

Marine Bot Keypad Binds Ver 1c by Frank McNeil (adapted to dod by INsane)

About the files:

These files are the Marine Bot binds and command menu that Frank McMeil uses in his video here...

https://youtu.be/C9N-myYBqLc?si=0nJQx0YgnLLG_ucU

Also, some bind changes where he adds more in a second video (2:04 in that video)...

https://youtu.be/OJCpavZqW6g?si=U4O_rTJWWsCe3i7X

They are adapted to dod (as close as I could get) to what Frank is using in the Firearms based waypointing guide.

I have used the “dod_addon” custom directory for these. That folder sits under the “Half-Life” folder and for files like this it will behave the same way as the “dod” folder if using non level (map) custom files, like configuration files, GUI, HUD and so on.

To install just place the folder “dod_addon” in the download to your “Half-life” folder.

That is the install finished but do read the notes below first.

Note: Those who already have a `userconfig.cfg`: This set of files includes a “userconig.cfg” file to make sure the special binds in the file “marinebot_binds.cfg” load on map start.

You may already have a `userconfig.cfg` and if you do, don’t install the one in the download just add this line to yours... `exec marinebot_binds.cfg`

...This makes the special Keypad binds work for waypointing

Download files...

[commandmenu.txt](#) (see the last page for an image of that)

This is the menu you get when if pressing the default “X” key. In Franks video guides he waypoints a Firearms map This one is similar to the one in Franks video only adjusted to dod as close as I could get it to fit on a 1920X1080 size display and also adjust to dod needs.

[userconfig.cfg](#)

A file that you can use to place commands, binds and even scripts. It can also load other files that do the same in this case a file called `marinebot_binds.cfg`.

[marinebot_binds.cfg](#)

This file holds similar binds that Frank uses, it differs to suit dod and my prefernces, see the image below.

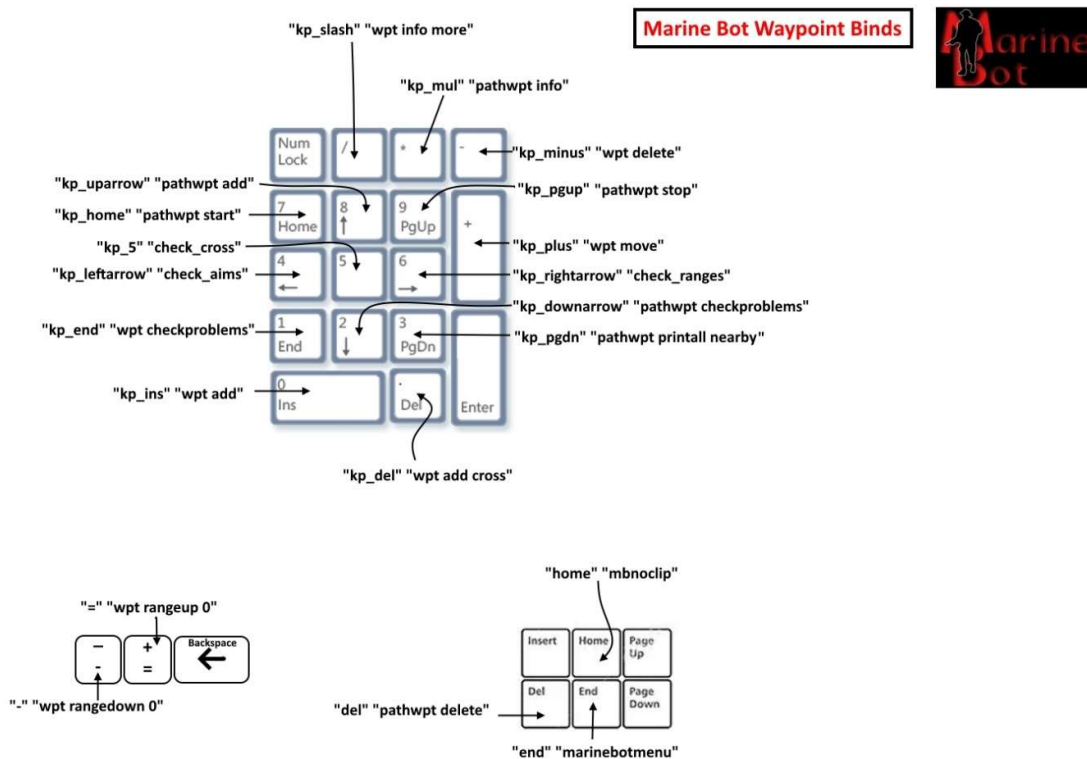
[marinebot_keypad_binds.jpg](#)

That is an image of what key are bound to the commands in the file “marinebot_binds.cfg” so as Frank uses them in the video you can do the same as he is doing.

Just print it out or put it on your second display/tablet/smartphone to a guide, I added some based on Franks advice but these menus are often altered.

I'll include the Paint.Net (.pdn) file that you can change and make a new .jpg image. Look for “Standard Marine Bot Keypad Binds.pdn” in the download “extras” folder.

Image “[marinebot_keypad_binds.jpg](#)”



So, that's about all and your next step is to watch Frank's video guide....

<https://youtu.be/C9N-myYBqLc?si=3HqqByZ6jGDqYH10>

Just note that the second guide Frank replaces the technique of adjusting waypoint range, some new commands “wpt rangeup 0” and “wpt rangedown 0” replaced six keypad binds 1,2,3 and 7,8,9 keys.

This is explained in the second video and after he explains the sprint waypoint, around 2:04 in the video he explains the change....

https://youtu.be/OJCpavZqW6g?si=U4O_rTJWWsCe3i7X

Frank advises in his guides... have the Marine Bot waypointing guide open too...

<http://marinebot.xf.cz:8080/waypointingguide.html>

The images of the commandmenu.txt in game.

I have my standard custom command menu items and placed in the same main categories as Frank has for the Firearms mod but certain items off the Marine Bot main menu (**four categories see below**) had to change for dod and to fit this on a screen. It is “similar” to Frank’s one in the video’s.

Bot Menu – to control Marine Bot when playing

Waypoint Menu – to do with Waypoint edits.

Path Menu – Path (Pathways) edits

Service Menu – Another name for general items when waypointing.



These menus are a bit of a task to edit and everyone seems to want different layouts.

Contact me (steam chat or discord) ... <https://sturmbot.org/index.php/contact-me> if you struggle with that.

I do have a guide (it is basic) on editing these menus... <https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-customisation-guides/93-making-dod-1-3-command-menus>

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