



The "Not-So-Quick" start guide

Version 3.2

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Create a config file that has a predefined list of bots. Execute this script at the console and it will add all of the bots that you have listed. The config file can be used in dedicated servers to automatically load bots when the server starts.

If you want more control over the types of bots that are in the game, you can use this alternate method...

Keep in mind that the following is not the recommended way for introducing bots into the game, but I find it very useful for mapping and experimenting with bot profiles. This way I know exactly what each bot is doing at all times and I can identify potential waypoint issues etc.

Create a text file, name it addall.cfg and place it in your etmain directory.

copy and paste the following

```
//-----
//addall.cfg

bot addbot 1 1 axis_soldier
bot addbot 1 2 axis_medic
bot addbot 1 3 axis_engineer
bot addbot 1 4 axis_fieldops
bot addbot 1 5 axisCovertOps

bot addbot 2 1 allied_soldier
bot addbot 2 2 allied_medic
bot addbot 2 3 allied_engineer
bot addbot 2 4 allied_fieldops
bot addbot 2 5 alliedCovertOps

//-----
```

...and that's all their is to it!

There are two ways to launch the config file; on startup or manually.

Load on startup

```
+exec addall.cfg
```

add this line to the end of your Omni-bot ET shortcut, or you can create a separate batch file that has all of your preferences in it.

Your batch file should look something like this:

```
//-----  
ET.exe +set dedicated 2 +set fs_game omnibot +set g_warmup 10 +exec objectivecycle.cfg +set  
sv_hostname "Omni-Mod server" +set com_watchdog_cmd "vstr d1" +set sv_maxclients "50" +exec  
addall.cfg  
//-----
```

Load manually

If the server crashes when you add +exec addall.cfg to the end of your server script(you should test it first), then just launch the server in dedicated mode as normal and then type exec addall at the server console.

If you are not running in dedicated mode and you want to add bots during the game, open the console and type /exec addall

Of course, you can add more bots, change their names, change the name of the config file etc. to suit your gameplay.

the format is bot addbot [team] [class] [name]

If you're not already familiar with the Enemy Territory Server Setup Guide
You might find the following link useful:

[\[link\]](#)

Good luck!

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