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| |  | | --- | | **Make a SP AI** | | **What we are going to do:** | | I know it took me a while, but w/the help of DeathPool, I got it done! Thanx man! | |  | | **Get Going!** | | Okay. Make a map 1024x1024. Texture it how you want. Then add some stuff to it "ex. barrels, bushes, trees" whatever, and add a player start:  http://web.archive.org/web/20040107082626im_/http:/users.1st.net/kimberly/Tutorial/ai/terrain.jpg  Now, make sure nothing is selected, Right click in the top view and go to "ai" "actor"  http://web.archive.org/web/20040107082626im_/http:/users.1st.net/kimberly/Tutorial/ai/actor.jpg  And a Grey'ish box will appear, that will soon be your enemy:  http://web.archive.org/web/20070311020024/http://users.1st.net/kimberly/Tutorial/ai/position.jpg  Make sure you have this gray box pointing towards your player start.  Next, hit "n" to bring up the properties for your gray box. In there, type these values:  $targetname / enemyspawner model / human/german\_wehrmact\_nco.tik  And your gray box will now turn into a man w/no hands or head:  [http://web.archive.org/web/20040107082626im_/http:/users.1st.net/kimberly/Tutorial/ai/model-t.jpg](http://web.archive.org/web/20040107082626/http:/users.1st.net/kimberly/Tutorial/ai/model-t.jpg)  Super!!!!  Now close the console and w/your guys still selected, hit "I" on the key board to bring up his settings:  http://web.archive.org/web/20030325200537/http://users.1st.net/kimberly/Tutorial/ai/aiprop.jpg  Great! Now change the setting so they are exactly like mine! I will explain the rest of the setting later!:  http://web.archive.org/web/20070311015920/http://users.1st.net/kimberly/Tutorial/ai/aiprop2.jpg  Super! Now the fun part! Adding Path Nodes!  Quick idea on path nodes. Path nodes are where your enemy will go, and what he will do there. There are many many path node setting to use, so once u learn the ones I will teach u, experiment w/the rest!  Ok, so in your map, right click behind something, in top view, ex, I am going to click behind my wall. And go to "info" "pathnode". And a little pink box will appear:  http://web.archive.org/web/20040107082626im_/http:/users.1st.net/kimberly/Tutorial/ai/node.jpg  Hit "n" to bring up its properties. Oh, Make sure the path node is pointing towards your playerstart. And make these adjustments in the console for the pathnode:  http://web.archive.org/web/20040107082626im_/http:/users.1st.net/kimberly/Tutorial/ai/pathnode-settings.jpg ((((Like I said, I will describe the settings later))))  Okay great, now your pathnode is done! It will change color depending on what options u pick.  http://web.archive.org/web/20040107082626im_/http:/users.1st.net/kimberly/Tutorial/ai/color-node.jpg  Super!  Now lets add a different node. This is just a node where the enemy will run to! If he gets threatened. So, right click anywhere on your map, and go to "info" "pathnode"! and thats it! ahha Easy enough! add them all over your map where u want them, just make sure u have them pointing in the right direction.  http://web.archive.org/web/20040107082626im_/http:/users.1st.net/kimberly/Tutorial/ai/pathplain.jpg ((((The red just indicates where I put the nodes)))  Great! Okay go get your self some Oreo's or some Chocolate :) Which ever u prefer.  Great your back! Lets keep going!  Now this is vital! This is just for SP Maps. So save your map at "mohaa/main/maps" okay.  And how to save it is even more crutial!!!!!!! LISTEN CAREFULLY!!!!!  You must save your map as a "mission" and a "level" it will look like "m1l1\_ai.map" Save it like that. but here is what it looks like in caps "M1L1\_AI.MAP". I put the red and white to distinguish the letters from the numbers.  Great. so now our map is saved at "mohaa/main/maps" as "m1l1\_ai.map" Super!  Now lets make the script for it!  Your map needs its own script! You can add more to this later, but this is the bare bone script. Just copy and paste it.   |  | | --- | | main:  level waittill prespawn  $player item weapons/colt45.tik $player item weapons/m1\_garand.tik $player item weapons/mp40.tik  level waittill spawn  end |   **(((((((Through this script file we can add weapons for the player, level music, execute global scripts, and much more.)))))))**  Great! Now save this at "mohaa/main/maps" as "m1l1\_ai.scr"  Great!  "After scripting, you must create a precache script, using notepad create a file called yourmap\_precache.scr. This script will tell the engine to precache certain items. In our script we added a few weapons, they will have to be added to the precache like this" So here it is, just copy and paste it:   |  | | --- | | cache weapons/colt45.tik cache weapons/m1\_garand.tik cache weapons/mp40.tik |   Great! Now save this at "mohaa/main/maps" as "m1l1\_ai\_precache.scr"  Woo hooo! your done! compile your map in Mbuilder as a SP map and your good to go!  Hints/Tips:  1) Ok, I keep saying I will explain the other setting for pathnodes later right? well here they are: DONT\_LINK- Marks the node as not linking into navigation. Conserves memory and cpu usage. DUCK- Tells the AI to duck at this node. Currently only used with cover nodes. COVER- Tells the AI that this node is potentially a cover node. The definition of cover is that the enemy cannot see me. The AI will only consider cover nodes that satisfy leash, mindist, and maxdist constraints. This can target one or more nodes for the AI to randomly step toward when it is ready to attack the player again. If there are no targeted nodes, the AI will try to step out along a path to it’s enemy. CONCEALMENT- Acts just like COVER, except that no sight trace is done to validate that it is in fact cover. This is useful for foliage and short walls and other things that provide some partial cover or make it harder for the player to see through. It can be used with any of the other cover flags, though it really shouldn’t be used with anything except DUCK and possibly CRATE. CORNER\_LEFT- Never used with any other flags, except possibly COVER. The COVER flag is assumed, so it is not necessary. Tells the AI to do special corner attack behavior. The corner is to the AI’s left with his back to the wall. The center of the node should be 16 units in from the corner and 16 units out from the wall. The node’s angles should point away from the wall; ie, the way the AI would be facing with his back to the wall. CORNER\_RIGHT- Never used with any other flags, except possibly COVER. The COVER flag is assumed, so it is not necessary. Tells the AI to do special corner attack behavior. The corner is to the AI’s right with his back to the wall. The center of the node should be 16 units in from the corner and 16 units out from the wall. The node’s angles should point away from the wall; ie, the way the AI would be facing with his back to the wall. SNIPER- Currently only works with turret attack behavior. Never used with any other flags. Tells the AI that this is a good place to stand still and shoot people. Use at windows, for example. Can also be used to encourage guys to go inside a building to attack a guy shooting out of a window. CRATE- Never used with any other flags, except possibly COVER. The COVER flag is assumed, so it is not necessary. Tells the AI to do special over-the-top attack behavior, as if he were behind a crate. The center of the node should be 16 units back from the crate. The node’s angles should point towards the crate.  It is great to mix match these things! But u **ALWAYS** need COVER checked ok!  2) Ok, to get a diff. Enemy player/skin, just righ click and go to "ai" "german" then pick one. When he appears, hit "n" to bring up the console and look for the values "model / bla bla bla" copy them over to your "ai\_actor" Okay!  3) If you want your ai to not charge at the player at spawn, set his #playerseek to 0.  We are done! good luck!  **http://web.archive.org/web/20040107082626im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg** you will get the .map so u can look at how I did it. I also added a few other path nodes  [**Download all the other AI Tips**](http://web.archive.org/web/20040107082626/http:/users.1st.net/kimberly/Tutorial/AI%20tips.doc)**!** |   © Nemesis's Tutorial Page 2002-2003 |
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