# Getting Started

Once the project successfully builds and runs, it’s time to start testing the bots out.

**Testing the provided sample bot:**

Launch the game from visual studio without debugging for now (ctrl+F5)

Skip the cut scenes using escape

I recommend going into options and making sure it’s set to windowed and the resolution selected is good to make window switching easier in even of a breakpoint trigger or crash.

Restart the game to apply changed settings (can be with debugging now)

Select Multiplayer->Create Server

Change the Gametype to CTF

Create Multiplayer Game Server

Once the game loads open the console by pressing the ~ key

Type “addbot samplebot” without the quotes

A bot should be added into the game and the round should start after a few seconds.

The Sample bot provided should run across the map and grab your flag.

Congrats you now can start to create your own bots and test them out.

**Code and bot file location:**

The code for the bots can be found in the Game-d3xp project under the Bots filter.

The bots are loaded from file in Game\_local.cpp in the void idGameLocal::LoadBrains() function

Bot \*.pk4 files (just a zip folder with the extension changed) need to be in "Doom 3\buddybots\botPaks"

Please see sample.pk4 for an example of a bot .def file and a simple python script using the bot interface.

**Bot files:**

Bot \*.pk4 files (just a zip folder with the extension changed) need to be in "Doom 3\buddybots\botPaks"

Please see sample.pk4 for an example of a bot .def file and a simple python script using the bot interface.

The .pk4 must contain a .def and a \*\_main.py file.

-.def must fill out the following attributes: author, bot\_type, and scriptclass.

-.py file the python class must match the scriptclass attribute value in the .def file

**Useful settings to help with testing:**

From the main menu select multiplayer->multiplayer settings and turn always run on so it will run by default unless shift is held (helps speed up navigation)

Press escape and select enter spectator mode to fly around the map or follow specific characters

Spectator controls:

WASD + Mouse: move

ctrl or Left Click: cycle follow targets

Right Click: Free roam, cycle locations

**Useful command line options:**

net\_allowcheats 1 - enables cheats like no clip for quick navigation (could enable this by default in the debugging options of the doomdll project)

noclip - disables collision for current client

addbot 'botname' - this will add a bot

removebot 'name' or index - will remove a bot at the designated index or name

reloadbot 'name' or clientNum - will reload bot script and player (only has been tested in-game currently)