

Scope March 2026 (readme updated April 2026)

This is a community-maintained update to Avalanche's classic GunGame 2.00B3 for Day of Defeat 1.3, updated intended to work with bot systems — including new_bot, Sturmbot, and Shrikebot.

Marine Bot at the time of writing loaded but they do not attack other players with Gun Game. I don't think I can fix that given other bots do work.

That has repercussions for Linux until (perhaps new_bot will in 2026) the other three bots can support Linux properly, for Sturmbot and Shrikebot, bot are now very unlikely.

The original GunGame plugin never supported bots correctly. This edition restores full compatibility while keeping the gameplay, scoring, and feel of the original intact.

This patch was created because the DoD 1.3 community still loves this game, and deserves working, fun, stable addons without drama or politics.

The file: gg_200b3_bot2_dod.zip is the download matching this readme.

What's New in the Bot-Compatible Edition

✓ Bots now receive the correct GunGame weapon every spawn

No more bots keeping rifles, BARs, or class weapons.

✓ Bots level up correctly

Weapon progression works for bots exactly like humans.

✓ Bots no longer break the round flow

Winner announcements, MOTD messages, and next-map logic all work.

✓ Humans remain untouched

All original GunGame logic for human players is preserved.

✓ Compatible with all major Windows bot mods

new_bot, (tested) Sturmbot, Shrikebot

X Linux versions – Marine Bot has issues, they load, they respect the weapon changes... they have a bug where they do not attack other players. *Perhaps new_bot (win only) will fix this when a Linux version is released.*

Any HLDS/Metamod/AMXX combination

✓ Works on listen servers and dedicated servers

See Appendix 1 for a Technical Summery and Credits.

Included in the Release Package

gungame_dod.sma (patched and documented)

gungame_dod.amxx (compiled)

All other files are the original files

How to Install — GunGame DoD 2.00B3 (Bot-Compatible Edition)

1. Requirements

Before installing, make sure your server has:

- Metamod (1.21p37 recommended)
- AMX Mod X (1.8.2 or 1.9.0)
- Day of Defeat 1.3 HLDS
- Optional: new_bot, Sturmbot, or Shrikebot

If you already run custom plugins, this will not conflict with them.

2. Extract the Download

The contents of the download are self-explanatory. They match your server files.

Note that the file “**gungame_winmotd.html**” will alter your MOTD and display on the round end after a winner is declared and just before the next map changes. It does go in the dod folder.

3. Enable the Plugin

Open... dod/addons/amxmodx/configs/plugins.ini

Add these lines at the bottom:

gungame_dod.amxx

gungame_base.amxx

Save and close.

4. Configure GunGame

GunGame uses a configuration file: dod/addons/amxmodx/configs/gungame_dod.cfg If this file doesn't exist, the plugin will generate one on first run. You can adjust:

- weapon progression
- warmup settings
- level requirements
- mapvote behaviour
- winner announcements

It is important to understand what the many settings do. Most leave them alone as the default.

Mixed mode server (standard and gun game maps)

The above enabling and configuration of the plugin works for a gun game server that uses gun game for all maps.

But a “Mixed Mode” server can be configured to have standard maps and gun game maps via a little more work. See the download folder “option_map_cfg” for example files described below.

1. Open... `dod/addons/amxmodx/configs/plugins.ini` Remove these lines at the bottom...

```
gungame_dod.amxx
gungame_base.amxx
```

Save and close.

2. Open... `dod/addons/amxmodx/configs/amxx.cfg` Add this to the bottom...

```
gungame_base.amxx disabled
gungame_dod.amxx disabled
```

Save and close.

3. We will now set up per mapname configuration set of folders and files.

AMX Mod X doesn't ship with these set up, you need to add a folder and files
Read this and understand the set up...

https://wiki.alliedmods.net/Configuring_amx_mod_x#Map_Config_Files

Make sure you follow that... don't skip steps.

4. Map Specific Plugins. This link must also be read and understood...

https://wiki.alliedmods.net/Configuring_amx_mod_x#Map_Specific_Plugins

We can now proceed with some files.

5. Enabling plugins to run on a certain map. As it instructs in the above link, we can use two files

types in the `dod\addons\amxmodx\configs\maps` folder. Name.cfg and name.ini.

Let's say `dod_anzio` is the only gun game map you want. We need to enable the plugin as we have that removed now in `plugins.ini` and globally disabled in `amxx.cfg` for the entire server.

6. Make a file called `plugins-dod_anzio.ini` in that file put the two lines...

```
gungame_base.amxx
gungame_dod.amxx
```

Save and Close.

Now when maps are running Gun Game is OFF.

However, whenever `dod_anzio` is run, gun game is enabled.

The next map that runs gun game is disabled.

Optionally, you can also make a file called `dod_anzio.cfg` in the same folder. You can use that file to

add other items, like the these...

```
mp_timelimit 20
```

```
sv_downloadurl "http://YourFastDownload1.com/dod" //for different Download URL other than your default
```

It's not required but it is handy to know.

Next pages ... what was changed in the code and credits.

Appendix 1 Technical Summary of Changes

Differences in the Gun Game file “gungame_dod.sma” if you open in NotePad++ and use the compare plugin...

1. Header change lines 7 – 25

```
// =====
// GunGame DoD 2.00B3 (Bot-Compatible Edition)
// Patched by Mik with assistance from Microsoft Copilot
// Date: 2026-03-29
//
// Changes:
// - Added Ham_Spawn hook for reliable bot spawn detection
// - Added bot-only delayed weapon strip (0.2s) to ensure class weapons are removed
// - Added brute-force weapon drop for bots (engclient_cmd)
// - Added bot-only ggn_give_level_weapon() call after strip
// - Humans remain fully on original GunGame logic
// - No changes to scoring, leveling, warmup, or mapvote logic
//
// Notes:
// - (Should be) Fully compatible with new_bot, Sturmbot, Shrikebot (needs testing and confirm)
// - Tested on Windows listen server; expected to work on Linux/Windows dedicated
// - This patch restores behaviour similar to older GunGame versions used by the community
//   - For all edits made, please search for... "BOT PATCH (Mik + Copilot)"
// =====
```

2. A define change... line 59

```
#define WPN_LINUX_DIFF      4
```

Changed to...

```
#define WPN_LINUX_DIFF      0
```

Reason: DoD weapon pdata offsets differ from CS; setting this to 0 prevents incorrect offset reads on Linux and fixes scoped-weapon detection for bots.

3. Ham was changed... Lines 167 to 171

The original file ended.

This hook was added to the bottom...

```
// =====
// BOT PATCH (Mik + Copilot) — Added spawn hook for bot weapon stripping
// =====
RegisterHam(Ham_Spawn, "player", "ggn_PlayerSpawn_Post", 1);
```

Purpose: Bots do not trigger the same spawn events as humans. This hook guarantees we detect every bot spawn.

4. Last change Lines 241 – 304 New Bot-Handling Logic Added

Bot Spawn Handler, Delayed Strip + Give, Brute-Force Weapon Drop...

```
// =====
// BOT PATCH (Mik + Copilot) new spawn handler
// Purpose: Detect bot spawns and trigger delayed strip + give
// =====

public ggn_PlayerSpawn_Post(id)
{
    if (!is_user_alive(id))
        return;

    // Always notify GunGame that a player spawned
    ggn_notify_player_spawn(id);

    // Humans use normal GunGame logic
    if (!is_user_bot(id))
        return;

    // Bots need delayed brute-force stripping
    set_task(0.2, "ggn_bot_strip_and_give", id);
}

// =====
// BOT PATCH (Mik + Copilot) bot strip + give logic
// Purpose: Brute-force strip bot weapons and give correct GunGame weapon
// =====

public ggn_bot_strip_and_give(id)
{
    if (!is_user_alive(id))
        return;

    ggn_bot_strip_weapons(id);

    // Give the correct GunGame weapon for this bot's level
    ggn_give_level_weapon(id, 1);
}

// =====
// BOT PATCH (Mik + Copilot) brute-force strip function
// Purpose: Drop all DoD weapons (bots ignore normal strip logic)
// =====

stock ggn_bot_strip_weapons(id)
{
    static const weapons[][] = {
        "weapon_amerknife", "weapon_spade",
        "weapon_garand", "weapon_kar",
        "weapon_thompson", "weapon_mp40",
        "weapon_bar", "weapon_mg42",
        "weapon_spring", "weapon_k98_scoped",
        "weapon_bazooka", "weapon_pschreck",
        "weapon_colt", "weapon_luger",
        "weapon_greasegun", "weapon_sten",
        "weapon_enfield", "weapon_fg42",
        "weapon_k43", "weapon_m1carbine"
    };

    for (new i = 0; i < sizeof weapons; i++)
    {
        engclient_cmd(id, "drop", weapons[i]);
    }
}
```

Credits

- Patched by: Mik
- Assistance: Microsoft Copilot (technical reasoning, debugging support)
- Original GunGame: Avalanche and others in 2013.

Bot Systems: new_bot, Sturmbot, Shrikebot authors are known, see their readmes.

Community Message

Day of Defeat 1.3 is a 20-year-old game, but the community is still alive because people keep sharing fixes, knowledge, and passion — not politics.

This patch exists because players deserve working mods, not gatekeeping.

If you run a DoD server, enjoy GunGame, or just want bots that behave properly, this release is for you.