

Adjusting dod (Goldsource) classes in Sturmbot

The instructions for this are in the dod folder in dod/readme.txt. This was changed in dod steam v1.2, 2nd April 2003 release and documented in that folder. To understand the dod class (weapon types) please see my player guide [Unofficial Sturmbot manual Classes and Weapons section here](#).

There were a lot of changes in that update and basically each class has a unique number. You add up all the class values together for that team and the total ends up a value to control a command (CVAR) you can enter in a configuration file.

"mp_alliesclasses" for US and BRITISH teams

"mp_axisclasses" for the AXIS team.

Step 1 – Check the server defaults. Make sure your server files (server.cfg and listenserver.cfg) have these CVAR's in them. This will adjust on every map change and bring the class selection back to the default setting of all classes being selectable on a map start...

mp_alliesclasses -1

mp_axisclasses -1

Step 2 - The class value table. Look at the classes of each team in the table below.

We are going to add them up and set a value. Note there are 4 possible sets depending on what map you are setting this for, they all will have different values...

- Allies (US) team
- Allies (Brit) team
- Axis (non parra maps)
- Axis (parra maps)

Basic Class Type	Axis	Value	American	Value	British	Value
Rifle - Heavy	K98	1	Garand	1	Enfield	1
Rifle - Light	K43	2	Carbine	2	-	-
SMG - Light	MP40	4	Thompson	4	Sten	2
SMG - Heavy	MP44	8	GreaseGun	8	-	-
Scope rifle	Sniper	16	Sniper	16	Sniper	4
MG – light Bipod	FG42Bipod (para)	32	BAR	32	-	-
MG - Scoped	FG42Sniper (para)	64	-	-	-	-
MG - Heavy - Mag	MG34	128	-	-	Bren	8
MG - Heavy - Belt	MG42	256	30cal	64	-	-
Rocket	Pschreck	512	Bazooka	128	PIAT	16
Random	Random	2048	Random	512	Random	64

As you can see Axis have 11 classes because of the extra heavy MG and scoped SMG. American classes have 9 and British have 6.

The values differ when adding up so that divides up the values into four groups depending on what team is set for the map and if it is a Paratrooper (Parra) map or not.

This complicates the value you will place in the CVAR's "mp_alliesclasses" (US and Brit – standard or Parra maps) and "mp_axisclasses" (Axis – standard or Parra maps).

An example of this is below...

- We are playing a map called dod_orange it's a US and Axis team.
- The map is not a Parra map it is standard.
- We DO NOT want Snipers, Bazooka or MG's for a "orange" or small map.
- We DO want US class Garand, Carbine, Thompson and Grease gun. **Added up value = 47**
- We DO want Axis class K98, K43, MP40, MP44. **Added up value = 15**

We can do this by a mapname.cfg in the "dod" folder with a CVAR change.

Step 3 - Use a text editor. Open notepad or an editor like Notepad++ ([read about that here](#))

Step 4 - Commands. Place this text in (I have highlighted items to explain what they are for) ...

```
echo dod_orange.cfg loaded
echo Remove all mg, sniper and bazooka class in this map

//Allies (US) remove all mg and snipers and bazooka
mp_alliesclasses 47

//Axis (non parra maps) remove all mg and snipers and bazooka
mp_axisclasses 15
```

What we have there is a set of commands that will be read line by line and actioned on a map start

- An `echo` command, the words after the command will be visible in the console after the map loads, its optional but it tells you there is a mapname.cfg file overriding some standard commands.
- `mp_alliesclasses CVAR` and its added up class value `47`
- `mp_axisclasses CVAR` and its added up class value `15`
- `//` These forward slashes mean "do not read this line" to the game engine and it ignores it, goes to the next line. It's just there to tell us humans what the next line means.

Step 5 - Save and place the file. The next step is to save the file but not as a "name".txt type but as a "name".cfg type.

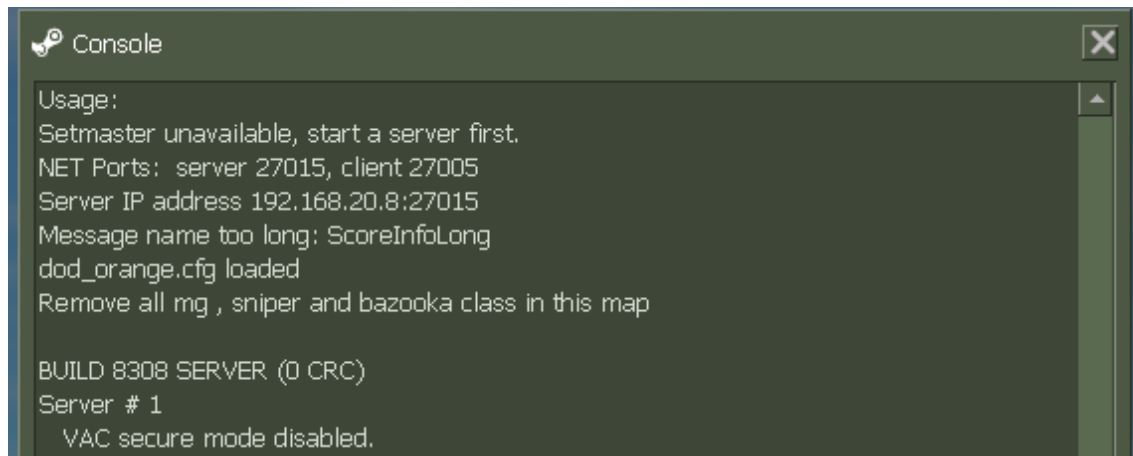
- Click "File" and "Save As"
- In the "Save as Type:" dropdown box the arrow and **select** the "All Files" option.
- Now name it ... **dod_orange.cfg**
- Press the **Save** button after you select your save location.

There is now a file called dod_orange.cfg where you saved it. Place that file in the "dod" folder e.g. **YOUR DRIVE:/ Program address/Steam/steamapps/common/Half-Life/dod**

Different Operating systems place your game folders in different addresses. You should...

- Go to your Steam Library entry in the left side menu "Day of Defeat"
- Right click on it - select "Properties" to bring up the "Day of Defeat - Properties" box
- Click on the "LOCAL FILES" tab
- Click on the "BROWSE LOCAL FILES" button
- It opens in the "common/Half-Life" directory, your dod folder is in there.
- Open the dod folder and place the file inside the dod folder.

Stating the game – the console message. The game will read dod_orange.cfg on map start and place a message in the console...



You will join a team and when selecting a class only the classes you specified will be selectable...



There were other updates introduced in Day of Defeat Steam version 1.2. Up to now we have only discussed eliminating a class from the server.

There was more in the April 2003 update like the bazooka class that was previously only a weapon you could pick up in spawns of the maps that added it, it now became a selectable class. This had impacts in a later update blocking them spawning, [you can fix that here.](#)

Class limit cvars for the bazooka classes. Depending on what teams a map has, just add a value to these CVAR's...

"mp_limitalliesbazooka"

"mp_limitaxispschreck"

"mp_limitbitpiat"

e.g. "mp_limitalliesbazooka 2" = The US team only gets 1 bazooka per team.

Controlling the AXIS MG's. The Axis team have two heavy MGs, the MG 34 and the lethal MG 42. If limiting MG's on all teams, you can set a CVAR to combine them into one MG class.

"mp_combinemglimits"

Setting to 1 will combine the mg34 and mg42 class limits and count either class as being a "machinegunner". New limit is the sum of "mp_limitaxismg34" and "mp_limitaximg42", including negative numbers.

Class limit cvars for the individual classes. You can limit classes on a Multiplayer server like I have below for a 20-person server. **But for sturmbot this does not work. See below that lists.**

// Limits on each US weapon

mp_limitalliesgarand 2

mp_limitalliescarbine 1

mp_limitalliesthompson 1

mp_limitalliesgreasegun 1

mp_limitalliespring 1

mp_limitalliesbar 1

mp_limitallies30cal 1

mp_limitalliesbazooka 1

// Limits on each AXIS weapon

mp_limitaxiskar 3

mp_limitaxisk43 1

mp_limitaxismp40 1

mp_limitaxismp44 1

mp_limitaxisscopedkar 1

mp_limitaxisfg42 1 //para maps only

mp_limitaxisfg42s 1 //para maps only

mp_limitaxismg34 1

mp_limitaxismg42 1

mp_limitaxispschreck 1

// Limits on each British weapon

mp_limitalliesenfield 3

mp_limitalliesten 4

mp_limitalliesscopeddenfield 1

mp_limitalliesbren 1

mp_limitbitpiat 1

The problem with Sturmbot and individually limiting classes. Setting a limit on classes in Sturmbot is problematic, for one Sturmbot does not have a bazooka class as the latest version did not get updated before Jowo passed on.

If you try and limit this way you will find on a 20 player server about 3-4 bots will not spawn and remain “dead”. This looks to be a bug in creating classes, it is especially bad in the SMG classes.

So removing an entire class works ok with the mp_alliesclasses and mp_alliesclasses formulas but not using that set above if you want to limit the number in a class.

You can set your bots in dod/sturmbot/bot.cfg but doing this in a map config file like we did on dod_orange will not work they have to be set in the bot.cfg file.

From the Sturmbot readme...

addbot [team] [class] [skill] [name]

Notes:

team: 1 = Allies, 2 = Axis

class (normal maps):

US: 1 = rifleman, 2 = master sergeant, 3 =sergeant 4 = staff sergeant 5= Sniper, 6 = Support Infantry, 7 = Machine gunner

Brittish: 1 = rifleman, 2 = sergeant major, 3 =marksman, 4 = gunner

Axis: 1 = grenadier, 2 = stosstruppe 3 = unteroffizier, 4 = scharfschuetze, 5 = Sturmtruppe 6 = MG42-Schütze 7 = MG34-Schütze

class (para maps):

US: 1 = rifleman, 2 = master sergeant, 3 =sergeant 4 = staff sergeant 5= Sniper, 6 = Support Infantry, 7 = Machine gunner

British: 1 = rifleman, 2 = sergeant major, 3 = marksmen, 4 = gunner

Axis: 1 = kar98, 2 = kar43, 3 = scoped kar, 4 = mp40, 5 = mp44, 6 = fg42 with bipod ,7 = fg42 with scope 8 = mg34, 9 = mg42

Please note that if you give numbers for para classes and then play a non-para map, bots with a class higher than 7 will join with a random class.

skill: 1-8 (1 low skill, 8 deadly)

If arguments are not given for any of the above a random setting will be used (0 can be used to force random). Similarly, if a name is not given a random name from the us_names, brit_names and axis_names files will be used.

So using that you could fine tune your server to limit classes but it would be the same for all maps on the server.

For example, below I have a set of 20 players in the file dod/sturmbot/bot.cfg It has no MG's, snipers or bazookas. Those classes load with the same skill on every map.

Allies strumbots 10 players - 4 X Garand 3 X Carbine 1 X Thompson 1 X Greasegun 1 X BAR

```
addbot 1 1 3 0
addbot 1 1 3 0
addbot 1 1 3 0
addbot 1 1 3 0
addbot 1 4 3 0
addbot 1 4 3 0
addbot 1 4 1 0
addbot 1 2 1 0
addbot 1 3 2 0
addbot 1 6 2 0
```

Axis strumbots 10 players - 4 X Karbiner 98k 3 X Karabiner 43 1 X MP40 2 X MP44

```
addbot 2 1 3 0
addbot 2 1 3 0
addbot 2 1 3 0
addbot 2 1 3 0
addbot 2 2 3 0
addbot 2 2 3 0
addbot 2 2 3 0
addbot 2 4 1 0
addbot 2 5 2 0
addbot 2 5 2 0
```

But on maps where you do want snipers MG or the axis para class fg42's with scope or bipod there are now no options.

Remember: These Sturmbot commands do not work in a "mapname".cfg file, they only work in the bot.cfg file in the dod/sturmbot folder and that does not change for every map.

It is far better to let Sturmbot assign a random class on map start (don't specify like above) and eliminate completely the class that you do not want.

Shrikebot does have a limits system you can apply to maps see here...

http://shrikebot.bots-united.com/manuals/shrikebot_manual5.htm

If that is important for you then you may have to switch bots but really, making a config file for each map is a lot of work and you have to ask yourself... is it really worth it?

INsane 2019.