**Bot Changelog**

This page contains an extensive list of the modifications made to the multiplayer bot scripts since the release of version 1.0. For each version there is a small summary with key improvements, followed by a full list of innovations.

**Version 1.1 (jv\_bot01.pk3)**

**Summary**

* Supports non-respawning bots (defalits to level.dmrespawning variable)
* Number of bots now is controllable by jvbot\_forcenumalliesbots and jvbot\_forcenumaxisbots cvars
* All spawners wait until there is at least one player in the game
* Timelimit doesn't run out if a bomb is set
* By defalit the number of bots will be decreased when new players join
* Added a terminate round vote if all players are dead
* Better distribution of bots over spawnpoints
* Faster reactions
* Bots now respond to pain
* Made sure there is at least one attacking and one defending bot
* Bots now operate in large squads
* Camping bots run away if a bomb is going to blow (not very successfli mostly)
* Improved mg-42 targeting
* Removed bot messages for 'preparing for deployment' and 'entered the battle'
* Team kill messages are now in yellow
* Added special\_ladder2.scr for smoother ladder descending (requires changes in map)

**Full Changelog**

**Revision 5**

* Removed redundant set\_score thread in jv\_mp\_ai.scr
* Fixed minor issue in new move code causing errors at startup
* Bomb order now is randomized for more gameplay variance
* Fixed blockjoin code for non-respawning matches
* Cleaned-up voting code

**Revision 4**

* Fixed minor shutdown issue in lib\_bomb.scr
* Fixed minor issues causing a load of warnings in both spawners
* Added a delay before terminate round voting comes up
* Used timing instead of waittill animdone event in special\_ladder.scr, like special\_ladder2.scr does

**Revision 3**

* cleaned-up all files
* level.jvbot\_skill and level.jvbot\_showavatar can now be set in the map script
* default skill level now is 3
* decreased 'splash screen' frequency
* desynced bomb and task handlers to smooth out their performance hit over multiple frames
* bomb controllers now use a more direct and stable way to retrieve attacking / defending bots
* removed void subtask kicks again
* improved flee code for critical bombs
* console status command improved for verbose mode
* console addbot command now overrules level.jvbot\_g\_allowspawn variable
* mg\_control thread now warns if gun range exceeds farplane distance
* added some bot names
* weapon priority modifications:
  + increased garand priority
  + decreased thompson priority
  + increased mauser (non-sniper) priority
  + decreased mp40 priority
  + decreased stg44 priority
* removed firedelay weapon info again
* new getspawnposition thread in spawnhandler\_default.scr prevents multiple bot spawns at one spawn position within 2 seconds if not necessary
* splitted new ladder thread in special\_ladder (old) and special\_ladder2 (new)
* improved mg42 evaluate thread to not drop priority when using gun

**Revision 2**

* Changed version number to 1.1 in all /jv\_bots files
* test version attack.scr
* Added level.team\_bombs\_planted variable for both teams and level.bombs\_planted in general
* Made bomb pulse model notsolid
* Bots can't plant bombs if the round hasn't started
* level.jvbot\_homedir can now be changed by cvar jvbot\_homedir
* added lib\_game library
* moved kick all bots code from lib\_console to main script
* level.jvbot\_respawning now defaults to level.dmrespawning
* adddefaultlib now casts to cvars
* added 'evaluate' procedure for all tasks
* improved all move threads
* fixed a bug in lib\_bomb that causes planter to drop task
* number of escorting bots now is unlimited
* now only does an ignoredefuse if the bomb is critical
* removed ingoreplant subtask
* modified priority formulas for all tasks
* camping bots run away if a bomb is going to blow
* escorting bots now run to enemy of planter / defuser
* increased amount of information that can be retrieved from verbose status console command
* removed bot messages for 'preparing for deployment' and 'entered the battle'
* targeting thread in lib\_machinegun can now be called externally (doesn't require a gunner)
* added canshoot function in lib\_machinegun for task evaluation
* capped spotter / gunner panic attack to the machinegun's range
* actor targeting now is performed based on the target's head
* added a couple of bot names
* all spawners wait until there is at least one player in the game
* bot spawning is performed much faster
* team kill messages are now in yellow
* improved sneakshots
* task\_attackbomb and task\_defendbomb now kick bots back to idle if no valid subtask is defined within three loops
* bots can now abort planting and defusing if under fire
* campers respond to pain
* added special\_ladder2.scr for smoother ladder descending.
* added spawner\_dynamic.scr
* added anim/pain.scr
* renamed handler\_default.scr to taskhandler\_default.scr
* removed lib\_timelimit.scr (now handled by lib\_game.scr)

**Revision 1**

* Changed Freebrief URL to http://www.planetmedal.com/freebrief/ in all files.
* Added move interrupt code (beta)
* Modified and added some bot names
* Improved timelimit code
* Fixed zero farplane vision distance bug
* Ability to disable bot respawning using level.jvbot\_respawning
* Added sneakshots (beta)