AI Driving Warthogs

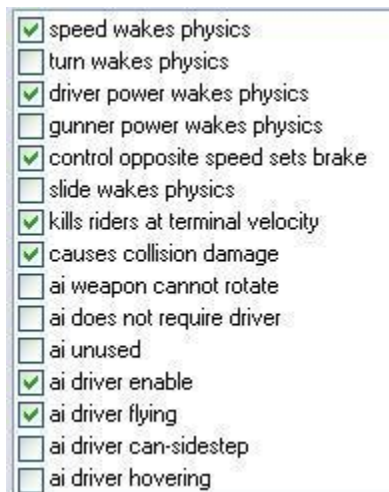## *Without making them brain dead!*

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INTRO

So, normally your AI's pea sized brains limit them to only driving Ghosts and Banshees without having them being brainless with direct orders O.o I have figured out the problem (someone else found it before me(only one that I know of, mb theirs more..), but I am telling everyone and I have better hog AI than him(mine actually use their brain while driving, his just floor it.. well, apparently he just learned how to keep them under control aswell now..)). So, is everyone ready with your thinking caps on? Lets begin!

STEP 1 – giving them the ability to go forward

So, you may thing that it's the AI that have the problem, your wrong, it's the vehicle that has the problem with the AI.
Go to the bottom of the vehicle tag (we will be doing warthog in this tut).
Find something that looks like this:

remove the check from "driver unused" and check in "AI driver flying". When the AI believes he can fly, we will floor it. You now have the base concept of AI driving ground vehicles. They will only go forward, and they will be retarded morons at this state, you may want to make them avoid walls (AS SEEN IN STEP2)

STEP 2 – Making them attempt to drive and use their brains

So, when your AI can drive, you may decide you want them to try and avoid walls and other vehicles. This is good for their brains, but it may cause some downsides. If they are surrounded by enemy's and walls, they wont know what to do O.o they may go around a 180 degree corner and sense the enemy's on the other side and stay in that corner trying to avoid them. Well, you have probably had enough of me explaining down sides and up sides lol. Lets move on to the tag editing.

minimum flipping angular veloc	0.2	
maximum flipping angular veloc	0.75	
fixed gun yaw	0	
fixed gun pitch	0	
ai sideslip distance	0.5	
ai destination radius	1.75	
ai avoidance distance	5	
ai pathfinding radius	10	
ai charge repeat timeout	1	
ai strafing abort range	0	
ai oversteering bounds	220 to 260	
ai steering maximum	0	
ai throttle maximum	0.15	
ai move-position time	0	
suspension sound	sound\sfx\impulse\impacts\warthog_suspe	[...] [Open]
crash sound	sound\sfx\impulse\impacts\jeep_hit_solid	[...] [Open]
material effects	vehicles\vehicle	[...] [Open]
effect		[...] [Open]

You will want to make them know the avoidance they must perform as seen in the "ai avoidance distance" and "ai pathfinding radius" you want them to be able to find paths and avoid obsticals with those 2 settings, to high will make them avoid things very far away. To low will make them not know things. You want to also set the throttle maximum, because that is how much they rely on their brain instead of speed. Max speed is no brain power, half speed is pretty good brain power. I used 0.15 because then they go fast, but have some brain to be able to kill you with. The AI would be pretty weak if they where slow, and also weak if they wern't relying on a brain. I set the over steer hoping it would make them sometimes spin around when turning so that they can fight you better, so far I haven't seen it do anything lol. I set the charge time to see if it would convince them to stop and get ready to trample you some times, but that didn't happen, but I kept it anyways.

I haven't played with anything else, but if you want to continue studying and send me a e-mail to update the tutorial with your findings, do so

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