



Omni-bot Commands and Basic Usage

Version 1.2

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All bot commands must be executed from the games console.

Ingame Help

Normal users will probably only ever use the few commands listed below, but if you ever forget the commands, or just want to see a list of all the commands available from the bot type this:

/bot help

This command will print out all the commands available in the bot, along with short descriptions of what they do.

There is only a few commands necessary to use Omni-bot, though there are many more available. The most important ones for basic usage are the commands to add and kick bots.

Adding Bots

To add a bot to the game, type:

/bot addbot

This will add a bot to a random class, and on the team with fewer players. In order to have more control over the bot that is added you can specify more information in the addbot command. The full format is as follows.

/bot addbot name team# class# (Omni-bot <= 0.231)

/bot addbot team# class# name (Omni-bot > 0.231)

All the options after 'addbot' are optional, but must be in the order shown above. This means that if you want to specify a team, then you need to specify a name. If you leave out the name when trying to add bots to a certain team, like */bot addbot 2*, it will not work. You should know when you accidentally do this, because the bots name will probably be the number.

Please note we slightly changed the syntax of the addbot command in **Omni-Bot > 0.231!** Basically the order of the paramters has changed a bit, everything else stayed the same.

Here are some examples:

/bot addbot 1 - adds a bot to team 1

/bot addbot 1 3 - adds a bot to team 1 as class 3

/bot addbot 1 3 bob - adds a bot named bob to team 1 as class 3

Kicking Bots

Kicking bots is even easier. There are 2 ways to kick bots.

/bot kickbot name - kicks a specific bot by this name.

/bot kickall - kicks all bots.

Using minbots/maxbots to add and kick bots

In addition to the commands described above there is the possibility to have bots added/kicked in an automatic fashion by using the following commands:

/bot minbots # - sets the minimum number of bots to always keep on the server

/bot maxbots # - sets the maximum number of bots to add to the server if there are empty slots

The server will be filled up with bots until maxbots is reached. When human players join, bots will be kicked until minbots is reached. To allow human players to join the server, maxbots must be lower than the maximum number of allowed players, e.g. if you run a 20 player server, you should never set maxbots to more than 19.

The best way to use minbots/maxbots is probably from a script because otherwise if you switch maps the settings will be lost.

Check out the example scripts in your Omni-bot script folder!

Example:

If you run a server with 20 player slots and you want to always have at least two bots on it and fill the server if there are no human players around, you would set minbots to 2 and maxbots to 19.

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