

Description

The files in the download are to assist the user when waypointing for Martee's new_bot. The advantages are speed and easy access to commands via a menu and keybinds.

To Install

The download has a folder called "dod_addon" with two files. These go in YOUR dod_addons folder in...

Your drive:\Your drive folder\steamapps\common\Half-Life

You should have a "dod_addon" folder in the "Half-Life" folder, if not add it.

To find your "Half-Life" folder...

1. Open your Steam Library
2. Right-click on the "Day of Defeat" icon
3. Select "Manage" > "Browse local files"
4. A folder called "Half-Life" will pop-up, the "dod_addons" folder is there.
5. Place the files in the dod_addon folder as they are in the download.

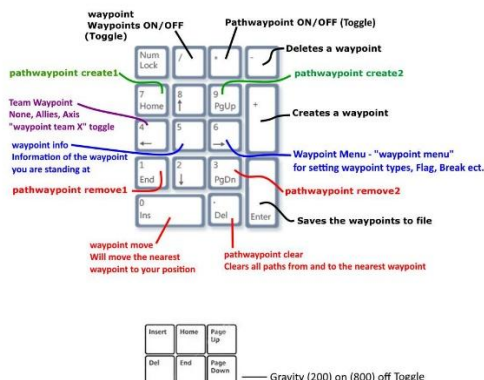
Important, the file "new_bot_menu.cfg" that holds binds and scripts, needs a line in your userconfig.cfg so it can load....

exec new_bot_menu.cfg // This makes the special Keypad binds work

If you do not have a "userconfig.cfg" – [read about what that is here](#) - In the main download folder I have that file with the required line in it. Put that in your dod_addon folder and the binds inside it will activate.

Image for binds. You will see an image called "new_bot_keypad_binds.jpg" in the download

That image is a helper for you to print out what the binds do (in plain English) The reason for this is speed and you should print this out as a guide to get the best out of the binds... all are repeated in the command menu but binds are faster.



new_bot (by Martee) - Waypointing Menu (by INSane)

commandmenu.txt

This is a replacement for the standard menu you get via pressing the default “X” key.

The command menu has a “new_bot” section that holds commands to add bots, control bots and under that the various commands you need when waypointing for new_bot...



As you can see in the image there are other main categories under the top “new_bot” section.

There are other non-standard categories

- “Graphics and Audio”
- “Netcode – Graphs-FPS-rates”
- “Chat and HUD”

These added sections are (a lot) of standard dod 1.3 settings, same as the new_bot category, they give a simple button to otherwise complex commands in the console.

You may find them handy when waypointing or even playing and making screen shots.

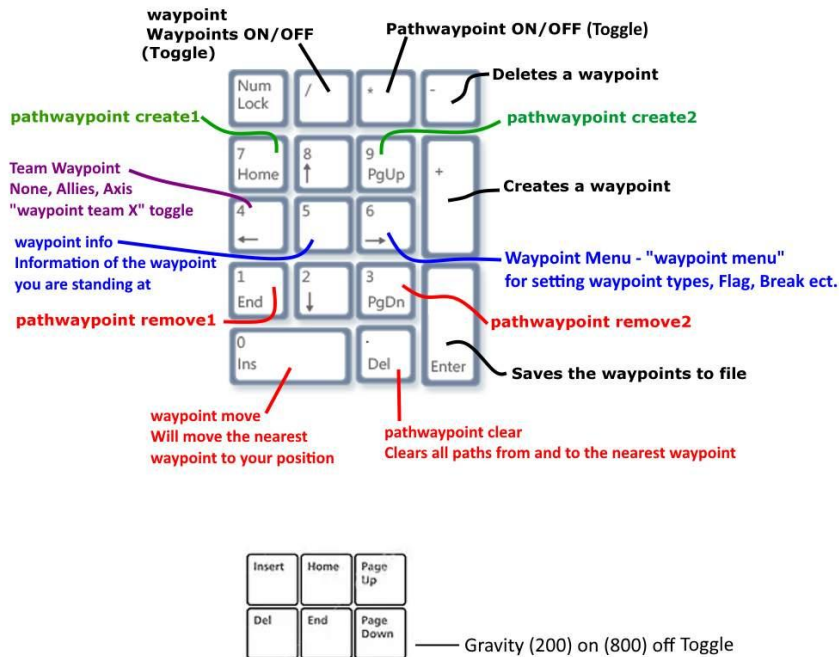
Please see the folder “commandmenu_images” in the download for the new_bot sections expanded out.

new_bot_menu.cfg

This special config file when loaded using ...

```
exec new_bot_menu.cfg // This makes the special Keypad binds work
```

... in your userconfig.cfg file, holds binds and scripts that match this image



new_bot (by Martee) - Waypointing Menu (by INsane)

The reason to use this is speed, these are nearly all on the key pad area.

Typically, you enter a map, turn on the waypoints "/" and pathways "*" these are a toggle switch and are on and off.

1. You make a waypoint use key pad enter, then again to make another waypoint.
2. To make a pathway between the waypoints you then select key pad "7" to start the path then key pad "9" to end it.
3. To make that a two-way path repeat from where you stopped.
4. To remove a path, same but use key pad "1" to start to remove then key pad "3" to end it.
5. To make a waypoint one that only one side will use, stand close and use key pad "4", cycle the key to select a team color, green allies, red axis, blue both sides.

You must of course know some basics about waypointing bots and this download isn't a guide for that, its just tools to help.

Use this with a commandmenu.txt as while some basic commands are in the binds, many more commands are in the command menu.

Some other items in the binds.

To get information on a waypoint, stand on it and press key pad “5” the console will open up and show what type it is.... The team, the waypoint “tag” that may be a breakable instruction, crouch_jump ect.

To make a waypoint “tag” press key pad “6” to access the waypoint menu and select your special waypoint type.

To move a waypoint use waypoint move – key pad “0” (INS) stand close and they move to you.

You may notice I included a gravity toggle script, Page Down key. This helps if you are waypointing ...say a spawn area and you can’t get back over the high ledge, press the key and jump up, press the key again and you go back to standard gravity.

Finally, the large key pad enter key, that saves your file. Something you should do often, at least every 5 minutes.

You may notice a toggle script for noclip on the bottom of that file, it’s disabled as it does not work in Half-Life mods anymore, Martee may fix that with a bot CVAR, it handy for altering waypoints that are imported from similar map that has changed structure and waypoints are behind walls.

Just use spectator go into the wall and use the waypoint move – key pad “0” (INS) to fish them out.

You can alter the binds of course and make your own image to suit yourself.

Can you make your own off this for others?

Yes but please...

All my work is open source and feel free to use it as you like... just...

...don’t steal it and make money off it, I hate that, I will find you and you will not like what happens next.

Yes that happened more than once, never in dod, in my Counterstrike downloads... but hey CS players that’s how they roll, scum mostly.

Otherwise... enjoy this and contact me if you find mistakes.

This is a “Version 1” and I may updated this as Martee adds items.