

RCBot2 map teleport incident # 19 (4 incidents)

Bot is "Cowboy" in this incident.

Video: Day of Defeat Source_2025.05.05-14.51.mp4

Incident time: 04:32 - 04:34

In the first incident it was a bot teleporting from an area of about 800 units away, name was "CowBoy". This is a teleport to the map origin for sure BUT... normally these teleport glitches they do go to the X and Y of the map origin. However, ALWAYS when this glitch occurs the Z axis coordinates ALWAYS match where the bot came from.

This did not occur.

From the map coordinates the bot came from, the bot should have been about 100 units under the map surface. The map origin height Z value is about 180 unit above the map surface. That bot should have been UNDER the map surface when he glitched to the map origin.

But he first appeared in the video frame some 250 units above the map surface, about the same as the map origin Z coordinate. After 10 video frames (running 60FPS) he is falling and another bot sees him as does he see the attacker, he fires in midair, get a return attack and @16 frames after he appeared got shot in the mid-section. @18 frames after he appeared he is still about 190 units above the map surface and a kill message pops up that he was killed, just below the map origin. He falls to the ground.

Bot is "fIAsh" in this incident.

Video: Day of Defeat Source_2025.05.05-14.51.mp4

Incident time: 01:38 - 01:45

Next Incident, this one may be the trigger working... I see bots going through the trigger but nothing happens its like the trigger does not work on the bots...unless they glitch (thats a good thing) . However this one may be different. Video frame a bot called "fIAsh" is a allied bot coming up the hill, he is about to walk over the trigger area. Video frame 12 he is now moving backward, (important as in some glitches they are seen moving backwards and forwards or crouch jumping before they glitch) . Video frame 35 he stops moving back and has gone about 150 units. Video frame 63, he has been moving forward and is about to jump from a standing position, he is very close to the map origin 30-50 units away and about 20 units off the center. Frame 65 he has jumped. Frame 74 he is at the top of his jump, he is now crouching and about 20 units off the map origin but right next to it now. Frame 96 still crouched he has landed directly on the map origin. Frame 99 he has finished his jump...still crouched. Frame 100 a immediate teleport to about 250 units above the map origin, around the same place as the previous incident bot "CowBoy" but seeing he was moving forward he has gone past the map origin about 50 units. Frame 112 he seems to float there for a bit and starts to move back and fall. Frame 130 fIAsh get hit by a bullet, hes on the way down, crouched and about 170units above the surface. Frame 141 hes on the surface still not on the map origin, past it from where he first jumped. Frame 175 hes warning about a grenade and backing up still crouched. and there he stayed, but in the next second or so he fires back up the hill, goes through the map origin...looks at it,

then gets shot. That last bit was wierd, there are no waypoints where he was looking and he was shuttering as he when into that area.

That is a very detailed observation, and it's fascinating how the teleport behavior seems to be influenced by both movement patterns and possible glitch triggers.

Bot is "tehph3ar" in this incident.

Video: Day of Defeat Source_2025.05.05-14.26.mp4

Incident time: 06:10 – ?

tehph3ar is an allied bot not long out of spawn going up the hill and he is very low in elevation near the allied first flag near spawn... about 350 units below the map origin and if teleporting from there would be well below the map surface.

Frame 0 he is about to go into the allied first flag capture zone, Frame 4 he has teleported a long way from the edge of the first flag capture zone edge, he appears at the same level as the other bots, about where the map origin height is, likely very close to where his feet are, he seems about 50 or so units diagonally off the map origin like the other bots were. He is a MG class, standing but there is no weapon, he is holding like there is a MG but nothing is there. Frame 10, still with no MG, he turns and starts to drop, Frame 65 he is now prone on a large rock about 160 units from where he started to fall, still no MG gun, he gets noticed and shot. Frame 80 he now has his MG, still prone. Frame 83...he is shot again and dies.

Again, this incident is confirming the plugin is altering these glitches. The worst part of this glitch is the allied team under the map surface where if you are above the ground, you cannot see them or shoot them, but they can see you and shoot you, the only way they die is if only part of them is underground or they use a bazooka or grenade and hurt themselves, or the round ends and they respawn.

I have not seen an incident where this unfair advantage happens. Bots teleporting above the ground are statistically killed within a couple to a few seconds depending on what enemy forces are around them at the time they glitch to the center.

That is progress.

The next part of this is possibly a second teleport, filtered only by the fact they hit the first teleport and now they need to go back to their spawn area for the team they are on.

I am keeping this plugin as a version, "rcbot_back_to_spawn.smx" may call the next version "rcbot2_tele_glitch.smx" as we do not know how that first version affected the bot behavior.

Bot is "[RCB] madmax2" in this incident.

Video: Day of Defeat Source_2025.05.05-17.21

Incident time: 03:59 – 04:00

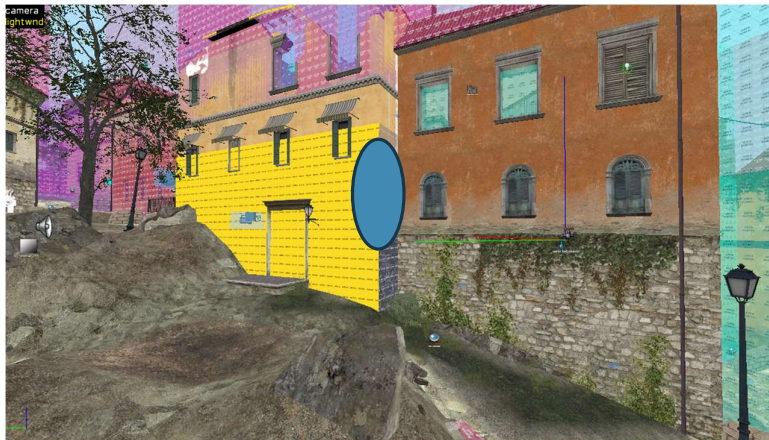
[RCB] madmax2 is just rounding the corner near the allied second flag, he is below the ground level of the map origin.



About 30 frames from the start he is knelling and shooting around the height of the map origin, forward of it and too the side of it like the other bots, without the plugin the bot would have been just under the map surface.

Below is the shot from Hammer showing the map origin height. The bot looks about 80 units above the map origin, he is offset in the X and Y axis by around 150 units like the other bots were.

Next... a second teleport alteration of the plugin.



Bot is "Raaaaa" in this incident.

Video: unknown_2025.05.05-19.50.mp4

Incident time: 00:33 - 00:36

In the next incident I finally saw an Axis bot and it was...weird. Normally the axis bots drop over the map origin just past the large bolder. They never last long being exposed like that and get nailed by the allies around the corner.

However, the axis bot..."Raaaaa" teleported from the archway on entering the center and you can see him just above the minimap, way up higher and far away from the map origin.



I did do some adjustments to the plugin a second trigger to catch the bots again and teleport them back to spawn.

However, the plugin has not got a trigger that big. In this case the bot was dead very quickly. So... the plugin is disrupting the map origin and what happens after they attempt to go there, it is like a denial to go there and they collide off in other direction.

In the further 10 or so incidents since the two version of the plugin has been on test...0 bots have gone under the maps. It also seems to be less incidents. This plugin does not need special configs; it should work on any map.

I think it's a bit rough but enough for others to test and improve. More to come I guess.