

# MBot\_E

aka Modified Bot version E  
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\_E.u - package file with Bots;

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

MBot\_E.u.lzma - file required for redirects using newer lzma format;

MBot\_E.pdf - current document;

DM-MBot\_E.unr - small demo map for spectating/testing and comparing roaming with 2 Bots/2 MBot\_E.

**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\_E**

It is advisable to remove other MBot specific files first (A B C D) for preventing loading a bunch of classes VIA INT files.

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

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

### **Features:**

- MBot can jump higher 330UU not 325UU, MBot will run a bit faster if has higher skill, step height is a bit higher for small crappy ledges, swimming speed is increased - 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 as usual, a small value has been changed because I think it was wrong, if not even 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 have 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 tweak making them to reach at a PathNode in 3500 UU Range if has nothing else to do - if falls in a death hole at least will respawn dying/helping rather than camping useless entire game;
- A bit of improved jump toward a higher placed goal/inventory;
- Some deal with a complex Mover - horizontal mover - Bot jumping and falling in the most cases.

### **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". This bot is not entirely so greedy at items as default does.

### **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 thinks he helps with modifications done only to mock rather than help. I don't want to 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 go 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.

### **Version B specific changes:**

I have decided to get rid of "return;" used in the most of cases by replacing stuff with a "GoTo xx", except iterators. I don't really see the point for "return;" everywhere.

At some NavigationPoint half buried in floor or manually bad moved, MBot will randomly try a small jump and finding other NavigationPoint good to be used. While MBot wants valid paths attempting to not very run at walls, in some maps we don't really have such things and Inventories placed beyond ledges should trigger a jump around if pawn has a low speed (almost stuck in spot). As result, by improving behavior in a Level, results a mess in other one and so on. For spots behind boxes with 0 paths creating traps I'm not addicted at fixing anything.

### **Version C specific changes:**

Here I was writing little changes toward inventories located around reachable ones but not collected even if this could be done with a simple jump/touch. According to this problem it's more relevant a small demo level where a single Bot can be tested to see what is getting out of combat, see how is reacting a default Bot does and comparing with an MBot\_C. Bot loads such heavy weapons in combat and threats, MBot\_C will get them if he/she came around for an item but Weapon there was smelling good enough for being an inventory even if was UnReachable from a bigger range.

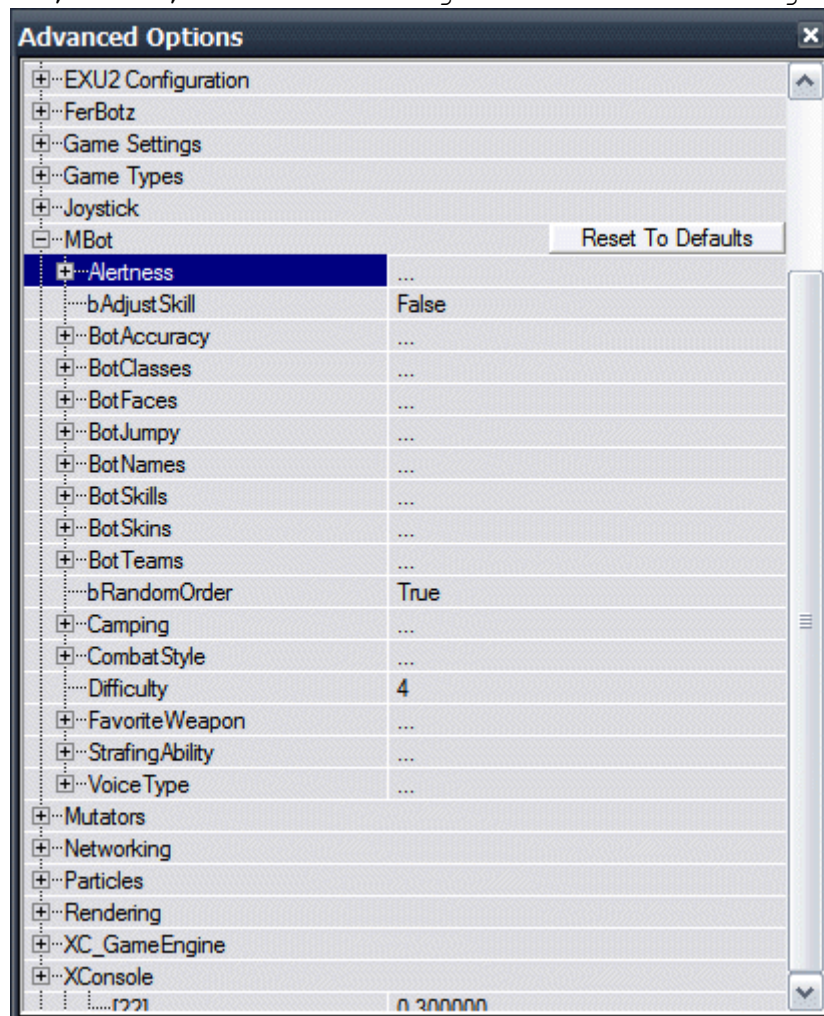
Version C also includes a bit of support granted by XC\_EngineV19 + XC\_CoreV7 (by Higor) without dependencies of course, more exactly this Bot will use new iterators if said "Engine" and "Core" are found installed.

### Version D specific changes:

Previous version D includes jumpy behavior from a vertical lift in presence of XCGE and tiny code changes. XC\_Engine aka XCGE contains new iterators for speed and then more attitude toward game can be more easily developed.

### Version E specific changes:

Main change added was a deal with a Lift/Elevator or such mover horizontal making Bot to jump too early and falling, due to default Mover code which doesn't take A.I. in account at this point, I have added tiny routines when MBot camps on a moving platform or such. It might be waiting for exit properly without even jumping too early if that Mover is being domestic set (not insane speeds or some stupid noob setup). In this version I'm providing new features VIA Int file. At "Preferences" command-menu some access is being granted to Bot configuration, and then later skill, skin, names, etc., can be configured from inside game.



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

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