

# BotyMan

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 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). After passing through a Teleporter, Lamp is not available on the other side (CANNOT TOUCH both of them), you have been moved before to touch it, then you will wait those 8 seconds and re-input mutate command in destination-zone where you have been teleported. 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.

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

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