BotyMan2

A Tool for UnrealTournament
A.I. Simulator

Intro:

I never understood criteria of Bot's navigation in DM matches. Assuming is based on desirability for items too... I would like to know a bit which way they go assuming they start unloaded.

Techs:

Results aren't accurate as long as human cannot see paths through JumpSpots and the rest of Bot specific things.

Starting checks:

Given 2 main files (resources and doc also included) **U** and **INT** which goes to System folder, you will start a DM game (even alone) and pick from mutators **"An Inventory Bot-Type Finder..."**. Type in console (not saying message) **mutate mebot.**

Now if map is good and Bot implemented inside you (kidding) can see a path to some inventory then will spawn a lamp around you - look for it if is not in front of you. Move to the lamp during 8 seconds (will speak later about this) in purpose to touch it, keep tracking lamp, and touching it - you might be rotated to lamp if is far enough. When lamp no longer move away... step back and touch it again (poor Bot...). If you are skating between 2 spots then Bot probably will do the same thing (stupid pathing there). In this case, move more far, wait *8 seconds* and re-input fore-mentioned mutate command (also might have a key bind). For lifts might be the same due to movement.

I don't know how long takes this check but for sure might have a cycle looping through items based on some Engine criteria - doesn't involve spawning prediction. Indeed I could see cases when I have been fully loaded and it stopped working for a while as long as nothing was remaining to be achieved.

What's new in BotyMan2

Messages are now shown in colors. We have a small delay in reaction due to some engine flaws - tiny changes. However, if map is doing sucks you might see crashes because some people don't understand Bot Pathing. This is for testing a proper DM map to check how is prioritized finding Inventory. We have also a deal with Teleporters (warn messages + turn to node even unseen to gain new location info). Also we have a deal at Lifts (properly mapped).Step into lift and don't touch lamp until lift is stopped, then touch lamp and you'll see next navigation node (usually LiftExit). Losing lamp can be recovered using mutate command described above.

Probably will help advanced mappers to block/unblock paths in purpose to randomize roaming.

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