

MBot

aka Modified Bot
info doc

Content: A few reworked Bots for game
Unreal Tournament '99

Purpose of package: Adding/Replacing default Bots into my games - even yours...

Summary:

MBot.u - package file with Bots;

MBot.int - opens Interface file in game menu - modify it if needs;

MBot.u.uz - file required for redirects;

MBot.pdf - current document.

Reasons: Default Bot habits - Too much attention at Player type enemy, too many times firing innocent doors, very addicted to follow orders even if game is ended (even attacking - rare issue indeed), too many times using splash damage weapons fired into walls developing a suicide consequence, too much failure at jumping to gain some stuff, etc.

How works

Package has an INT file but might not help always depending on server (if is used into). Adding these Bots can be done by editing file *User.ini* declaring them here in order to see these pawns entering normally in default Bot Matches (DM, CTF, etc.). By replacing classes only they might have default names, gender, etc. Also for ON-LINE usage they have to be placed in server packages:

ServerPackages=MBot

Then *User.ini* will look as follows in required section:

```
BotClasses[0]=MBot.MTMale1Bot
BotClasses[1]=MBot.MTFemale2Bot
BotClasses[2]=MBot.MTMale2Bot
BotClasses[3]=MBot.MTMale1Bot
BotClasses[4]=MBot.MTFemale1Bot
BotClasses[5]=MBot.MTFemale1Bot
BotClasses[6]=MBot.MTMale2Bot
BotClasses[7]=MBot.MTFemale2Bot
BotClasses[8]=MBot.MTMale1Bot
BotClasses[9]=MBot.MTFemale1Bot
BotClasses[10]=MBot.MTMale2Bot
BotClasses[11]=MBot.MTMale1Bot
BotClasses[12]=MBot.MTFemale2Bot
BotClasses[13]=MBot.MTFemale2Bot
BotClasses[14]=MBot.MTMale2Bot
BotClasses[15]=MBot.MTFemale1Bot
BotClasses[16]=MBot.MTMale1Bot
BotClasses[17]=MBot.MTFemale2Bot
BotClasses[18]=MBot.MTMale2Bot
BotClasses[19]=MBot.MTFemale1Bot
BotClasses[20]=MBot.MTMale1Bot
BotClasses[21]=MBot.MTFemale1Bot
BotClasses[22]=MBot.MTMale2Bot
BotClasses[23]=MBot.MTFemale2Bot
BotClasses[24]=MBot.MTMale1Bot
BotClasses[25]=MBot.MTFemale1Bot
BotClasses[26]=MBot.MTMale2Bot
BotClasses[27]=MBot.MTFemale2Bot
BotClasses[28]=MBot.MTMale1Bot
BotClasses[29]=MBot.MTFemale2Bot
BotClasses[30]=MBot.MTMale2Bot
BotClasses[31]=MBot.MTFemale1Bot
```

Features:

- MBot can jump 400UU not 325UU, MBot will run with 450 Speed if has higher skill, step is a bit higher for small crappy ledges, swimming speed is 300 - will get out of water faster;
- In DeathMatchPlus is probably triggered to kill non-players as well if finds itself well rated;
- In Team-Games will scan A.I. directives a bit rarely in order to release engine from a harder process - they really don't need to force a high process useless;
- Function named CanFireAtEnemy() has been modified - other dumb Bot habits are coming probably from engine deals with visible things;
- Certain functions were wrapped to gain better codes;
- The rest of intelligence is the same as like for originals: Map trash = Bot Trash / Mod trash = Bot trash;
- State Roaming has been changed as long as I have noticed some issues. In certain cases Bot seems to not very hunt an enemy - I won't describe exactly what was crappy, I simply changed some deals;
- As for bad events occurred in the past when Bot has been blown out of Paths Network I was doing a small stupid tweak making them to reach at a PathNode in 3500 UU Range if has nothing else to do - if falls in a hole at least will respawn helping rather than camping useless entire game.

Common A.I.?

Yes, this Bot can follow directives from TeamGamePlus games like

Assault, CTF, etc., exactly like original Bot the difference being a small dead time added to gain engine resources. Due to some tweak against MH v5.03 dumb A.I. retarded code I was preventing whatever thing, probably this won't help Assault game but I don't care about that anyway as long as I could see only a few AS servers and half of them were shit in big parts - check and see "admins".

Extra info

If these Bots will still mess some errors, feel free to rework others as long as package contains source-code. Downloading such stuff incomplete with screwed archive is not my fault. Blame that one who think he helps with modifications done only to mock rather than help. I don't wanna mess with a huge function to prevent Bot stuck in 10+ inventories in the same location - such a dumb thing is not for Bot and mapper is clueless about stuff anyway, but it will be good in well pathed maps.

Copy notes

This package has been developed using UScript from EPIC and mainly is based on default Bot code, so first credits goes there, and the rest of stuff is yours, my add-ons are also for any coder's usage - Yes, I said coder not dumb people who think are coders copying stuff and morphing that into a mess.

Packages stored in my repository can be updated, so visiting the place leads in getting up-to-date packages.

- End of Document -