

A second capture of a RCBot2 bot teleporting from a waypoint to the map center (origin).

In this case I made a SourceTV file (auto-20250410-1446-dod_avalanche.dem) so I can capture the bot at the waypoint to see what the bot does.

In the last video...

<https://youtu.be/JpQKemGFTzE?si=bB8uiePshvNCDkMg>

... we see a bot appear at the map origin at the Z axis height of the waypoint he came from.

In this capture we can see what the bot does at the waypoint before the teleport.

The waypoint type doesn't matter it seems, however the bot is crouched as others were but one other capture the bot was standing when teleported. In another capture (first video) the bot was crouched and moving backwards.

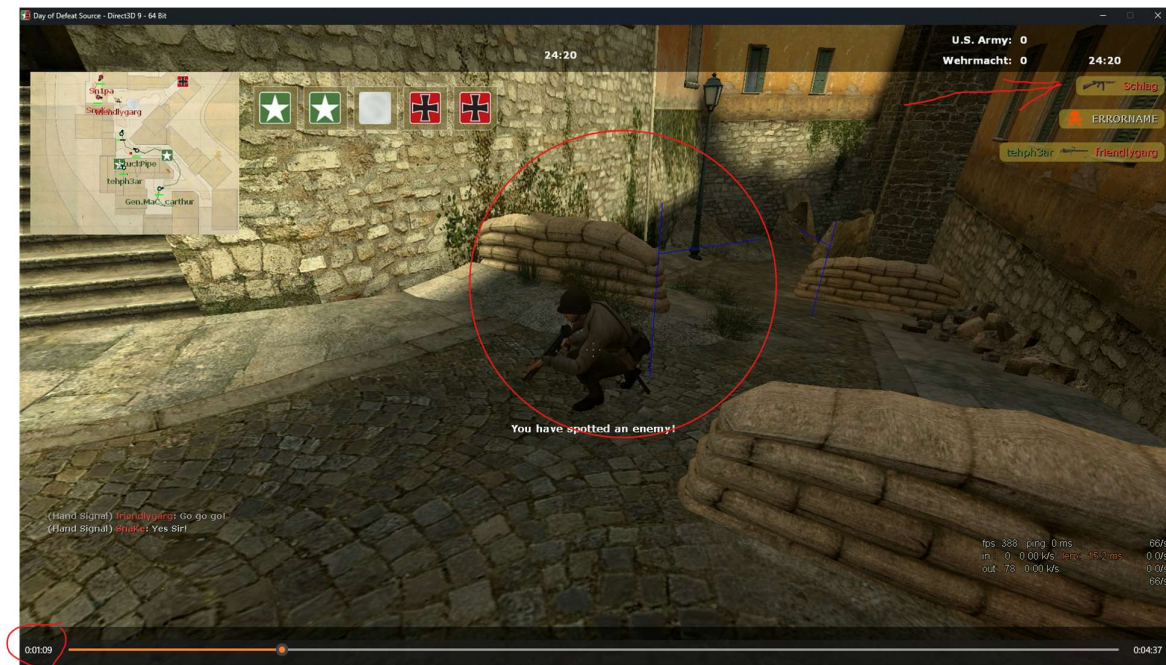
What is known so far?

- The bots teleport from a waypoint.
- The bots are always allied bots.
- The bots are always alive.
- The bot class doesn't matter, I have seen every class now.
- The waypoint type, radius doesn't seem to matter.
- The waypoints are always "Area 0".
- The bot goes to the map origin (X and Y axis) however, they maintain the Z axis (height) position of the waypoint when getting to the map origin.

To play this file.

1. Put it into your dod file.
2. Start a listen server, put waypoints on if you like.
3. I have a special game menu there with a demo player link (goes in dod\resource\GameMenu.res)
4. Start the demo player and navigate to the file... auto-20250410-1446-dod_avalanche.dem
5. Close the spectator bar.
6. Press X to close the demo player.
7. Resume the game.
8. The bot to watch is "StuckPipe"
9. The waypoint is #52 between the allied first and second flag
10. The teleport happens around 01:12 in the demo video

Here is "StuckPipe" at waypoint #52 just before he teleports...01:09 in the demo video



Firstly, before we continue with the teleport incident another weird incident happens just after this time.

Bots are still loading, there are messed up names of bots in the killfeed.

01:12 - there is a death message, a blank player name, a Thompson gun, killed "Snake".

The bot that killed Snake ?

It's not StuckPipe. The server log shows who this was.

14:47:02: "Fritz<9><BOT><Allies>" killed "Snake<10><BOT><Axis>" with "thompson"

In this time other Unassigned bots are still joining and we see bot "Sn1pa" killing "Fritz" who is called "ERRORNAME" in the kills and deaths....

14:47:04: "Sn1pa<15><BOT><Axis>" killed "Fritz<9><BOT><Allies>" with "k98_scoped"

In other captures I didn't see that, this capture of a teleport is very early in the game unlike others so it's likely unrelated but should be taken into account. Dod:s is struggling to identify the RCBot2 bots.

You can match the log time to the video time

Back to the teleport incident.

The seconds before this teleport incident start at 01:07 at waypoint number #53 ...



Timeline (Video from Demo)

01:07 – StuckPipe hits Waypoint 53 and goes to Waypoint 52.

01:08 – StuckPipe jumps (no idea why as there isn't any jump instruction there.)

01:09 – StuckPipe has landed just after Waypoint #52

01:10 to 01:11 – StuckPipe starts to reload the Thompson...it shouldn't be empty he has just come from spawn.

01:12 – The animation seems to continue and StuckPipe teleports to the map origin.

On the other end the map origin we can pick that up in another camera angle under the map looking at the map origin area.

04:20 to 04:22– StuckPipe is doing the reload animation and is about to teleport.

04:23 – you can see (if you go frame by frame) StuckPipe under the steps on the way to the map origin. The teleport destination looks like it was overshoot, then the bot slides back.

04:24 – StuckPipe is below the Map origin x and y axis coordinates now

- Still crouched and it does look like the reload animation is not quite over.
- But before this second ends you see a voice “I need backup!” as he is now at very edge of the center capture zone (look at the number below the flag icon).
- His Thomson fires next.

04:25 – StuckPipe stands still firing at something.

04:26 – StuckPipe kills Snipa

So that is the sequence of events before and after the teleport incident.

I will do more incidents and see if the bots do that reload, jump, crouch to see if anything they do is affecting this random and bizarre glitch.

End.