



This is a set of (manually installed) files from my (Windows) Sturmbot installer.

Unfortunately, I could not get Sturmbot (or Shrikebot) running on native Linux there is a dependency issue I cannot solve for 64bit Linux.

This was tested using "Proton Experimental" (any Proton level should do) and it works OK if you have a decent PC.

I note that using proton has a performance loss for some older PC's after the install if you see FPS drop, try and reduce the bots amounts in **dod/sturmbot/bot.cfg**

Open the file and adjust "max\_bots" to a lower amount like "12".

*# Adjust the bot min and max*

*min\_bots 0*

*max\_bots 30*

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

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

## Whats in the download folders ?

The download is divided up into optional folders. This is to separate out items some will not want.

In each case the folders have a "Half-Life" folder as the start point, the files are in the correct folder structure so you can copy/paste or drag/drop them into your game folders.

### 1\_Sturmbot

This has the bots, the newest waypoints from 2019, 693 of them. **I don't include custom maps as you may have them already.** See the downloads section of Sturmbot.org, gamebanana but do visit to website of Martee who not only makes the bests waypoints but also makes maps.

<https://dayofdefeat.home.blog/maps/maps-a-z/>

e.g: the remake of dod\_overlord is awesome...

[https://dayofdefeat.home.blog/2023/02/12/dod\\_overlord2\\_b1/](https://dayofdefeat.home.blog/2023/02/12/dod_overlord2_b1/)



## 2\_ HUD

These files hold some fixes for the standard files that you may like or need.

- **Linux fonts** can be a problem I have adjusted them in two files, ClientScheme.res and TrackerScheme.res in Half-Life/dod\_addon/resource
- **Kills and deaths** image overlap can make the fonts overlap, there are files in the Half-Life/dod\_addon/sprites folder to space the images (in height) and stop that issue.
- **Spectator, Scoreboard area**, these files in Half-Life/dod\_addon/resource/UI adjust the panels so you can have a 32 player server see all the players and not have it cut off at the bottom and other tweaks.
- Read the **"The next "bug" item is fonts in Ultra-Wide or any resolutions"**  
**If you want a solution for a HUD that is not scaling correctly... See Page 15.**

## 3\_GUI Background

Not a big deal but on some Ultra-wide screens the background doesn't scale well and looks untidy, see the folder for a image of what that looks like. It should be OK for most wide and Ultra-wide screen sizes. **Don't have Ultra-wide? You don't need this.**

## 4\_Crosshairs

These are a set of 16 custom crosshairs that you can cycle through and set via a custom keyboard key "P". They are an option as the cycling requires edits (a script) to a file "userconfig.cfg". It's a place you can place commands to override the main configuration file config.cfg.

- **If you are a new user** and don't know what that is, install it and press "P" to chose a crosshair. You can read below on how to make one of them a default.
- **If you have a userconfig.cfg...** look at the file, take the script and bind, add it to your file.

## 5\_Sturmbot menu (with player commands)

**This is a must have for many reasons.** The file "commandmenu.txt" in Half-Life/dod\_addon will override the standard file in the "Half-Life/dod" folder.

**To use just press the "X" key** and normally you will see some options for Maps, voice and vocal signals. I have added more, a lot more.

Sturmbot has a lot of commands to start bots, server size, also it has some fun mods. DoD also has a heap of commands normally run in the developer console (or config files) for video, audio, netcode, netgraph, FPS, HUD settings.

I have added these commands so you can change from a default to what you prefer, without the need to know, look up the command values.



**e.g.:** to get a netgraph of a certain type and position it requires a set of commands with optional values, in the menu these can be set by pressing "X" and selecting that with your mouse... in plain English text.

If you need to know more on these options I have more information below and on my website Sturmbot.org. <https://sturmbot.org/index.php>

For the new dod version 1.3 user I suggest you install all the files.

- If you are looking for maps go here...

<https://sturmbot.org/index.php/downloads/category/6-day-of-defeat-steam-maps>

- If you need help with commands go to this section...

<https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-commands>

- If you want some general play guides go here (See the Unofficial manual)...

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

- General customisation (HUD, GUI, Backgrounds, crosshairs, sprays)...

<https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-customisation-guides>

- Sturmbot section...

<https://sturmbot.org/index.php/sturmbot-tutorials>

There is information there I have collected since 1999. Most dod websites are gone now, Sturmbot.org focus is about playing day of defeat and playing with bots.

## **We can now install some files.**

Just a note if you have not already, ensure you have "Show hidden files" set in your File Manager if browsing the steam folder structure.

I have used this on many distro's, Linux disto's can vary in File managers.

### **Does it matter what Linux distribution you use?**

Not really, but just make sure your system is set up to have the best performance possible as adding Bots to your game with the extra strain of Proton, does come at a performance hit.

After using about 20 distro's my final choice was the Nobara with KDE. Nobara-39-KDE-2024-01-24.iso

<https://nobaproject.org/> The reason is... stability and performance for Steam games and also I like the layout and choice of default programs. You chose what you like.



## To find the Half-Life and 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 "Half-Life" directory, your dod folder is in there.

The "Half-Life" folder has two folders where these custom files will be installed.

In a Linux install, your full folder address will likely be something like this...

Ubuntu /Debian...

**/home/<your\_user\_name>/.steam/debian-installation/steamapps/common/Half-Life**

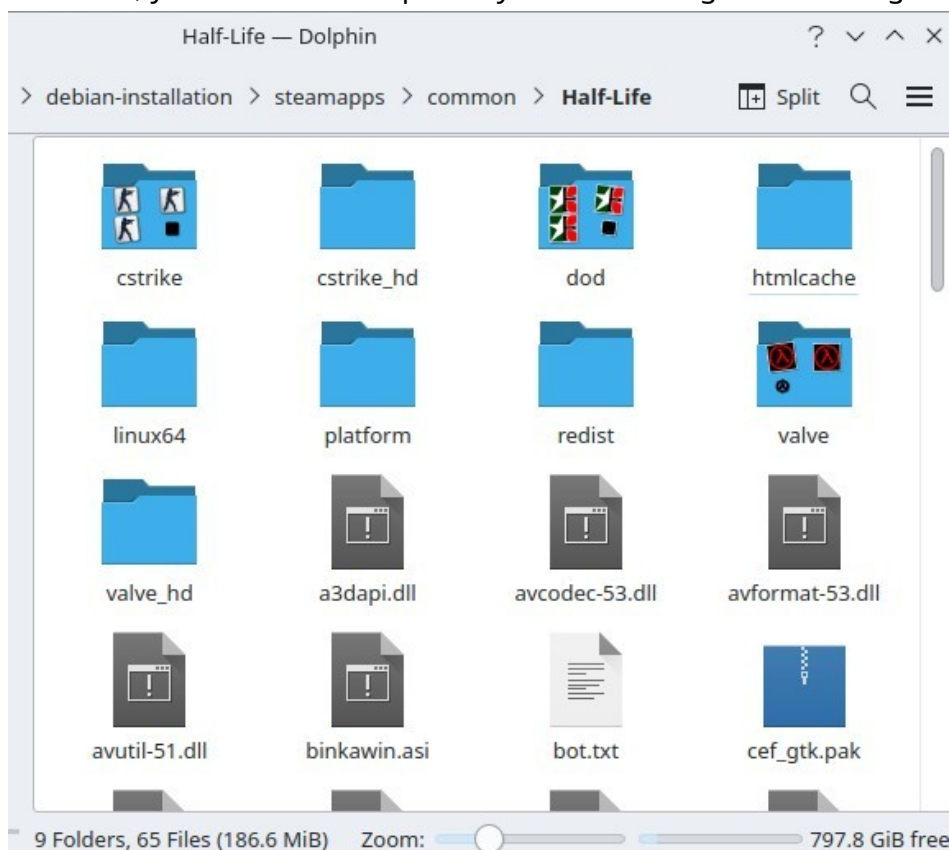
Or Arch Fedora and others...

**/home/<your\_user\_name>/.steam/steam/steamapps/common/Half-Life**

It varies depending on what Linux flavor you have.

**The main point is... find your Half-Life folder by the Steam Library method.**

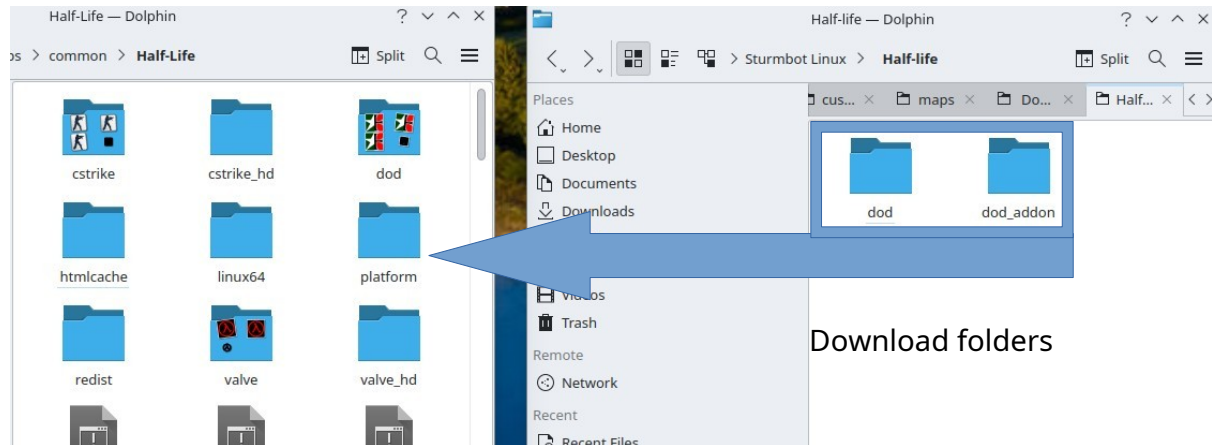
So if all went well, you should have opened your File Manager and seeing this...



## Sturmbot 1.9 install for Day of Defeat Steam - Version 2 **LINUX ONLY using Proton**



Now open the download folder there is a “Half-Life” folder inside that, open it beside the other one.

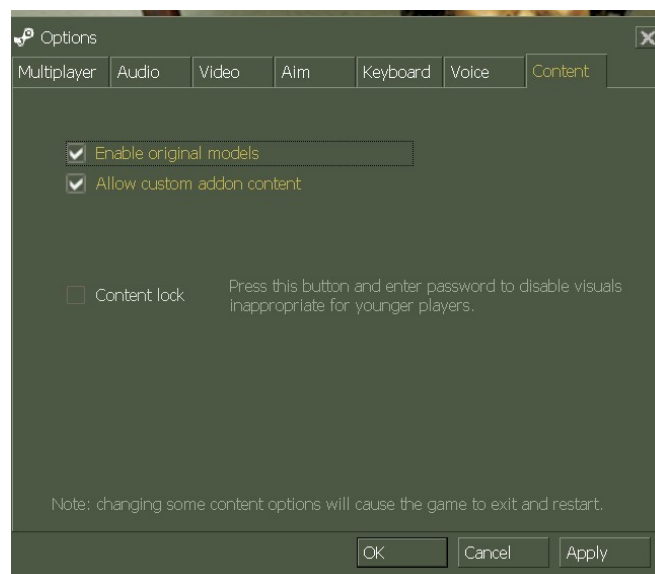


Copy/paste (or drag and drop) the two folders into your **Half-Life** game folder. All the required folders and files are in.

**You may have noticed a folder called dod-addon.** That is a special folder to place in modifications for Half-life mods like dod and counter-strike.

Have a look inside it. Note that it contains the same folder and same files as the dod folder? Those files if placed like that will override the default files in the “dod” folder. So it’s a way we can install a mod, not affect the standard files. However, it relies on a setting in the GUI main menu area to work.

**Make sure you enable the....”Options” – “Content” TAB – Tick “Allow custom addon content” and press “Apply” and “OK”**





So basically this is now installed. You can go off and play the standard dod maps and... if you look in the "Half-life/dod/sturmbot/waypoints" folder you will note 694 files that are a "mapname.wpt" type file.

They are all the waypoints for a lot of the dod maps. Most by the worlds best Sturmbot waypointer "Martee" who actually has a lot more too.

Visit his site for maps and matching waypoints...

<https://dayofdefeat.home.blog/server/>

Also, sturmbot.org has loads of map downloads as well...

<https://sturmbot.org/index.php/downloads/category/6-day-of-defeat-steam-maps>

Go and test it now, see if the bots load.

Now I have set the bots to 30, a full server. But you don't have to have 30 bots load.

Do this.

In the "Create Server" panel...

- "Server" Tab: Select your map.
- "Game" Tab: In the "Max players" select your server size. 12-16 is normally a relaxing game and above that is more hectic, suit yourself.

You should see a Sturmbot welcome screen in around 4 seconds, the waypointers name comes up after that and the bots load and load to the server size you set.

Play a while, the bots respond to your help messages like Keys "V" and "3" set a voice alert "I need backup", the bots will come to help.

OK... now stop the map. We are going to explore another way of loading the bots.

Set your server size at 30.

Start a map.

While the bots are loading we can alter that in the special "command menu" I have installed in Half-life/dod\_addon called "commandmenu.txt". What that does is add a lot of commands in an easy to use expanded menu. Normally you have to know all these commands and place them in the developer console...it's a pain.

<https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-commands>



To access the menu press the key "X". Navigate with your mouse, click on the end of the categories for a command choice to execute.

Go to the top one, "SturmBOT" > "ADD BOTS / START" > "FILL SERVER"

Notice you can reset the server size there as the bots start to load. From 8 to 30 in total server size. You can add single bots of a team and class one by one, you can empty the server, kick and rejoin, even auto-balance the teams.

Go back to "SturmBot" look at "Bot Controls" and explore those.

**There are three more main sections.** Now note as you go through these I have made "Default" or "DEF" for the default setting.

**Graphics and Audio.** The "Quick Fix Combinations" is obvious and below that "Rain Explosions Smoke FX" can help your game FPS on low spec PC's.

Also in Audio, some maps have really annoying background battle sounds, you can stop that by "AUDIO" > "Stop all sound playing"> "Sounds OFF (Toggle)"

**NETCODE – Graphs – FPS – Rates.** It is complex but one of the items you may want is a net\_graph. What is that? Read this...

<https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-commands/110-the-goldsource-net-graph-commands>

You can set a Netrgraph type, move it around the screen.

What is "NETCODE" ?

<https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-commands/111-netcode-and-other-commands-you-can-set-in-cfg-files>

Now there is another setting players like to adjust, the "FPS settings" you can unlock the FPS limit, set a limit, set a limit 0.5Hz just under your monitor max Hz, it makes a more readable value.

**CHAT and HUD.** That section you can alter the chat text size and color, adjust various parts of the HUD.

That is a lot of commands to fool with that you don't see in the standard game and take ages to learn what they are and what min-max values they have.

Other "enhancements" is the Kills and Deaths weapon icons have been replaced, in the Valve default set they are different heights and words overlap making them hard to read, I have spaced the images to 24 pixels high so they don't do that.





Fonts are adjusted for Linux.

The scoreboard is larger to cope with a full 32 player server and spectators.

The top and bottom spectator bars had a tidy up.

As mentioned before there are official files altered so maps that have Bazookas spawn on the ground (in the spawn area)... have them spawn in properly. Sometimes if you start a map that has this feature, dod\_kalt is one and its the first map you load, they may not be there... but restarting the map the settings now work for the rest of your session.

I tried to fix as much as possible here, Valve have these broken features reported to them a long time ago... they are not going to fix them.

One more item, custom crosshairs.

I have placed a userconfig.cfg file in Half-Life/dod\_addons, it has a bind to "P" that activates a cycle script, try it out, press P and cycle through them.

You can set a favourite one as well. See below (next page) on how.

**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>

## **A reminder...**

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.





## 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 Menu. (custom command menu - commandmenu.txt)

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

Read more here on how to make them...

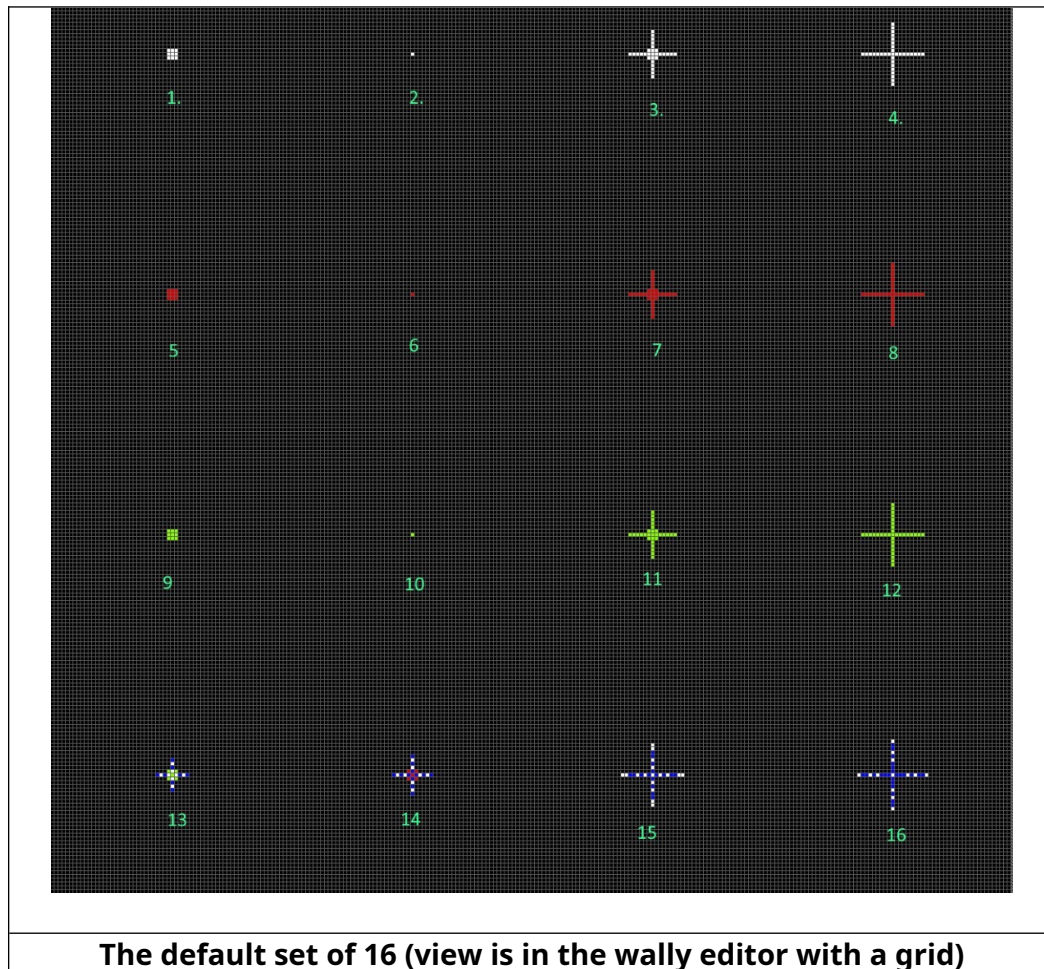
<https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-customisation-guides/93-making-dod-1-3-command-menus>





## INsane's Crosshairs.

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



The default set of 16 (view is in the wally editor with a grid)

**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 right now.
- Look at the number and remember it. (Lets say it's #2 in the image)
- Open the **userconfig.cfg** file in **Half-Life/dod\_addon**.
- Find the **cl\_xhair\_style "1"** line, change to "2" (or whatever your favourite was)  
e.g.:

*//Favorite xhair, change the number to YOUR Favorite one*

*cl\_xhair\_style "2"*

- **Save the file.**



## 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	StatusObjScore	Kills	Deaths	Ping
Allies	-	14 players	8	31	38	0
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. McGearly			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	8	38	31	0
Gen. Hartmann			3	6	3	0
Lt. Weier			2	2	2	0
Olt. Gooble			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)						

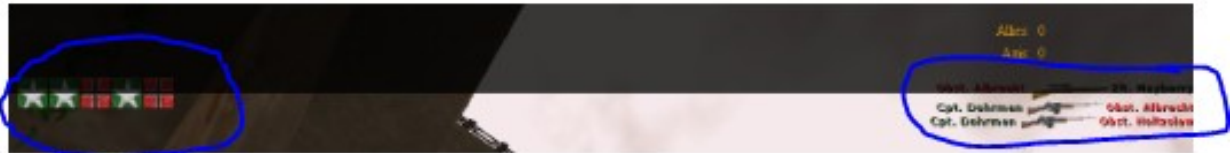




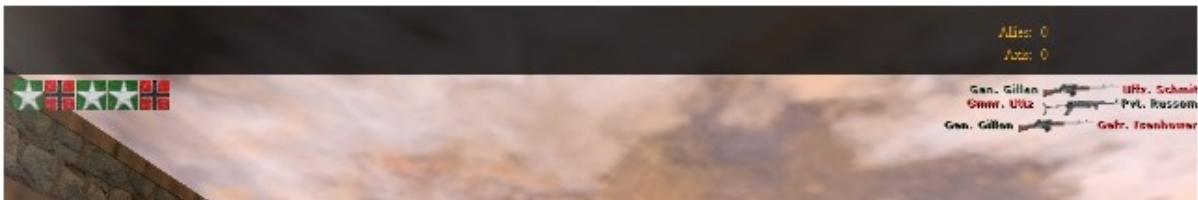
## INsane's Top Spectator Bar fix.

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 30 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 30
```



## 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, Sydslag, 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)

## **Known bugs in testing. Ultra-Wide GUI and HUD issues**

**The custom GUI** (option) causing a rare crash on snow maps.

The custom GUI background files fixes the head being chopped off in some Ultra-wide monitors like 32:9 aspect ratios.

For some reason the file "0\_0\_0\_0.tga" (the top left image of the GUI, the GUI background is actually a heap of small images stitched together) if running any map with snow like dod\_kalt, dod\_northbound, dod-zalec, the map will crash dod at the welcome screen.

It's only that image, other maps work fine, there might be an image name conflict in the files somewhere.

Remove the file "0\_0\_0\_0.tga" and the "snow maps" will not crash, the image is out of bounds for most resolutions, it has been removed in this set of files.

If you installed that option and see "snow maps" crash , remove the custom GUI background files...



Go to "**Half-Life/dod\_addon/resource/UI**"

1. Delete the "**background**" folder
2. Delete the files **BackgroundLayout.txt** and **BackgroundLoadingLayout.txt**

The bug will be gone.

Streaming to other devices. If you have custom files on one PC and stream to another you may notice the custom files don't work. It may cause crashes if the two file systems are not the same.

## The next "bug" item is fonts in Ultra-Wide or any resolutions

Ultra-Wide / 4K-8K screens (and others) in these very old game files are a problem.

The included HUD may work for you on your native resolution..and it may not.

**Before you remove any files (see further info' below) I want you to investigate something.**

The problem of fonts and even images like the HUD scaling correctly is almost impossible to get right for everyone. Linux is even harder.

However, for most the installed files should improve fonts in the GUI and HUD.

### If you are seeing bugs in...

- The **Ammo numbers** (lower right) cutting off the screen.
- The **Net Graph numbers** (if on the lower right) cutting off the screen.
- The **fonts** too small.
- All **HUD images** too small.

Then you could try some resolution changes. Now each Monitor is different and in the "Options" > "Video" Tab you can select different resolutions.

A badly affected HUD can be improved by getting the height down as far as you can go while keeping the width as wide as possible.

Its the height that matters here, images and fonts scale on height size.

Lower the height and images get larger.



## Sturmbot 1.9 install for Day of Defeat Steam - Version 2 **LINUX ONLY using Proton**

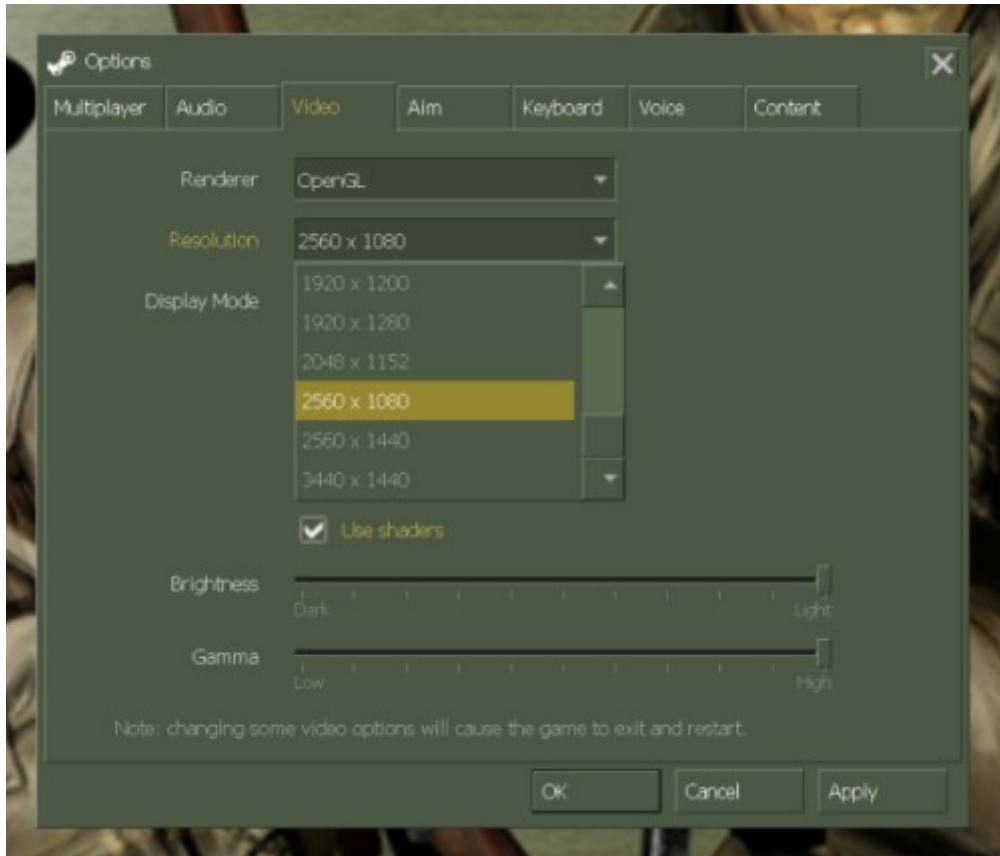


For example...

My LG 21:9 Ultra-wide has a native resolution of 3440 (Wide) X 1440 (High)

It looks like crap on the native resolution.

I left it in Full screen and reduced the resolution... 2560X1080



As I said the real “scaling” issue is height lowering the height to 1080 helped.



## Sturmbot 1.9 install for Day of Defeat Steam - Version 2 **LINUX ONLY using Proton**



It was the same on my windows PC.  
Native 3440 X 1440 was horrid



Reducing that to 2310 X 990 (full screen) made a big difference...



Try the same as I did. Keep your full screen and lower the height while keeping it as wide as possible.

Also, try something like 1920X1080, sure it has black bars now but it may be OK for you.

Next is trying a windowed mode, that's annoying for some but it may be your only choice.

**If you tried all that... remove the HUD files and try all that again.**

Go to "**Half-Life/dod\_addon/**

1. Delete the "**resource**" folder