

Adding 'AI' to a map

ADDING THAT FIRST BOT

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This tutorial will give you the basics on how to add light armor BOT's to your maps.

Step 1

Of course the first step would be to start up a Tribes game on the map you want to add the AI on. and then go into the Tribes editor. ***NOTE*** The map should consist of teams (i.e CTF, D&D and C&H) because to get the AI to work, they have to be on one team or another. So that also mean that the AI cannot be added as an objective (i.e Taking control of an objective swith and switching the AI to that team that holds the switch). I've tried and the AI don't even show up on the map /in the game at all.....

SAVE OFTEN

Step 2

Once your into the editor, select the team your wanting to add the AI to. Now hit the F3 key to get to the creator mode. Select Mission and add a new Group and to save a little time, add a new group again within the new group you just added. ***NOTE*** As I said above, be sure you first have the team you want to add the AI to selected !

Next hit the F2 key to get back to the inspector mode. Select the first new group you added and rename it to AI (be sure to hit apply). Next open up that group (AI) and you'll see the second group I had you add, select it and name it to the name that you want your BOT to have (i.e Bob, Susan, Intruder and so forth). ***BIG NOTE*** The name you chose cannot contain any characters (i.e {XGN}, =WIG= and so forth) , just letters and numbers (i.e XGN, WIG, 316 and so forth). Also, the name cannot contain a space in the name (I.e Intruder Alert, Bod Jones and so forth), they have to be together (i.e IntruderAlert, BobJones and so forth). Now don't get me wrong, if you do what I told you not to do, the BOT will still show up, but it wont have any weapons (none at all) and even if you give it weapons, it wont shoot at anyone (not even the enemy). Otherwise, the BOTs will already be armed and ready to shoot at the enemy (if they are added correctly).

Now I suggest saving at this point!

Step 3

Select the group that has your BOT name within the AI group. Now hit the F3 key to get back to the creator mode. Again, select Mission and add a Marker (not map marker). This will be where the BOT will spawn at. ***NOTE*** You would stop right here if all you wanted to add was a BOT that can be controlled within the commander screen. If you want a roaming guard (BOT) then read on (roaming guard BOTS can't be controlled). ***NOTE*** The AI cannot be told to deploy and turrets, inventory stations or anything like that, cannot be told to go into any stations for weapon upgrades and can't be told to capture any objectives (i.e switch or flag).

As I said, the first marker is the spawn point of the BOT and will not be used again (the BOT will not roam/move to that point again). Now to get him to move :-). Select the first marker and add another marker. This will be the first place it moves to, now lets add another marker. This will be the second place it runs to. If thats all the markers you add, the BOT will just run back and forth between those

two markers (marker 2 and 3). My suggestion from here is to experiment and add more Markers to get the AI to do what you want them to do. You can have them run around the base or have them run to the enemy base and back if you want. Now be sure to make your final adjustments (you may have to go back to the Inspector Mode, F2, to get the Markers exactly where you want them.

SAVE OFTEN

Step 4

Now I bet your wondering where your BOTS are that you just added hehee, this is normal, adding AI is like adding Forcefields and Doors. You must quit out of Tribes and restart. Start up a game on the map you just added your BOTS to and now they should be there. The AI aren't the smartest in the world but they sure are good shots. To add more than 1 BOT, just add another group in your AI group and name it to the name you want your next BOT to have. Follow these steps again to add the AI to the other team.

****Final Notes****

I've recieved alot of request via email asking how to add AI so I put together this simple/basic tutorial of what I knew. I hope all of you out there find this helpful in adding the AI to your maps. Any and all feedback is welcome. And if you know of anything I may have forgotten and/or I may not know of, please let me know. Good luck to you all and above all else, HAVE FUN !