**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.