Subject: Help!! How to get base defenses shoot at mutant units in multiplayer?
Posted by [Dragon]OBSK on Sat, 06 Aug 2011 05:57:37 GMT
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I just made a map,in which there're some visceroids in Mutant Team.
I tested it on LAN and the base defenses did shoot at the visceroids when they were rushing into my base.
But when I tested it on FDS,something strange happened.The base defenses ignored all the visceroids.
I just tried changing them to Neutral Team,but the base defenses still didn't work.
Are there any scripts that get base defenses shoot at neutral units?
I'd appreciate it if anyone helps me.

Subject: Re: Help!! How to get base defenses shoot at mutant units in multiplayer?
Posted by zunnie on Sat, 06 Aug 2011 06:25:14 GMT
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Team them to Renegade.

Subject: Re: Help!! How to get base defenses shoot at mutant units in multiplayer?
Posted by [Dragon]OBSK on Sat, 06 Aug 2011 06:39:14 GMT
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Thx for your immediate reply.
I tried teaming them to Renegade,but the base defenses still ignored them.

Subject: Re: Help!! How to get base defenses shoot at mutant units in multiplayer?
Posted by zunnie on Sat, 06 Aug 2011 06:42:50 GMT
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Hm, that's weird.

On a side note, i think i know what may cause this.
Do you have the scripts.dll files in your moddir folder?

I believe if you mod a map without having the scripts in your moddir
folders it breaks certain things. (unsure though)...

Copy from your Renegade folder (assuming you installed 3.4.4 Update):
bhs.dll
d3d8.dll
scripts2.dll
scripts.dll
shaders.dll

And place them in for example:
RenegadePublicTools\LevelEdit\moddir\scripts

Then load up your map and make your changes, save it, and mix it
up and place the new file on the server.

Subject: Re: Help!! How to get base defenses shoot at mutant units in multiplayer?
Posted by [Dragon]OBSK on Sat, 06 Aug 2011 07:14:20 GMT
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It still doesnt work...that's really weird.

Subject: Re: Help!! How to get base defenses shoot at mutant units in multiplayer?
Posted by sla.ro(master) on Sat, 06 Aug 2011 07:50:39 GMT
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neutral teams are ignored by defenses if those neutral units doesn't shoot defenses.

Subject: Re: Help!! How to get base defenses shoot at mutant units in multiplayer?
Posted by [Dragon]OBSK on Sat, 06 Aug 2011 09:02:43 GMT
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Thx a lot!!^^
Is there a way to make base defenses shoot at neutral units actively?

Subject: Re: Help!! How to get base defenses shoot at mutant units in multiplayer?
Posted by Jerad2142 on Wed, 10 Aug 2011 20:18:37 GMT
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Nope, neutral is ignore, you can use the following teams however.
Nod
GDI
Mutant
-OR-
Renegade

Only difference with Renegade everyone on the team is against each other.

(Renegade AI can only see enemies, so if the team of the object they're seeing is the same
(excluding team renegade) or neutral they'll ignore it.)

And make sure you have AI scripts on the turrets of course.