:43 GMT
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jonwil wrote on Wed, 15 June 2005 05:54for scripts.dll 2.2, I will take a look at that script (and any other scripts people can point me to that have to do with vechicle AI) and see if I can pull off something usefull...
I'de like to see 2 AI vehecle scripts,

1. vehicle is on a way path, it never stops, and when it sees someone it starts shooting(staying and driving on the waypath) untill it's out of range.

2. vehicle is on a waypath, it will stop when it sees someone and will start shooting untill they are dead/out of range, then it will resume the waypath it was in.

Subject: Re: Good VTOL Script combination
Posted by flyingfox on Thu, 16 Jun 2005 12:04:27 GMT
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What if you were to code it to have its target something that it will never get to, like an object miles away, thus making it never stop, and script it to attack things it comes across on the way while its real target is this object it won't reach? Brings up another question. Does the object it wants to kill have to exist at the time you use it.

Subject: Re: Good VTOL Script combination
Posted by Cpo64 on Sun, 19 Jun 2005 23:06:01 GMT
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How bout the apatchy script at the biggening of the third level, where it flys around and lands on the helipad once in a while.