Well, shall we?

OK, first off i'll do a simple 'shoot at this until i say so' thing. Sounds fun huh?

OK, well make a small outdorsie map (mine was basically a skybox with ground texture at the bottom with a shooting range wall at the far end. I wacked in an info\_player\_start and a couple friendly soldiers. For them i plunked in targetnames of $shooter1 and $shooter2

OK, enough about me. Make a couple script\_origins where you want teh poor wall to be slaughtered at. That's where the bullets'll go. taht's just for an aiming spot :)

OK, well: give them a targetname. I generally give them stuff like $shootspot\_1 and so on. just so i know. ;)

Alright, make sure your AI are positioned close enough, and SCRIPT!

So put the following in the script file....

main:

exec global/ai.scr

level waittill prespawn

level waittill spawn

thread stupid\_wall

end

stupid\_wall:

$player item weapon/colt45.tik

$player ammo pistol 200

wait 10

$shooter1 ai\_off

$shooter2 ai\_off

$shooter1 exec global/aim\_and\_shoot.scr $shootspot\_1.origin

$shooter2 exec global/aim\_and\_shoot.scr $shootspot\_1.origin

wait 20

iprintlnbold\_noloc "i think it's dead."

$shooter1 ai\_on

$shooter2 ai\_on

wait 3

$shooter1 kill

$shooter2 kill

iprintlnbold\_noloc "so are they..."

end

OK OK, so the end was mean.

Anyway, the key part is the "$shooter1 exec global/aim\_and\_shoot.scr $shootspot\_1.origin" line. That tells him to aim, wait a sec, then start shooting. That simple.

Alright, what about grenades? Surely they can do some concentrated grenade throwing?

Sure.

OK, do the same thing. Make script\_objects and give them targetnames and get your AI set up. I made mine to throw the grenades over a small wall and into kinda basketball hoops. Whateer you want tho ;)

The scripting is EXTREMELY easy. Just like the last one. In fact, just replace the

$shooter1 exec global/aim\_and\_shoot.scr

$shootspot\_1.origin

with

$shooter1 exec global/try\_throw\_grenade.scr

$shootspot\_1.origin

Thats it. They will toss it so that the top of the arc hits the origin. real simple huh?

Well OK, now you hopefully know how to make the AI do gun tricks. Congrats. This is especially useful for large mock battles and even better, supressing fire.

Cheers,

[reptilian\_mapper](http://gronnevik.se/rjukan/index.php?n=Profiles.ReptilianMapper)