Ai : Patrolling :: [AL](mailto:alanstables@hotmail.com)  
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By now you know how to make your room make doors place triggers and write scripts. Okay time to dig a bit deeper into the editor and the games excellent scripting language (hard but so nice). Its time to kick ass.

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(1) How to place Enemy AI.  
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Okay open Mohradiant now make a room with lights say 1024x1024x192 (remember caulk those surfaces you don't need) and place your playerstart in bottom middle of map. Now add your enemy, right click ai->german->wehrmact->soldier. Now press the I key you should now see a popup window with that ai`s parameters. Apply the following settings:

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| --- |
| http://www.mohaaaa.co.uk/mohaa/tutorials/ai_waypoints/image1.jpg |

notice he wont shoot at you. That is intentional, but get to close and he'll whoop your ass..

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(2) How to make a patrol route.  
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Now place a info\_waypoint in the bottom left area of room give it (key value)  
$targetname path1  
target path2

Now place a info\_waypoint in the bottom right area of room give it (key value)  
$targetname path2  
target path1

Okay now make a trigger\_multiple place above your inf\_playerstart in xy view, give it the (key value)  
target badguy

Also build a small brush to remind you where the trigger is if needed (don't worry brush can overlap trigger)

If done correctly you should see lines connecting all four entities.

At this point save yourmap.map

Now open your script editor (notepad/word) and enter the following lines

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| --- |
| //SCRIPTING: Gener\_AL main: exec global/ai.scr exec global/loadout.scr maps/yourmapname.scr  exec gloal/friendly.scr  level waittill prespawn  exec global/ambient.scr yourmapname  level waittill spawn  $player item weapons/colt45.tik level.script = "maps/yourmapname.scr" thread objectives // calls objectives thread thread badguy1move // calls badguy1move thread  end  objectives: waitthread global/objectives.scr::add\_objectives 1 2 "Kill the guards." $obj1.origin set\_objective\_pos $obj1 thread objective1 end  objective1:  waitthread global/objectives.scr::current\_objectives 1 $player stufftext "tmstart sound/music/mus\_04f\_suspense.mp3" iprintln "kill the guards" if (IsAlive $badguy1) $badguy1 waittill death if (IsAlive $badguy) $badguy waittill death thread levelend end  levelend:  waitthread global/objectives.scr::current\_objectives 0 iprintln "mission completed" wait 1 exec global/missioncomplete.scr test\_mohdesigntut3 1 end |

Now if you want you can run this map and the german soldier should walk from a to b to a to b.

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(3) How to script a patrol route.  
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Right now lets do the same sort of thing but lets script the soldiers movements. Place an ai->german->wehrmact->soldier entity in the top middle of your room press the I key and enter these values.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/ai_waypoints/image2.jpg |

Now place an info\_pathnode in top left. Give each one of the following (key value)  
$targetname path11  
and one in top right and use these keys and values  
$targetname path12

righty…open your script backup and add the following lines

|  |
| --- |
| badguy1move: iprintln "badguy1move threaded"  $badguy1 walkto $path11 wait 10 $badguy1 walkto $path12 wait 10 $badguy1 walkto $path11 wait 10 $badguy1 walkto $path12 wait 10 $badguy1 walkto $path11 wait 10 iprintln "badguy1move finished" end |

[ Download the Example Map ]

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)