

Frequently Asked Questions

This is a small FAQ to answer general questions about bots, to help you troubleshooting bots if they're not working properly and to help level designers trying to add bots to their maps. If you have a question that isn't mentioned here, feel free to drop `jv_map` a line.

Can bots be added to stock maps?

Most likely not. Bots need `info_pathnodes` to navigate around. As the original `.map` files of stock maps are not available, it's not possible to recompile these maps with pathnodes.

Whenever I try to play a bot map, I get kicked back to the main menu. Why?

Possibly a pre-final version of the bots scripts is interfering with newer versions. A known culprit is `'mp_ai_beta.pk3'`. Remove this file from your main folder. Also check if the files `'jv_mp_players.scr'` or `'jv_obj_dm.scr'` are extracted to your `'main/global'` folder. If they are, remove them.

If this doesn't solve the problem, please [contact jv_map](#) for help.

Can I add regular AI (like hostages) to a multiplayer map that uses the bot scripts?

Yes. All Actors added to the `bsp` are completely ignored by the bot scripts. So you can script them to your needs without fearing the bot scripts influence their actions.