

Bot under the map

Rcbot2 on dod_avalanche going under the map.

Bot name: [RCB]w00tman

Mods used

Metamod:Source version 2.0.0-dev+1345

] meta list

[03] SDK Tools (1.12.0.7196) by AlliedModders LLC

[01] RCBot2 (2.0.10 x86 caxanga334/rcbot2@9d072994) by Cheeseh, RoboCop, nosoop, pongo1231, caxanga334, RussiaTails

[02] SourceMod (1.12.0.7196) by AlliedModders LLC

Time line [RCB]w00tman

In the video [RCB]w00tman appears under the map at 0:02:53 ...



Lining up the time in the server log this is when Axis "DeadEye" kills Allies "schLimN" with a mp44.

L 04/09/2025 - 05:27:56: "DeadEye<12><BOT><Axis>" killed "schLimM<16><BOT><Allies>" with "mp44"

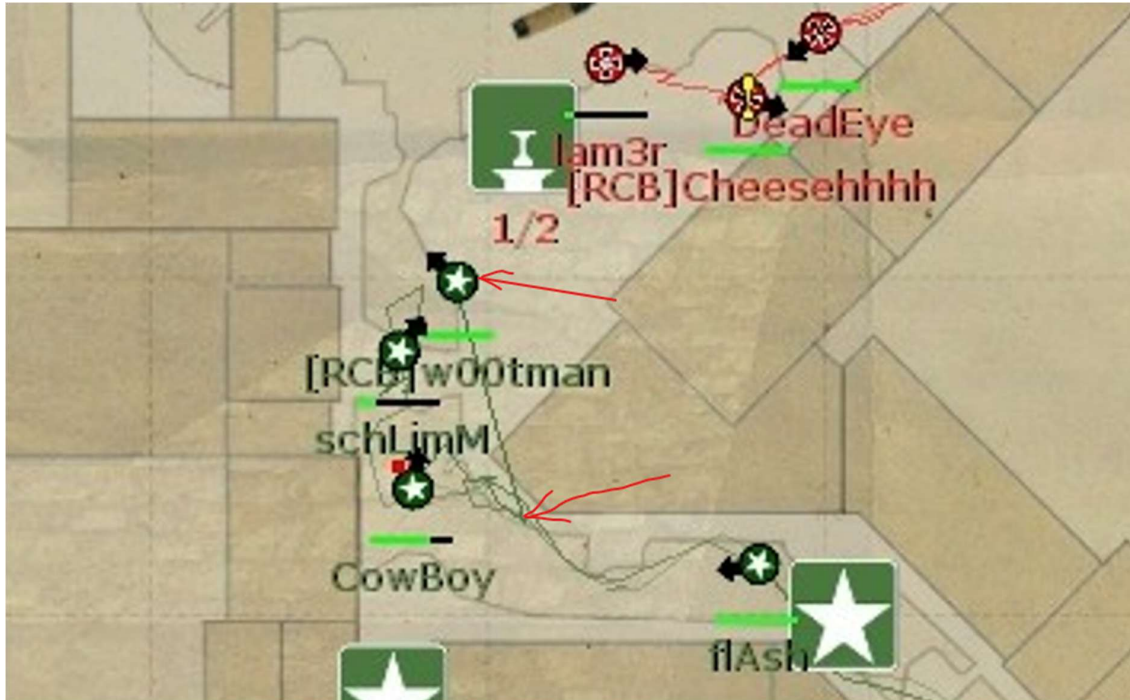
Time in the log that [RCB]w00tman went under the map is 05:27:56

In the Video it is 0:02:53.

What happened before that with [RCB]w00tman?

I have the minimap on large and it shows the player tracks.

Here is the track, just previous to going under the map, the location of the bot was near the doorway of the building and the bot was obviously crouched before it “teleported” under the map origin...



This location is here...



There is a crouch waypoint there. (lower right of the image)

Waypoint ID 82 (Area = 0 | Radius = 12.0) [crouch]

Previous to that the bot was coming (crouched and moving backwards) from another waypoint ...

Waypoint ID 83 (Area = 0 | Radius = 24.0) [crouch]

Looking at the video at 02:20 (call that “0” seconds)...

[RCB]w00tman is at the center flag ... Area 2 (*note the radius of this capture area isn't lining up with the map zone*)

1. 0 seconds – Video 02:20 - Schlag kills [RCB]w00tman with a mp40...

Log entry... 05:27:22: "Schlag<15><BOT><Axis>" killed "[RCB]w00tman<13><BOT><Allies>" with "mp40"

2. 3 seconds - 02:23 - [RCB]w00tman death icon is gone (no log events)
3. 7 seconds - 02:27 - [RCB]w00tman has gone through a 4 second respawn, his name appears again where he died for under a second, then [RCB]w00tman is at a spawn point in allied spawn.
4. 25 seconds – Video 02:45 - [RCB]w00tman has come from spawn is coming to the waypoint set around the doorway.
5. 26 seconds - Video 02:46 - [RCB]w00tman has a voice alert “Squad, stick together!” and is about to hit waypoint 82.
6. 27 seconds – Video 02:47 - [RCB]w00tman is on waypoint 82.
7. 28 seconds – Video 02:48 - [RCB]w00tman is on waypoint 82 and turns backwards and moves to waypoint 83.
8. 29 seconds – Video 02:49 - [RCB]w00tman is on waypoint 319 and moving backwards.
9. 31 seconds – Video 02:51 - [RCB]w00tman is on waypoint 83 and moving backwards.
10. 32 seconds – Video 02:52 - [RCB]w00tman is on waypoint 82 moving backwards.
11. 33 seconds – Video 02:53 - [RCB]w00tman is under the map. He is crouched and facing backwards but has rotated 180 degrees.

That is the sequence of events, you can't see a lot on the log of this duration.

However, using the MiniMap on maximum and applying names and tracks (overview_names 1 and overview_tracks 1) You can see where the bots are “teleporting” from.

It's not on a player death in this case it's a waypoint (no 82) that was the last place the bot was before the “teleport” under the map.

The destination is the map origin, but not 0, 0, 0. It is some 70 – 200 “half Life units” below the map origin. Some bots are half in and half out of the map ground surface and standin, in this case RCB]w00tman went lower than that.

Next testing...

- look at waypoint 82 and get a video of that area.
- Adjust waypoints