

Omni-Bot: Enemy Territory 0.8 Readme

Installation

Extract the omni-bot 0.8 zip anywhere on your hard drive.

- The omnibot folder contains the omnibot mod for waypointing purposes.
 - Waypointers should move the omnibot folder to the ET directory.
 - Waypointers can optionally download the Menu System from the download section.
 - Waypointers can optionally download Notepad++ from the download section.
- The omni-bot folder contains the bot library, waypoints, and scripts necessary to run omnibot.

Setup

In order for the omnibot library to load, the cvar 'omnibot_path' should be set to the exact path that the omni-bot folder was extracted to.

- Users running a listen server can set the path in the etconfig.cfg located in ~/Enemy Territory/<modname>/profiles/<user name>.
- Dedicated servers should have the path set in a server config typically located in the mod folder or etmain.

```
seta omnibot_path "/full/path/to/omni-bot"
```

In addition, if running any mods other than the omnibot mod, the cvar 'omnibot_enable' must be set to 1 in order for the omnibot library to be loaded.

```
seta omnibot_enable "1"
```

Mod Versions

Omnibot 0.8 is compatible with NoQuarter version 1.2.9 / 1.3.0 and ETPub version 0.9.1.

Trouble Shooting

If the bot library is not loading, the console will indicate what went wrong. Typical errors are an incorrect omnibot_path setting or an incompatible mod version.

Adding Bots

There are several commands that can be used to add bots.

- /bot addbot <optional team> <optional class> - add a single bot to the game
 - if no team is provided, the bot will join the team with the least players (axis by default).
 - Teams
 - 1 = Axis
 - 2 = Allies
 - Classes
 - 1 = Soldier
 - 2 = Medic
 - 3 = Engineer
 - 4 = Fieldops
 - 5 = Covert Ops
- /bot ab <numbots> - adds the given number of bots to the game.
 - each bot added will join the team with the fewest players (axis by default).
- /bot maxbots <numbots> - adds the given number of bots to the game.
 - writes to the omni-bot.cfg so bots are automatically added
 - as players join, bots will leave; keeping the number of players equal to maxbots

Configuration

omni-bot.cfg

The omni-bot.cfg is located in the `~/omni-bot/et/user` folder and holds persistent bot settings. The following are the most commonly set values for players and server admins. The config will be written to when using the associated commands; meaning that remote server admins can use rcon rather than manually editing the config and uploading it to the server.

Server Manager

Balance Teams ----- **0|1** Bots will swap teams in an effort to keep the teams balanced.
Count Spectators ----- **0|1** Include spectators in the count for maxbots purposes.
Minbots ----- **1|63** The minimum number of bots to have on the server.
Maxbots ----- **1|63** The maximum number of bots to have on the server.
Sleep Bots ----- **0|1** Disable the bots when no humans are on the server.

command: `/bot maxbots <maxbots>`

command: `/bot minbots <minbots>`

command: `/bot balanceteams <0|1>`

Difficulty

CurrentDifficulty ----- **1|6** The bots difficulty level, 1 being the easiest. use -1 for random per bot.

AdjustAim ----- **0|1** Enable adjusting of weapon offsets. Leave this at 1 if you don't want headshots every time.

command: `/bot difficulty <difficulty>`

Combat Movement

Move Skill ----- **0|4** The skill in which the bots will dodge in combat. 0 - off, 1 - easy, 2 - medium, 3 - hard, 4 - random

command: `/bot moveskill <skill>`

Heavy Weapons

MinPlayersForMortar ----- **1|x** The number of total players needed before a bot can use the Mortar.

MinPlayersForMobileMG42 ----- **1|x** The number of total players needed before a bot can use the Mobile MG42.

command: `/bot minformobilemg <players>`

command: `/bot minformortar <players>`

XP

Reset ----- **1|1** Enable bots use of the shrubbot command !resetmyxp. Shrubbot config must allow for it.

Max ----- **1|x** The amount of XP gained before the bot will use !resetmyxp.

command: `/bot maxxp <xp>`

command: `/bot resetxp <-1|1>`

FireTeam

Enabled ----- **0|1** Allow bots to join a fireteam.

Versus

BotTeam ----- **1|2** The team that bots should join. 1 = axis, 2 = allies, -1 to disable

HumanTeam ----- **1|2** The team that humans should join. 1 = axis, 2 = allies

BotsPerHuman ----- **#** The number of bots per humans.

command: `/bot botwar <botTeam> <humanTeam> <botsPerHuman>`

omnibot_flags

omnibot_flags is a bit flagged cvar available in all mods. Add up the number of each flag that should be enabled.

- 1 ---- Disable XPSave for bots
- 2 ---- Bots cannot mount tanks
- 4 ---- Bots cannot mount emplaced guns
- 8 ---- Don't count bots for the omnibot_playing server info var (note: this does not affect reporting of bot players on a server)
- 16 --- Bots will target ungibbed enemies
- 32 --- Bots will trigger team and spotted mines
- 64 --- Bots can use g_shove

example: *seta omnibot_flags 80* will allow bots to use g_shove and target ungibbed enemies.

et_autoexec.gm

et_autoexec.gm is located in the *~/omni-bot/et/scripts* folder and is responsible for loading additional scripts as well as setting some configuration variables.

Class Manager

The class manager attempts to keep a defined number of classes per team. It can be disabled by setting **DisableClassManager** to **1** in et_autoexec.gm. Users can also set different class configurations per team in the tables at the bottom of the script. For example, if the user wanted the bots to try and keep three medics on the Axis team at all times, the line that sets Axis medics would be changed to:

```
Server.MinClassCount[TEAM.AXIS][CLASS.MEDIC] = 3;
```

By default, users can set different configurations for servers with less than or greater than 10 bots. This can be modified or completely re-scripted however the user desires. Note that the class counts include humans and the counts will be updated as soon as a player selects a class (uses `latchedPlayerClass`).

MAP_TALK

The global MAP_TALK var is a method to easily disable any bot chat that map scripts initiate. Setting it to false will disable any chat functions as long as the map scripts are set up to support it. All maps in the 0.8 release nav folder have support for this built in.

et_botnames.gm

In previous releases, bot names were defined in et_autoexec.gm. They have been moved for this release to a separate script to make it easier for server admins with custom bot names when upgrading to newer releases. This script is located in the *~/omni-bot/et/scripts* folder.

goal_voicechat.gm

Located in *~/omni-bot/et/scripts/goals*, goal_voicechat.gm is responsible for the bots responding to specific events like being revived, receiving ammo, planting dynamite, and many more. Response probabilities can be completely customized; see the top of the script for complete instructions.

Change Log

A full change log is [here](#).

Supported Maps

The 0.8 release by default limits waypoints in the nav folder to a certain level of quality. Waypoints that are not quite ready to be considered release ready are located in the incomplete_navs folder and separated by completion level.

A full list of the supported maps in the nav folder for the 0.8 release can be found [here](#).

Credits

Developers

- DrEvil - creator of the omni-bot framework
- Jaskot - team member
- crapshoot - team member

Beta Team

This release wouldn't be near what it is without these guys' help. Be sure and thank them for all their hard work.

In alphabetical order:

- AliceInChains - waypoints, bug reporting, feature requests
- Bladen - feature requests, script ideas
- Blindman - waypoints, bug reporting, feature requests
- BubbaG1 - beta testing
- core - beta testing, bug reporting, NoQuarter mod testing
- d00d - waypoints, bug reporting, feature requests, Notepad++ for omnibot
- Irata - bug reporting, feature requesting, NoQuarter mod testing
- Mateos - waypoints, feature requesting
- MickyP - waypoints, bug reporting, feature requests, waypoint menu
- Naerling - waypoints, bug reporting, feature requests
- Niek - waypoints, bug reporting, feature requests
- P!nnan - waypoints
- Tardis - waypoints
- TomTom - bug reporting, feature requests, tons of testing

Contributors

- Hellreturn - ETPub testing
- JohnDory - dedicated server testing
- Necromancer - bug fix testing in ETPub
- Mufaka - dedicated server testing, log parsing tools
- palota - some nice 0.71 waypoints that were updated for 0.8
- phenomenon - ETPub developer

Special thanks to all the members of the omni-bot forums for keeping us motivated to continue development.