Subject: AI scripts!
Posted by HeavyX101- Left on Sat, 31 May 2008 16:17:02 GMT
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Do you guys know good scripts that would make the AI behave better?

Subject: Re: AI scripts!
Posted by Genesis2001 on Wed, 04 Jun 2008 03:22:56 GMT
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I gave all my half-done AI Scripts (Advanced AI!) to Reborn here a while ago. I think I may have to resend them as he didn't receive them

And, they're not public yet, but will, I hope, one day be

closed source that is

~Zack

Subject: Re: AI scripts!
Posted by Canadacdn on Wed, 04 Jun 2008 04:09:52 GMT
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M00_Action is the best AI script Renegade has to offer.

Subject: Re: AI scripts!
Posted by Genesis2001 on Wed, 04 Jun 2008 04:14:32 GMT
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http://forums.dcomproductions.net/viewtopic.php?f=24&t=787

That's a link to a preview of my AI...Yes, I already know that's a lot of weapon spawners. You can only guess how much lag there was in the server... :\

So far, those weapon spawners only represent my major flaw in the system. I had a bit of help from dp88 for the logical progression of calculations.

~Zack

Subject: Re: AI scripts!
Posted by _SSnipe_ on Wed, 04 Jun 2008 05:31:38 GMT
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Canadacdn wrote on Tue, 03 June 2008 21:09M00_Action is the best AI script Renegade has to offer.
really how so?

Subject: Re: AI scripts!
Posted by mrÃ£Ã§Ã·z on Wed, 04 Jun 2008 19:22:55 GMT
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Zack could you make a small Video ? (o_O) because the Picture doesnt show something special...

Subject: Re: AI scripts!
Posted by _SSnipe_ on Fri, 06 Jun 2008 18:22:15 GMT
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Canadacdn wrote on Tue, 03 June 2008 21:09M00_Action is the best AI script Renegade has to offer.
tell me how to set it up please?

Subject: Re: AI scripts!
Posted by Veyrdite on Sat, 07 Jun 2008 01:25:03 GMT
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SSnipe wrote on Sat, 07 June 2008 04:22Canadacdn wrote on Tue, 03 June 2008 21:09M00_Action is the best AI script Renegade has to offer.
tell me how to set it up please?
Same here. Haven't got a clue what most of the options do.

Subject: Re: AI scripts!
Posted by _SSnipe_ on Sat, 07 Jun 2008 01:51:10 GMT
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Dthdealer wrote on Fri, 06 June 2008 18:25SSnipe wrote on Sat, 07 June 2008 04:22Canadacdn wrote on Tue, 03 June 2008 21:09M00_Action is the best AI script Renegade has to offer.
tell me how to set it up please?
Same here. Haven't got a clue what most of the options do.
i pmed him and asked but i guess hes ignoring me

Subject: Re: AI scripts!
Posted by Veyrdite on Sat, 07 Jun 2008 02:26:48 GMT

SSnipe wrote on Sat, 07 June 2008 11:51Dthdealer wrote on Fri, 06 June 2008 18:25SSnipe wrote on Sat, 07 June 2008 04:22Canadacdn wrote on Tue, 03 June 2008 21:09M00_Action is the best AI script Renegade has to offer.
tell me how to set it up please?
Same here. Haven't got a clue what most of the options do.
i pmed him and asked but i guess hes ignoring me
He probably doesn't know or is away somewhere.

Edit: This is what I have worked out so far.

Startnow=Booleen (whether it starts automatically or not)
RecieveType=Variable (probably to do with customs)
Receive_Param_On=Booleen (Parameter to receive to activate script)
Receive_Param_Off=Variable(Parameter to receive to deactivate script)
ActionPriority=Variable (probably to do with how many times the script runs per second)
ActionID=Variable
_Move_Target_ID=Variable (what object ID to hunt down)
_Move_Following=Booleen
_Move_Destination=Coords (Where to go to on map)
_Move_WayPath_ID=Variable (ID of waypath to follow)
_Move_Waypath_Start_ID=Variable (ID of waypath starting point)
_Move_Waypath_End_ID=Variable (ID of waypath ending point)
_Move_Waypath_Splined=Booleen
_Move_Arrive_Distance=Variable (How far to stop from target object/coords)
_Move_Speed=Variable (Speed multiplier of max vehicle speed (0.5 for half speed, 1.0 for full etc))
_Move_Crouch=Booleen (Probably if the unit crouches for all movements)
_Move_Backwards=Booleen (causes the unit to walk/drive backwards)
_Move_PathFind=Booleen
_Attack_Target_ID=Variable (target ID to hunt and kill)
_Attack_Location=Coords (location to hunt and kill)
_Attack_Range=Variable (How far away the unit needs to be to the Location/Object until the attack starts)
_Attack_Deviation=Booleen
_Attack_Primary=Booleen (uses the primary weapon or not)
_Attack_Crouched=Booleen (crouch when attacking)
Debug_Mode=Booleen

Booleen=1 for yes, 0 for no
Variable=Any number
Coords=The XYZ coordinates of somewhere.

Subject: Re: AI scripts!
Posted by _SSnipe_ on Sat, 07 Jun 2008 02:33:54 GMT

Dthdealer wrote on Fri, 06 June 2008 19:26SSnipe wrote on Sat, 07 June 2008 11:51Dthdealer wrote on Fri, 06 June 2008 18:25SSnipe wrote on Sat, 07 June 2008 04:22Canadacdn wrote on Tue, 03 June 2008 21:09M00_Action is the best AI script Renegade has to offer.

tell me how to set it up please?

Same here. Haven't got a clue what most of the options do.

i pmed him and asked but i guess hes ignoring me

He probably doesn't know or is away somewhere.

blah i messaged him a few weeks back for info on something he said and never answered that one so im pretty sure hes not answering any of mine anyways can anyone say howw to set this up?

Subject: Re: AI scripts!
Posted by _SSnipe_ on Sun, 08 Jun 2008 16:19:55 GMT
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so how do we set it up!

Subject: Re: AI scripts!
Posted by Canadacdn on Sun, 08 Jun 2008 16:45:36 GMT
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SSnipe wrote on Sun, 08 June 2008 09:19so how do we set it up!

Dthdealer explained how it works quite nicely. Just attach the script to the object or preset and set it up using whatever settings you want.

Subject: Re: AI scripts!
Posted by _SSnipe_ on Sun, 08 Jun 2008 19:47:29 GMT
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so sorry i did not see him edit that post

Subject: Re: AI scripts!
Posted by _SSnipe_ on Mon, 09 Jun 2008 02:33:26 GMT
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does it work with tanks or infantry?

Subject: Re: AI scripts!
Posted by Veyrdite on Mon, 09 Jun 2008 03:08:56 GMT

SSnipe wrote on Mon, 09 June 2008 12:33does it work with tanks or infantry?
Both

Subject: Re: AI scripts!
Posted by _SSnipe_ on Mon, 09 Jun 2008 03:55:47 GMT

Dthdealer wrote on Sun, 08 June 2008 20:08SSnipe wrote on Mon, 09 June 2008 12:33does it
work with tanks or infantry?
Both
woot! now lets hope my lvl or server dont crash!

Subject: Re: AI scripts!
Posted by jonwil on Mon, 09 Jun 2008 04:08:03 GMT

Here is some information Greg Hjelstrom gave me many years ago on the M00_Action script.
 _Move_Target_ID   = The Target ID to move towards.
 _Move_Following   = Whether this unit should follow the Target ID or not.
 _Move_Destination   = The Vector3 location of the movement destination.

 _Move_Waypath_ID   = The ID of a waypath to follow.
 _Move_Waypath_Start_ID = The starting point to use on the waypath.
 _Move_Waypath_End_ID = The ending point to use on the waypath.
 _Move_Waypath_Splined = Whether to use splined movement or not on waypaths.
 _Move_Waypath_Looping = If the unit should circle on the waypath.

 _Move_Patrol_Radius = A radius to use if patrolling an area.
 _Move_Patrol_Loiter_Time = How long to wait at each point until patrolling again.

 _Move_Arrive_Distance = The distance to close to with the destination.
 _Move_Speed   = The speed at which the unit moves.
 _Move_Crouch   = Whether to move crouched or not.
 _Move_Backwards   = Whether to move backwards or not.
 _Move_Pathfind   = Whether to use pathfinding data for movement or not.

 _Attack_Target_ID   = The attack target's ID.
 _Attack_Location   = The location of the attack (if no target).

 _Attack_Range   = The maximum effective range of the attack.
 _Attack_Deviation   = The deviation of the attack.
 _Attack_Primary   = Whether to use the primary weapon or not.

_Attack_Crouched   = Whether to crouch when firing or not.

Subject: Re: AI scripts!
Posted by _SSnipe_ on Mon, 09 Jun 2008 04:15:04 GMT
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jonwil wrote on Sun, 08 June 2008 21:08Here is some information Greg Hjelstrom gave me many years ago on the M00_Action script.
   _Move_Target_ID   = The Target ID to move towards.
   _Move_Following   = Whether this unit should follow the Target ID or not.
   _Move_Destination   = The Vector3 location of the movement destination.

   _Move_Waypath_ID   = The ID of a waypath to follow.
   _Move_Waypath_Start_ID = The starting point to use on the waypath.
   _Move_Waypath_End_ID = The ending point to use on the waypath.
   _Move_Waypath_Splined = Whether to use splined movement or not on waypaths.
   _Move_Waypath_Looping = If the unit should circle on the waypath.

   _Move_Patrol_Radius = A radius to use if patrolling an area.
   _Move_Patrol_Loiter_Time = How long to wait at each point until patrolling again.

   _Move_Arrive_Distance = The distance to close to with the destination.
   _Move_Speed   = The speed at which the unit moves.
   _Move_Crouch   = Whether to move crouched or not.
   _Move_Backwards   = Whether to move backwards or not.
   _Move_Pathfind   = Whether to use pathfinding data for movement or not.

   _Attack_Target_ID   = The attack target's ID.
   _Attack_Location   = The location of the attack (if no target).

   _Attack_Range   = The maximum effective range of the attack.
   _Attack_Deviation   = The deviation of the attack.
   _Attack_Primary   = Whether to use the primary weapon or not.
   _Attack_Crouched   = Whether to crouch when firing or not.

thank you for that you just helped a lot of people

Subject: Re: AI scripts!
Posted by Veyrdite on Mon, 09 Jun 2008 09:53:39 GMT
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SSnipe wrote on Mon, 09 June 2008 14:15jonwil wrote on Sun, 08 June 2008 21:08Here is some information Greg Hjelstrom gave me many years ago on the M00_Action script.
   _Move_Target_ID   = The Target ID to move towards.

_Move_Following   = Whether this unit should follow the Target ID or not.
_Move_Destination   = The Vector3 location of the movement destination.

_Move_Waypath_ID   = The ID of a waypath to follow.
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_Move_Patrol_Radius = A radius to use if patrolling an area.
_Move_Patrol_Loiter_Time = How long to wait at each point until patrolling again.

_Move_Arrive_Distance = The distance to close to with the destination.
_Move_Speed   = The speed at which the unit moves.
_Move_Crouch   = Whether to move crouched or not.
_Move_Backwards   = Whether to move backwards or not.
_Move_Pathfind   = Whether to use pathfinding data for movement or not.

_Attack_Target_ID   = The attack target's ID.
_Attack_Location   = The location of the attack (if no target).

_Attack_Range   = The maximum effective range of the attack.
_Attack_Deviation   = The deviation of the attack.
_Attack_Primary   = Whether to use the primary weapon or not.
_Attack_Crouched   = Whether to crouch when firing or not.

thank you for that you just helped a lot of people
Hell Yeah!

On a related note, is the first player (who joined the server) Object ID 1? If not does this script
cause the AI to attack at target at the specified location or just shoot at the coords?