



## Waypointing Tips

Version 1.0

Magik, Monday 22 August 2005 - 00:01:32

### Contributed by Draeggorg

1. Use existing waypoint files to get a better idea of layout and structure. Load a map with a waypoint file, bring up the console and turn the waypoint view on. Run through the map to see the paths and how they relate to objectives and overall game play.
2. Short paths are better than long paths (don't scimp on waypoints). If the bots get stuck or lost, they tend to retreat back down the path they came from to get their bearings before continuing on. Shorter paths tend to reduce the backtracking.
3. Have some strategy behind your waypoint paths. I tend to run through the map several times to get a feel for it. I tend to create waypoints that follow a path I would follow in the game, making use of terrain and obstacles which provide cover.
4. Radius! Radius! Radius! We imagine a path to be the outsides of one radius to the outsides of another radius (the path being lines tangent to connecting radii). Anything that intrudes into this path may cause problems. Always adjust the radius to the environment. Outdoors with little or no obstructions allows you to get away with a larger radius than walking down a narrow corridor with boxes, corners, etc.
5. Initially I created a waypoint path that consisted of two-way travel. This path generally followed the direction of objectives, with alternate paths and some branching to randomize the bots. When bots met each other on the path, they tend to slide past each other. However, I've begun adding a slightly parallel path of two-way travel with cross-connections between paths in certain areas. I tend to place these in corridors or stairs, for example, where there is a lot of bot travel (found by playing the map again and again). It tends to keep bots from bunching up and play flows better.
6. Play your waypointed map many, many times with as many testers as you can. You need enough bots in play to see how they act, react or get stuck or lost. Play as different classes on differing sides so you can get a feel for everything. Try to gain objectives. Try to block objectives. This is how you can find out bots aren't planting dynamite or reaching objectives or building things....
7. Play with nothing but engineers. Dump a whole bunch of engineers into your map and see what happens. Add nothing but either Axis or Allies and see if they get all the objectives. Then, dump engineers from both teams to see if they work against each other.
8. Play as a sniper and look for interesting, but reachable spots for sniper positions. Use your scope to try and get a good field of view. Set your facing to get the bot to mimic you as close as possible. 762 has written a good guide on sniper positioning. Be careful of sniper positions that might become obsolete if the opposing team moves beyond that position due to new spawn areas, etc.
9. Save often.
10. Your map will never be "perfect". No matter how hard you try, sometimes the bots just won't

behave the way you want them to. Remember they're bots, not humans and no amount of coaching or tweaking will make them sneakier or faster, or better at reaching objectives. Make the best of it. Sometimes it's better to set an opposing team of bots up as strictly a defense to prevent the other team from reaching their objectives. You don't always have to make every bot travel every path into every nook and cranny and area of the map.

11. Sometimes you may find you don't like the way your wp file is shaping up. Sometimes after playing the map you realize your whole plan was wrong. Don't be afraid to scrap the whole thing and start a new map from scratch (although on really large maps this may not be the best idea). Sometimes working fresh is faster than tweaking previous attempts.

12. Make sure to place waypoints in areas where the bots can accidentally get off the path (falling off of buildings, ledges, into water, etc.) I tend to place waypoints in these areas with one-way paths leading back to a main path.

---

this content item is from Omni-bot Official Website  
( [http://www.omni-bot.de/e107/e107\\_plugins/content/content.php?content.13](http://www.omni-bot.de/e107/e107_plugins/content/content.php?content.13) )

Print this page