**Properties for patrolling Bot**

**-Advanced**

bAlwaysRelevant True

bCanTeleport True

bCollideWhenPlacing False

bDirectional True

bEdShouldSnap False

bForceStasis False

bGameRelevant True

bHidden False

bHiddenEd False

bHighDetail False

bIsItemGoal False

bIsKillGoal True

bIsSecretGoal False

bMovable True

bNetOptionable False

bNetTemporary False

bNoDelete False

bOnlyOwnerSee False

bOwnerNoSee False

bStasis True

bStatic False

bTravel False

LifeSpan 0.000

**-AI**

AttitudeTowardPlayer ATTITUDE\_Ignore

bHateWhenTriggered False

bIgnoreFriends False

bIsBoss False

bQuiet True

bTeamLeader False

FirstHatePlayer None

HearingThreshold 0.00

Intelligence BRAINS\_HUMAN

PeripheralVision 0.00

SightRadius 2500

Skill 0.00

TeamTag None

**-Collision**

bBlockActors False

bBlockPlayers True

bCollideActors False

bCollideWorld True

bProjTarget False

CollisionHeight 48.00

CollisionRadius 8.00

**-Combat**

Aggressiveness 0.500

bCanStrafe True

bHasRangedAttack True

bIsWuss False

bLeadTarget True

bMovingRangeAttack True

bWarnTarget True

CombatStyle 0.30

MeleeRange 40.0

ProjectileSpeed 800.0

RangedProjectile None

RefireRate .50

TimeBetweenAttacks 1.0

**-Display**

AmbientGlow 1.0

AnimFrame 15.0

AnimRate 0.00

AnimSequence DuckWlkL

bFilterByVolume False

bMeshCurvy False

bMeshEnviroMap False

bNoSmooth False

bNoParticles False

bRandomFrame False

bShadowCast False

bUnlit False

DrawScale 1.00

DrawType DT\_Mesh

Fatness 128

LODBias 1.00

Mesh LodMesh'Botpack.Commando'

**-Multiskins**

(0) Texture'CommandoSkins\_Skeletor.spud.spud1'

(1) Texture'CommandoSkins\_Skeletor.spud.spud2'

(2) Texture'CommandoSkins\_Skeletor.spud.spud3'

(3) Texture'CommandoSkins\_Skeletor.spud.spud4'

RenderIterationClass None

ScaleGlow 1.00

Skin None

Sprite None

SpriteProjForward 32.00

Style STY\_Normal

Texture Texture'Engine.S\_Pawn'

VisibilityHeight 0.00

VisibilityRadius 0.00

**-Events**

Event None

Tag Mike

**-Filter**

bDifficulty0 True

bDifficulty1 True

bDifficulty2 True

bDifficulty3 True

bNet True

bNetSpecial True

bSinglePlayer True

OddsOfAppearing 1.00

**+LightColor**

**+Lighting**

**-Movement**

AccelRate 1200

AirControl .05

AirSpeed 320.00

AttachTag None

bBounce False

bFixedRotationDir False

bRotateToDesired True

Buoyancy 125.00

**+DesiredRotation**

GroundSpeed 400.00

JumpZ 325.00

**+Location**

Mass 125.00

MaxStepHeight 25.00

Physics PHYS\_Walking

**+Rotation**

**+RotationRate**

UnderwaterTime -1.00

**+Velocity**

Waterspeed 200.00

**+Networking**

**-Object**

Class Class'Unreall.SkaarjInfantry'

Group None

InitialState None

Name SkaarjInfantry

**-Orders**

AlarmTag None

bDelayedPatrol False

bFixedStart True

bNoWait True

Orders Patroling

OrderTag A The same as tag on first patrol point

SharedAlarmTag None

**-Pawn**

BaseEyeHeight 0.00

CarcassType Class'UnrealI.TrooperCarcass'

DropWhenKilled None

FOVAngle 90.00

Health 150.00

MenuName None

NameArticle a

PlayerReplicationInfoClass Class'Engine.PlayerReplicationInfo'

ReducedDamagePct 0.00

ReducedDamageType None

SelectionMesh

specialMesh

Visibilty 128

VoicePitch

VoiceType

**-Skaarj**

bButtonPusher False

bFakeDeath False

ClawDamage 10

LungeDamage 20

SpinDamage 15

**-SkaarjTrooper**

WeaponType Class'Botpack.SniperRifle'

**+Sound**

**+Sounds**

These setting are based on the following criteria;

1-Starting with a skaarj infantry mesh

2-Changing the skaarj to whatever you want by changing the mesh and changing the skin to accomodate it in the Display.

3-Setting it up to patrol by using patrol points from the Actor Classes

4-Using a Skaarj Sniper Rifle

5-The important things to set up in the Patrol Points are in the **Events** and **PatrolPoint**

**Key Patrol Point Properties**

**+Advanced**

**+Collision**

**+Display**

**-Events**

Event None

Tag A This is the name you give the point. Name the points differently so you can tell it where to go next.

**+Filter**

**+LightColor**

**+Lighting**

**+Movement**

**+NavigationPoint**

**+Networking**

**+Object**

**-PatrolPoint**

NextPatrol B This is where you name your next point

NumAnims 10

PatrolAnim DuckWlkL

PatrolSound Sound'ONPFootsteps.fs\_concrete\_1' Use what you like here

PauseTime 5.00

**+Sound**

Name patrol point using letters or numbers . The bot's "order tag" must match the first point. Don't put them too far apart, just use more to get it to the desired location.

**Patrol points and Teleports together**

You can use these together to do things like using one Bot to cover a whole map. Try to use naming your points to distinguish different areas and functions. I.E. **A\_pp1** for your first patrol point in the first area and **A\_t1** for your first Teleport in the first area. Whatever you use make sure that the first point is also the name specified is the same as the **OrderTag**. In this case it will say;

**OrderTag** **A\_PP1**  Put this in the bot properties.This gets the whole process started.

**Tag A\_PP1** in the patrol point properties. This names the point so that the bots OrderTag knows where you're telling it where to go.

Using all of the above settings this is what you can make happen.

Your first area is **A**. The ordertag on the bot is A\_PP1 so your first patrol point is A\_PP1. Set 3 patrol points, 1 through 3. The Bot will go first to A\_PP1, A\_PP2 then move towards A\_PP3. Place a Teleport between points 2 and 3 so that when your bot is moving toward APP\_3 it passes through it without touching A\_PP3. When setting the properties for APP3 do this.

**Events**

Event none

Tag A\_PP3

**PatrolPoint**

Nextpatrol B\_PP1

numanims 10

Patrolanim none

PatrolSound None (unless you want)

PauseTime 0.0

What this will do is tell you bot to go to patrol point B\_PP1 when exiting the teleport with 10 animations standing and will not wait but move immediately to B\_PP1

(this is all assuming that you know how to set teleports). Put A\_T1 in the tag of your teleport and B\_T1 into the URL. Once out it will move to B\_PP1 and follow the instructions that you set up there. By using the letter in front of the tag it keeps things less confusing. You can set this up like this so that your bot travels through multiple teleports around the map thus giving the illusion of a person patroling and moving through teleports.