Subject: Invincible bots?
Posted by tarsonis9 on Tue, 22 Apr 2003 23:56:52 GMT
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Well I have been working on a cinematic script for a new gametype, but I need to have the bots invincible. I tried the M00_Damage_Modifier_DME with parameter 0 and it didnt work, the bots were killable. If anyone knows how to fix this PLZ lemme know

thanx

Subject: Invincible bots?
Posted by bigwig992 on Wed, 23 Apr 2003 00:31:04 GMT
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Make a temp of the character you want to use, set him to "Use Innate behavior", then just set his health to -1.

Subject: Invincible bots?
Posted by [REHT]Spirit on Wed, 23 Apr 2003 00:34:12 GMT
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He's using a text cinematic script. Ie, nothing is being done in Level Edit.

Subject: Re: Invincible bots?
Posted by vloktboky on Wed, 23 Apr 2003 00:59:36 GMT
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tarsonis9Well I have been working on a cinematic script for a new gametype, but I need to have the bots invincible. I tried the M00_Damage_Modifier_DME with parameter 0 and it didnt work, the bots were killable. If anyone knows how to fix this PLZ lemme know

thanx

I don't know if this will work or not, but maybe try setting the parameter to -1?