

## Sturmbot 1.9 install for Day of Defeat Steam - Version 2



If you just got day of defeat and want a single payer mode, use the installer. Just be sure you installed day of defeat steam 1.3, run the game once, opened a map and closed it down. Then add this custom file set. I place the credits and contents last (down below) as you have already read about this package. Two ways to install, installer or manual zip, scroll down for your preference.

This will not get you VAC banned or alter your online game experience.

***It sure will change your day of defeat single play experience.***

### WARNING ITEMS

- The installer will overwrite your userconfig.cfg file. The userconfig.cfg file is not a normal game file... if you don't know of it... you have not got one so use the installer! Basically the new file will add some scripts, binds and commands to give you custom crosshairs and a new in-game menu. **I recommend all new players use the installer**, you just need to get the right folder to install the files into and the installer takes care of the rest.
- If you had Sturmbot before there are new waypoints, you need to delete your old files in the **dod\sturmbot\learn** and **dod\sturmbot\temp** folders. If you have older waypoint versions you will find the bots have written what they learn when you play, while great old waypoint temp files can really mess up any new waypoints.
- **New users** - Do the below for the installer
- **Experienced users** for a manual zip install do the technique after the installer technique.

### Installer based installation: Recommended for new users.

This is a standard NSIS installer I make [click here](#), as with all windows installers sometimes windows and antivirus programs have a tantrum on 'unsafe files'. Some are, this is not. There is nothing but harmless game files and they are the same as what is in the zip files for a manual install.

You may or may not see a warning in Windows like this...



**It's safe to do this** – **1.** select “More info” link. **2.** Click the “Run anyway” button. Then you may get the normal ‘User Account Control’ box, press **yes** on that one. There is a point in the install where you will be asked what you want to install.

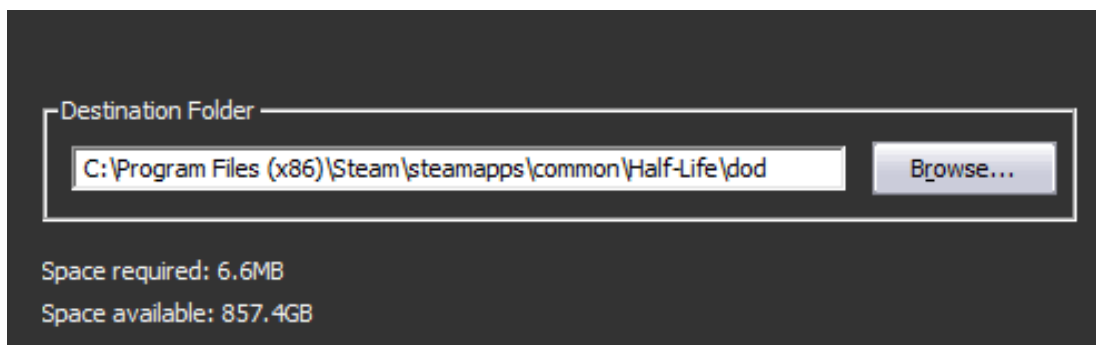
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For all new users I recommend you install everything but the “Sturmbot Developer Menu” (it’s not in the installer by default), its fine if you do install it but it takes more space on your screen, if you don’t intend waypointing maps and just want to play them, you just need the “Sturmbot Player Menu”.

Next the installer will what to know where to install the files. Your target game folder is called “dod” and it’s in the “Half-Life” folder in a standard steam install.

If you have a standard Windows 10, 8, 7 64-bit system it likely the installer has found your dod folder where the files go in the “Choose Install Location” window and looks like this...



If it has found the “dod” folder, on a standard 32bit Windows it may be slightly different...

C:\Program Files\Steam\steamapps\common\Half-Life\**dod**

If the “**Destination Folder**” input box comes up blank or you know you installed in a non-standard location, then pause the install (leave it open) and do the below.

### Find the dod folder:

1. Go to your **Steam Library** entry in the **left side** menu "**Day of Defeat**"
2. **Right click** on it - select "**Properties**" to bring up the "**Day of Defeat - Properties**" box
3. **Click** on the "**LOCAL FILES**" tab
4. **Click** on the "**BROWSE LOCAL FILES**" button
5. It **opens** in the "common\Half-Life" directory, your dod folder is in there.
6. Open **your** dod folder.
7. Copy that address in windows explorer and place that in the installer.

**Remember**, we are after the **dod** folder in the address, if that is the **last folder** then its correct!

Now press “Install” and follow the rest of the install normally.

You are done. Open day of defeat and get in the fight.

If you need to read about what’s in the package, skip past the manual install section and read.

**Uninstall:** There is an uninstaller in the dod folder and also the add / remove programs list in the Windows Control Panel. Read about the back-up feature for the installer in the “Back up on install feature and restore on uninstall. (Installer only)” section.

**Need to read a dod game manual?** I have an updated one for new users.

<http://sturmbot.org/index.php/dod-tutorials/day-of-defeat-player-guides/90-day-of-defeat-manual>

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### Basic Zip install:

1. Copy the contents of the download's "dod" folder in to your "dod" game folder.
2. Ensure you delete your old "learn" and "temp" waypoint files as some of these are updated waypoints.
3. Finished.

*If you do not know where your dod folder is or what Sturmbot "learn" and "temp" files are is than do this...*

### Step by Step Zip install:

1. Go to your **Steam Library** entry in the **left side menu "Day of Defeat"**
2. **Right click** on it - select **"Properties"** to bring up the **"Day of Defeat - Properties"** box
3. **Click** on the **"LOCAL FILES"** tab
4. **Click** on the **"BROWSE LOCAL FILES"** button
5. It **opens** in the "common\Half-Life" directory, your dod folder is in there.
6. Open **your** dod folder.
7. Open the dod folder in the download, copy and paste all of it in your game folder "dod".
8. It *may* find duplicate files. It is OK to skip those or overwrite them, they are the same files.
9. Result: The maps are installed and the Sturmbot waypoints are in "dod\sturmbot\waypoints"
10. Not finished just yet. These are UPDATED waypoints mostly. **If this is a fresh install** of the maps, **do nothing you are finished.**

If **you do have older waypoints**, do this to finish...

Find "dod\sturmbot" and two folders to clean out, "learn" and "temp" folders.

1. Please make sure you delete all old **"mapname.lrn"** files in...  
(Drive install) - common\Half-Life\dod\sturmbot\learn folder
2. Please make sure you delete all old **"mapname.wp1"** - **"mapname.wp2"** - **"mapname.wpt3"** files in...  
(Drive install) - common\Half-Life\dod\sturmbot\temp folder

**FAILURE TO DO SO WILL CAUSE THE WAYPOINTS FAIL.**

**You can always do this later**, all the install will not get damaged, if you see bots wandering around spawn or acting weird, it may be you need to clean those two folders.

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## The content in this package.

### Updated waypoint files in 2019 and Sturmbot files.

I am only providing waypoints I have checked in 2012-2019, each time you add a map you will have to get a waypoint as well. Sturmbot files use Rich Nagel's hexed version 1.9 .dll file and some fixed main dod files by me to enable bazookas in spawn areas.

Keep checking this Sturmbot.org site address for new waypoints used in my map packs.

<http://sturmbot.org/index.php/downloads/category/7-sturmbot-waypoints>

The new map packs are not all there yet but the 22 standard maps that come with day of defeat and the already checked 20 custom maps are a good start.

### INsane's Sturmbot Menus. (custom command menu - commandmenu.txt)

Lots of controls to play or waypoint with Sturmbot. It adds items to the standard menu.

Read more here...

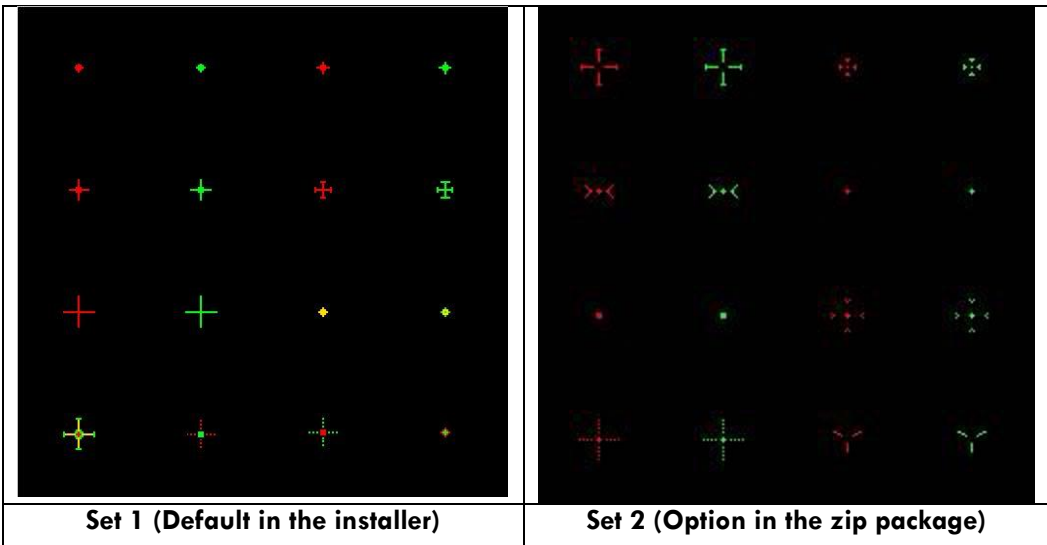
<http://sturmbot.org/index.php/sturmbot-tutorials/sturmbot-playing-guide/95-insane-s-sturmbot-menu>

There are two to pick from...

1. **Sturmbot Player Menu.** A good menu for just playing. Holds lots of the fun modes you may not be aware of. It also has controls video, audio, netcode, netgraph, chat and more.
2. **Sturmbot Developer Menu.** Mostly for **experienced waypointers** with a lot of easy to use buttons to make the task easy. Has all the items above plus waypointing items.

### INsane's Crosshairs.

A set of custom cross hairs that are cycled through by pressing the "P" key on the keyboard.



The Default crosshair choice can be altered. `cl_xhair_style` is the console command. Place "`cl_xhair_style`" in console and hit submit to find the crosshair choice on the screen. Look at the number and remember it. Open the `userconfig.cfg` file. Find "`cl_xhair_style 2`" change the number. Save. `cl_xhair_style 2` is the Green dot at the top of the Set 1 image.

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### Back up on install feature and restore on uninstall. (Installer only)

During the installation the files regarded as standard day of defeat files will be copied to a new folders called "sturmbot-backup" in any folder where a file is replaced.

The image to the right shows the files replaced in the dod directory, they are ready to copy back on uninstall.

There is an uninstaller in the dod folder and also the add / remove programs list in the Windows Control Panel.

If you used my custom crosshair modification you may need to reset cl\_xhair\_style 2 back to cl\_xhair\_style 0. All other modified files return to standard files.

Apart from that one command your dod folder files will return back to what you had before the installation.

For persons who installed manually you will have to back up manually too, just ensure you copy the files over to the right and include a userconfig.cfg if you have it.

Another option is the validate files method in the dod directory.

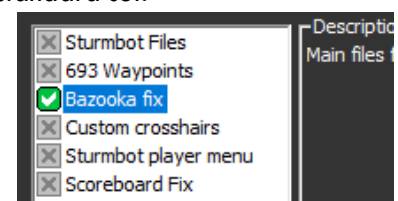
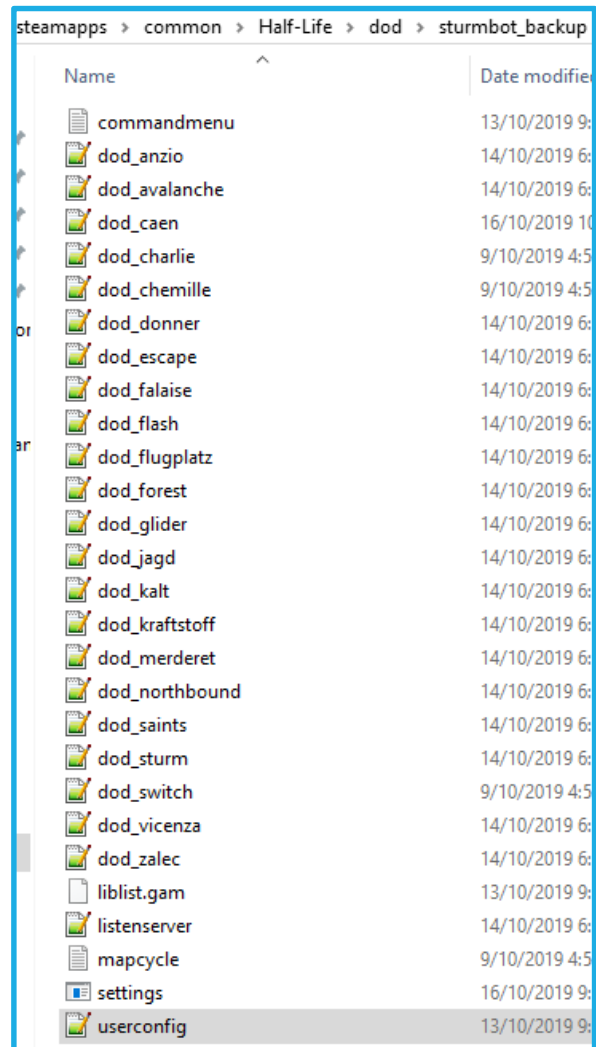
#### Do this...

1. Go to your **Steam Library** entry in the **left side menu "Day of Defeat"**
2. **Right click** on it - select **"Properties"** to bring up the **"Day of Defeat - Properties"** box
3. **Click** on the **"LOCAL FILES"** tab
4. **Click** on the **"VERIFY INTEGRITY OF GAME FILES"** button

This will find any missing files, download them and return the game to a standard set.

**A note about that feature in Steam**, if you do that while this package is installed you should reinstall the "Bazooka fix" files or others again as they will break the fixes (the official files are actually incorrect)

Run the installer again and just untick all the others, **install and the fix** files will be back, or just reinstall everything, it will not harm any file.



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### Rich Nagel's Scoreboard fix.

Another standard file fix that enables the scoreboard to have 32 players shown and not cut off like the standard broken file. It's a must have if you like full servers.

DoD v1.2						
	Class	Status	ObjScore	Kills	Deaths	Ping
Allies - 14 players						
Pvt. Callaway			4	2	4	0
1lt. Coolidge			3	4	4	0
Maj. Schwing			2	2	1	0
Cpl. Horn			2	0	2	0
Cpt. Tate			1	2	3	0
Cpl. Morrow			1	2	4	0
Pvt. Lange			1	1	2	0
Col. Dendy			0	11	2	0
Col. Kern			0	5	2	0
Cpl. Darley			0	1	2	0
Pvt. McGearry			0	1	3	0
Sgt. Gathright			0	0	2	0
Cpl. Watson			0	0	3	0
Sgt. Thurman			0	0	4	0
Axis - 16 players						
Gen. Hartmann			3	6	3	0
Lt. Weier			2	2	2	0
Olt. Goeble			2	0	2	0
Gefr. Buehl			2	0	2	0
Gen. Wurtemberg			1	9	2	0
Uffz. Pohlman			1	2	3	0
Lt. Muhlenburg			1	2	4	0
Gen. Wurz			0	5	0	0
Gefr. Rehkopf			0	3	2	0
Obst. Houcke			0	2	1	0
Uffz. Helm			0	2	2	0
Gefr. Bruns			0	1	0	0
Uffz. Kraus			0	1	0	0
Gen. Krohn			0	1	2	0
Olt. Meister			0	1	3	0
Lt. Schultz			0	1	3	0
Spectators - 1 player						
INsane [dodbits]						
Gen. Wurtemberg (100)						



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### INsane's Top Spectator Bar fix.

Another small annoyance is the spectator bar at the top cuts off half the objective icons and a whole line off the kills and deaths messages. Before and after images below.

Standard file:



After Fix:



### Adjustments to the standard Sturmbot configuration file (bot.cfg).

Lastly, the standard sturmbot "bot.cfg" has been edited for a standard 20 player server, you can use the menu to adjust the bot player number or edit the bot file yourself to suit you.

Normally the Sturmbot team left this unfilled, this frustrates the user after an install and the bots do not fill the server. Prefilling these commands means after the install there is truly no more to do.

If you installed my custom Sturmbot menu you will notice you can reset the server number at any time.

To adjust this setting, go to `dod\sturmbot\bot.cfg` and find this...

```
# Adjust the bot min and max  
min_bots 0  
max_bots 20
```

**In all cases the installer has files that will benefit a new user, I recommend you install every item.**

For the more advanced player you will know if you already have a customized item, you have the option of not installing, just untick the item you don't want.

**Remember:** this installer will back up a standard day of defeat file, to restore your files use the uninstaller!

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## CREDITS

Author of the Bot program Sturmbot: **Johan Linde**, aka Jowo.

Repackaged by **INsane**. dodbits.com and sturmbot.org

**About Johan Linde** by Smitty - [dayofdefeat.net](http://dayofdefeat.net)

<http://sturmbot.org/index.php/about-this-site>

*Some sad news you should know. Johan Linde, was vacationing in Thailand when the Tsunami hit, he was listed as missing. There are some bits of info' on the web that some family members also died.*

*If you knew Johan and you have found this message, just letting you know I still use his program every couple of weeks and enjoy it very much.*

*He provided a single player mode for the multiplayer only Day of Defeat game, this means the game lives on forever.*

**This installer is dedicated to him.**

It is **also dedicated to others that made this possible**. The sturmbot team is no longer active but it didn't stop in 2004.

There are fans of Johan Linde's package that helped it limp along and made this release possible.

**Rich Nagel** and his fix to the main Sturmbot.dll file and the Scoreboard fix file.

<http://sturmbot.org/index.php/downloads/download/2-sturmbot-for-steam-packages/16-sturmbot-v1-7-stosstruppe-and-scharfschuetze-bot-class-fix-sturmbot-v1-9>

**Martee** and his updated 2019 waypoints that fixed so many of the standard and custom maps so they at last...work and increase the fun factor. <https://dayofdefeat.home.blog/bots/sturmbot/>

The Sturmbot team from the past. I'll never forget the effort in the early days, they are mentioned in the last official file readme. You will find that in the dod folder. Here is what Johan Linde placed down...

**Botman, Houstondod, Signit, Sydslog, Smitty, Chisato, Envinyatar, Bad\_Dude, Pinkerton, JCoquillon, Manic, Stoffer** and everyone else that I have forgotten to mention.

Past that, names that you find on waypoints are, **Noddy, Godcha, Ati77, LordFerret, Bulk Hogan**.

Those are names of waypointers you will often see on your screen.

There are others spanning from Sturmbot Version 0.5 (.dll date is 31 July 2001) to date.

Thank you too.

Finally, me INsane. I nearly deleted Sturmbot.org and dodbits.com mid 2019. Now I'm glad I didn't as sturmbot.org is a collection of information from webpages, and persons that are not around now.

I have various fixes and waypoints, some tools and sturmbot.org is the result of the collections from all above. Thanks to those who donated to keep those sites up. This one is for you too.

All that effort for a game that is nearly 20 years old running a bot system just over 18 years old.

**INsane** Webmaster sturmbot.org (Half-Life 1 dod) and dodbits.com (Half-Life 2 dods)