

# 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 (default 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 default 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 successful 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)