

Omni-bot 0.8 ET Changelog

BOT

- fixed Game Monkey Garbage Collection bug that was causing serious performance issues
- fixed paththrough crash when no data is passed from wp property
- fixed bots field of view for close objects
- fixed OmnibotRenderDebugLines to not run on remote servers
- fixed lookaround timer
- fixed initialization of powerups (all games)
- fixed GetEntityPowerUps
- fixed a gui exception with no delta in mouse wheel event
- fixed fov check to use trace offsets
- fixed null bot goal issue with flagreturn goal,
- fixed crash when tableRandom was called on an empty table
- fixed gm string tokenize binding
- fixed AddUsePoint mapgoal binding
- fixed ExecFile script function to support 'this' pass through
- fixed mapgoal.getentity so it returns null if entity is invalid
- fixed bot drawgoalroutes command
- fixed some loops that weren't going through all team indexes
- fixed crash when script exception contains printf formatted text
- fixed bot.IsStuck only return true if bot is actively trying to move
- fixed download support on initial map startup
- fixed boost::thread crash for some linux distributions
- fixed bug where event threads were not tracked and cleaned up properly
- fixed disguise nav callback
- fixed finish criteria and mapgoal auto completion checks to come before the call to update in script goal
- fixed several memory leaks
- fixed gm debugger to work again
- fixed gm debugger to show file/line in thread start messages
- fixed ConfigGet function not setting a value of 0
- fixed usage of teleport links
- added script function SendTrigger to fire triggers from script
- added bot.GetConstructableState
- added bot.GetDestroyableState
- added bot.GetExplosiveState
- added bot.IsWaitingForMedic
- added bot.HasAnyWeapon
- added bot.SetRoles
- added bot.ClearRoles
- added mapgoal.roles so mapgoals can be set up to be restricted to certain roles
- added mapgoal.DisableIfEntityFlag
- added mapgoal.DeleteIfEntityFlag
- added mapgoal.GetOwner accessor
- added mapgoal.GetCenterBounds
- added mapgoal.SetBaseGoalType
- added mapgoal.RolePriorityBonus
- added mapgoal.SetRoles
- added mapgoal.ClearRoles
- added scriptgoal.SkipGetPriorityWhenActive
- added scriptgoal.LimitToRole
- added scriptgoal.AutoFinishOnUnAvailable
- added scriptgoal.GotoRandom
- added scriptgoal.GotoRandomAsync
- added scriptgoal.WatchForEntityCategory
- added ability to create custom map goals
- added ability to pass bot as 'this' to GetGoals
- added import functionality for loading scripts
- added better script goal error message in routeto
- added GetEntityVisDistance callback in BotSensoryMemory,
- added DrawGoals, DrawRoutes, DrawTriggers, DebugTriggers to omni-bot.cfg
- added support for customizing how much ammo the bot will attempt to get when resupplying

- added rolemask field to client class
- added table argument support to mapgoal.LimitWeapon
- added weaponhasammo finish criteria
- added debug config options for logging specific log categories(info, errors, warnings, critical)
- added optimizations to goal query
- added support for profiling data per scriptgoal type and mapgoal type
- added regex grep for goalname expressions
- added support for refreshing specific weapons from the weapon database
- added script live update support, currently only for weapon scripts
- added bool EntityIsValid script bound function
- added rendering of waypoint properties
- added opengl overlay with 2d and 3d support
- added DebugBox interface function for drawing more optimized debug boxes
- added GetEntityLocalAABB interface func
- added console and log message when SetAvailableMapGoals passes invalid goal expression
- added TRACE.VISIBLE and TRACE.GRATE to common lib
- added this.Debug to internal debug drawing state, so it can be toggled via bot debugbot all statename 1
- added schema library for data validation
- added System.Time() script bound function
- added CAT.MINE
- added DrawEntityOBB script bound function for rendering real bounds rather than axis aligned bounds
- added CheckEntityBoundsIntersect script bound function
- changed System.Newline to be a variable rather than a function
- removed usage of boost::format and replaced with printf style logging
- removed trueaxis dependency from build, drops dll size significantly
- updated to boost 1_40_0 libraries
- implemented render interface so recast can render via opengl or game render interface
- replaced parameter 2 of scriptgoal.Goto, GotoAsync, RouteTo with an optional table of parameters
- minor optimization to WeaponSystem::GetWeapon

MODS

- fixed interface functions GetCvar and SetCvar
- fixed GetReinforceTime function
- fixed fireteam events
- fixed mover class identification
- fixed bot pushing
- fixed GetEntityClass() while bot is in limbo
- fixed movement vector math in et interface
- fixed client connect event to be called before clientuserinfochanged
- fixed NQ mobile mg42 goal usage for allies and mobile mortar for axis
- fixed axis grenades not being in cat projectile or class grenade
- fixed crash when mods don't correctly report failed connections
- fixed GetEntityInSphere to only return usable corpse entities
- added weapon classes
- added weapons to CAT.PICKUP
- added BUTTON.DROP
- added weapon events for picked up / dropped
- added print error on bot console commands if bot isn't loaded
- added additional triggers for cappoints
- added ET_OID_TRIGGER returns CLASS.GOAL from interface
- added vistest for axis grenade
- added command omnibotmenu
- added et command /oidlist for reference with build goal traces
- added support for NoQuarter private voice macros (fireteam voice chats)
- added rendering of spawn point numbers on the command map (omnibot mod only)
- added omnibot_flags 16 for enabling g_shove for bots (default off)
- added omnibot_flags 32 for bots tripping mines that they can see (default off)
- disabled call to OmnibotRenderDebugLines if not a local server (et and rtcw)
- altered ET min class check to make sure one of each is added
- implemented waypoint_goto in et
- merged NQ updates and fixes to etbot interface
-

GOALS

- moved most of the mapgoals to script
- fixed mount goal so bots could actually dismount at exit
- fixed useswitch goal to check for distance limits prior to receiving a priority
- added goal_covertops for disguise and spot mines behavior
- added a smoke bomb goal for covert ops
- added cover spots for dynamite goals
- added an airstrike goal for fieldops to call targeted airstrikes
- added ability to create user defined plant and build goals
- added weapon restriction ability to camp type goals
- added paththrough goals for callartillery and airstrike
- added a pickup items goal that makes the bots more responsive to packs / weapons laying around
- added a range limit for health and ammo cabinets; default 1250
- added a sample goal_demo that is heavily documented for tutorial purposes
- added goal_zooming that auto increases max view for bots while scoped
- added goal_watchforprojectile so bots avoid airstrikes and grenades
- added kill / revive behavior to deliver supplies goal
- added goal_resetxp and commands /bot resetxp /bot maxxp
- added simple hunt goal to et for deathmatch maps (autoadd = false)
- added bots will look for and pickup weapons in goal_askforammo
- added support for an AimPosition as an alternative to facing for improved reliability in switch goals
- added goal_voicechat with completely customizable response probabilities
- added goal_rolemanager that keeps Map script defined role slots occupied
- added goal_checkstuck
 - bots will sidestep if blocked by players
 - bots will attempt to jump out of stuckages
 - optionally log stuckage positions to the omnibot log
 - optionally have the bots /kill if stuck too long
- replaced difficulty.gm with goal_difficulty
 - makes it easier for bots to have individual profiles
 - bots can now be set up to use random difficulty settings
 - difficulty settings have been completely reworked to be more realistic
 - added several more weapons to the adjustable weapon table
- improved bots ability to path to mover related goals
- improved escort goal to detect a movemode based on mover speed
- improved supplyself goal
- improved combat movement behaviors in goal_combatmovement

SCRIPT

- moved bot name definitions out of et_autoexec and into et_botnames
- fixed distance limit for weapon pickups in askforammo goal
- fixed /bot balanceteams 0 not working after it was set to 1
- fixed exitCondition and added timeout to goal_useswitch
- fixed threadId for waypoint autosave. also kill original thread if active on repeated calls
- fixed showOffset to require entity in /bot sgn true
- fixed script error when trying to warp to an invalid wp name
- fixed scripts unnecessarily creating a high number of threads
- fixed several incorrect property settings in weapon scripts
- fixed infinite loop bug in ChoosePrimaryWeapon
- added waypoint property access to script
- added timeout to switchtable of paththrough_useswitch
- added several useful utility functions
- added some bot controls via fireteam chat (camp, follow, release, etc)
- added optional team param to ETUtil.SwitchWeapon
- added optional teamId param to ShowActiveGoals for rendering only active goals by team
- added a class management system
- added /bot autosave as an alternative to mywpmode
- added /bot draw_spawns for rendering of spawn points
- added global debug flags for disabling debug messages in all scripts
- added global MAP_TALK var for simple disabling of map script initiated bot chat spam
- added LowAmmoGetAmmoAmount to weapon scripts to set amount of ammo bots should get at cabinets
- added several re-usable region triggers (et_regiontriggers.gm)

- disabled bots targeting player classes with knife,
- disabled bots targeting player classes with airstrike cannisters
- added Util.HasAmmoForWeapon(bot, wpnID)
- exposed mapgoal.SetBounds to script

WAYPOINTS

- separated waypoints based on level of completion
 - fully supported maps are the only ones in the nav folder now
 - incomplete navs are located in a separate folder and divided into categories based on completion level
- too many individual waypoints and scripts were improved to mention. well over 200 maps were improved and tested at various levels

TOOLS

- updated version of Notepad++ with autocompletion info for omnibot (thx d00d!)
- added popup menu with all kinds of useful shortcuts for waypointers (thx MickyP!)