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Better bots payday 2

This started as a mod that would allow you to select different weapons for the AI team to use, but it evolved in much more over time. With an official implementation of Overkill, it is now based around Crew Management and improves on this with a variety of features: AIFB select sidearms and akimbo for AI team Lets you choose set mask for AI team with character specific masks or a random pool mask Lets you select implementable AI team will bring (only visual, not actually usable) Allows you to select the team selected You can't do this right now. You signed up with another tab or window. Reload to update the session. You signed in another tab or window. Reload to update the session. align=center][size=xx-large][b]Make Bots Great Again[/b][b]/[/size][alignn twinfinite. 10 best payday 2 mods[/url] Vanilla teammate ai is basically designed to be a couple of jokeder secured cops with health regen instead of being virtual recreations of real players. This mod changes and changes some aspects of bots so that they are both more useful and are more similar to human players. you will no longer have to babysitting new players of the latest steam sale. Players can play with their opponents, their players who are dealing with playing with their enemies, their players who are dealing with playing with their enemies, their goals have been marked, their players can have a better experience.so no deader dominated cops [*]Bots will not throw their bags if they can inspire the player or bag is light enough to run with [*]Winter, the robot movement penalty when carrying bags is now similar to human players [*] The Bolivians will wear the Light Ballistic vest and will no longer be used for their duration, both are purely cosmetic[[*] The mouthpieces will automatically reward their weapons if they are no longer in combat and their magazines are at least half empty, rather than recharge only when their vertices will be totally dry [*]Enable dodging [*]Forcing instant custody [*]by Cloakers rather than by downs [*]Disabling of warts [*]The announcement of low health (i.e., asking for a medical bag) [*]Enable the independent domination of police officers, rather than just assisting with their own dominations [*]Enable further botlists with the Big Lobby mod [*]Eaking bots in in inactive reaction times [*]Forcing bots to mask As with all BLT mods, just drag the "Better Bots" folder into the "mods" folder inside the PAYDAY 2 installation. [b]Credi:[/b] See the "readme" file included for information on credits and contributions. If you play regularly only or mostly with bots, I recommend using these mods along with Better Bots: [whispers]version 16: - large rewrite parts of the mod for performance and optimization reasons; the mod now has the smallest impact on the possible performance - solved a possible crash of the customer regarding the killings of the robot apple - solved a crash related to the French localization - bots now will orà three round shots with the vanilla+ weapons longer - the diffusion value for the updates of vanilla+ is now 15 (was 5, vanilla is 25)optimized bot reaction times - reduced the default value of 5 in order to give the bots a possibility of fighting against the increased enemy swords - improved recoil and charging times of the akimbos and bot rifles - changed the default choice for the motion speed option to reflect the new vanilla setting - fixed a bug that occasionally caused the bots to shoot dominated cops version 19: - thanks to spruebox for the detailed crash report. version 20: - removed damage from bot weapons since overkill apparently does not realize that the weapon damage does not interpolate linearly between the presets of the falloff range - the parts of the bots target code so that they will be considerably less likely to assign a new "attention_object" when they already have one, so keeping them closed on their goals and making the delay to assign a new option less obvious however, since this can have a default option - rewrite the code used by bots to mark the enemy specialties; should now be much more efficient - moreover, the bots do not mark more shields, since that enemy type lays incessantly and the bots cannot damage most of the time however, this should keep voice spamA minimum. Version 21: - Remove the "min damage" option and enable it by default - Bots will now focus on Shields if they are equipped with AP ammo booster in the Henculmen beta - Fixed a problem with barrels attacking domination goals if the user has no self-domain on - Reverted fall error change from version 20 since the robots were doing completely too much damage with itafter clearing due to their incredible duration of vanilla - removed the option "bots oe single fire" due to problems with some bot weapons that shoot faster than expected - current accuracy of boltined/recoil/etc for the consistency between the types of weapons - fixed the contours of bots not using the appropriate colors after the bot had been released from the case - bots can now use human-colored contours the most fragile bots become, more capable of eliminating the threats that will be. - solved a crash related to the Big Lobby option - further simplified and optimized the hyper reflexes option - fixed bots do not aim at turrets - improved the acquisition and performance of the target of bots - bots now will be more likely to focus on the enemies that are currently aiming at the player - removed the birth of sky fix since overkill apparently solved that problem yourself - removed the cooldown vocal line recentlyMarking behavior - Bots will no longer be assigned "pause" and "stay" delays to all - Added Italian localization courtesy of LycanCHKN. Since the Henchmen beta has concluded, I accept any localization contribution; contact me via ModWorkshop if you are interested Version 26: - I have reviewed the management of bot weapons for consistency and efficiency: 1. Bots will turn on automatic weapons in three round shots five times a second 2. Bots will fire sniper rifles and pump-action rifles once a second 3. Sniper rifles have a narrower spread of 40% 4. Shots have 40% bigger spread, but do twice as much as they give 5. Automatic, weaker pump-action, and double-barrel fire guns twice a second 6. The M308, Little Friend, and Cavity L option in single-fire mode five times a second - Fixed Bots identify enemies who would not choose to attack if you use the Hyper Reflexes option - Improved the expertise of botts apples - Bots now meleee attack other specials except Dozer; their attack will not knock over Cloakers but will still damage - Completely riwrote and target- due to changes in henchmen and desync upgrades, better bots no longer modify the functions of bot weapons at all (it is delays and focus intervals). shoutout to all of called bb a cheating in the last two years to give overkill enough reason to make the bots worthy of fighting without mod. - improved prioritization of domain targets - bots will no longer execute their domain / intimidation / signs while charging - fixed bots attack intimidated or dominated cops on occasion - fixed bots occasionally mark special deaths and/or attack dead enemies - bots can now mark turrets - furthermore, bots no longer mark the distance of this results in less blows absorbed by the near doorframesquestion: 1. The damage changes of the Bots weapon according to the difficulty (which is apparently broken in the game of vanilla); their multiplier of damage will be the current difficulty index multiplied by 1.25. Thus, for example, on Deathwish, which has a difficulty index of 7, they will have a damage multiplier of 8.75. 2. All fire of automatic weapons in three round shots four times a second, which is similar to vanilla; Sniper rifle fire once a second (identical vanilla) and pump-action guns fire twice a second; magazine-based rifles will light four times a second as automatic weapons 3. Bots spread values are reduced by 20% when using the ZEAL health option and 40% when using "no scale"; for most weapons, this will reduce the spread of vanilla of 25-20 and 15, respectively 4. All other values are vanilla or unchanged from previous BB versions - Bots reloads their weapons from combat to 40% of the magazine's capacity (changed from 50%) - Jokers will now be improved in key areas: 1. They will use the same target code used by bots, resulting in more efficient target acquisition and avoid Shields 2. They reload their weapons from combat whenever their magazines are below 80% capacity 3. Their "run_start" and "run_stop" animations were removed and not crouchwalk, resulting in the best player after 4. Their access to navigation has been modified to bot access; while this helpsability to follow players, this also ensures that they are properly filtering NPCs and their reactions to those NPCs; this change and the previous one would not have been possible without TdIQ mod so thanks to him for that 5. Now they can attack the turrets 6. They can also shoot through only everything, even though they will also have to acquire goals by ordinary means 7. All other properties of Joker are the same as vanilla; This includes their accuracy and damage - Tweaked the bot destination code and their reaction code to host Jokers and also the slow reflections perceived by the latest update Version 30: - Fixed a crash related to a failed inventory control - Fixed some vanilla charging animations and fire shots Version 33: - Updated the mod for BLT2 - Added Swedish localization - Updated the-no. in the sense of balancing, the teammates of the robot will count as human players when determining the total deposition - fire rate and damage values more closely match the vanilla - fixed bots do not shoot the galant quite quickly - removed the correction relative to the bag that leads from fixed overkill that they themselves - bots now identify the enemies immediately with hyper reflexes enabled, rather than simply identify them faster thanks for the changes of the wiko. version 36: - Fixed a vanilla bug that caused the game not to interpolate linearly between different multipliers of damages by defined intervals. therefore, for example, if a npc shoots at a target 10 meters away and have a defined range of 5 meters (with a multiplier of damages of 2) and another defined range of 15 meters (with a multiplier of damage of 4), then the resulting damage multiplier will be 3. first, the damage multiplier would be 2, since this is the lowest of the two. since this bug affects the teammate andSimilarly, it was fixed for both of us. See the Long Guide for details about this bug. - It did all the damage/accuracy/etc optional modifications for the aggression of the "Combat Improvements" in the BLT Options menu; extinguishing this will keep only essential changes and corrections (such as the removed fire and the delayed purpose) - In addition, keeping the option above Update will cause the barrels to use the damage/careful/ecc changes that were heavily balanced, taking advantage of the bugfix - No an option to disable ammunition pickups from enemies killed by bots. This easily approximates ammunition consumption (thinking it as the bots that grab ammunition immediately) while allows the player to more accurately measure the efficiency of ammunition of their configurations - fixed bostons do not mark enemies and turrets due to a bug in a recent patch - rebalanced the function "promovements of fights" Note: As a result of this change, it is better to keep this option off if you use the bot weapons mod. - bots no longer fall their bags to raise a player if their inspire cooldown is not active and/or are bringing a bag with which they normally could perform - besides, speed penalty for robots carrying bags is now similar to human players, so they should no longer delay back - made minor performance improvements during the mode updateImprove the Bosnian ability of bounty players, which now dramatically accelerates all actions of the robot; the effect is similar to the use of unlimited task-per-frames with Full Speed Swarm, except that it affects only the AI teammate; Note that you can use both FSS and this option at the same time - Related to the above, Jokers will now benefit from the Hyper Reflexes option - Fact minor stability and performance improvementsVersion 42: - Fixed a possible crash on Breaking Ballot Version 43: - Removed the Botvani option and set bot to move always at lightning speed - Added the option of choosing the bot damage multiplier, rather than leaving it to be difficulty-dependent; if you think that botarms are killing things too easily then you can customize that - simplify fighting and targeting itselfbut the fire twice slower - Bots will kill Snipers in a blow regardless of the distance or weapon used - blocked the option of bot damage multiplier to 5 by 10 for the balance of version 45: - fixed some incompatibility with Bot Weapons and Equipment - fixed an incompatibility with lobby settings - Tweaked Hyper Reflexes option for better performance - Changed the botluce cooking mode This is disabled by default, turn it on in the options menu - To host this function, my Concussion Fix mod is now included in this mod; it won't hurt anything if you already have that mod, but if you don't do it, you no longer need Version 46: - Improved when and where bots throw grenades - Fixed a possible crash when joining other lobbies as client with animation activated grenades - Fixed better bots payday 2 settings. how to install better bots payday 2. payday 2 better bots cheating. payday 2 better bots best weapon. payday 2 better bots damage multiplier. payday 2 better bots best settings. payday 2 how to use better bots. payday 2 better bots github

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