

## ET: Legacy Development - Feature #183

### New referee menu for Omni-bot control

30.01.2013 08:42 - IR4T4

<b>Status:</b> In Progress	<b>% Done:</b> 50%
<b>Priority:</b> Low	
<b>Assignee:</b>	
<b>Category:</b> Mod UI	
<b>Target version:</b> 2.78	
<b>OS:</b>	<b>Arch:</b>
<b>Description</b> New users don't know how to adjust bot settings when running a listen server. Let's extend the referee menus so users can change: <ul style="list-style-type: none"><li>- maxbots</li><li>- minbots</li><li>- difficulty</li><li>- ... see omnibot.cfg</li></ul>	
<b>Related issues:</b>	
Related to ET: Legacy Development - Bug # 533: Map_restart after omnibot_enab...	<b>Fixed</b> <b>10.04.2014</b>
Related to ET: Legacy Development - Bug # 217: FIX omnibot.cfg access for lis...	<b>New</b> <b>26.02.2013</b>

#### Associated revisions

##### Revision 0e9d34e5 - 02.02.2013 14:29 - RaFaL

ui: basic omni-bot controls refs #183

##### Revision fa66bde5 - 06.04.2014 14:25 - IR4T4

ui: rudimental referee bot control menu for listen servers (not final)  
refs #183

##### Revision 4e0a2731 - 10.04.2014 18:11 - Spyhawk

ui: use 16 (8vs8) instead of 14 (7vs7) for bots count, refs #183

##### Revision f6dc7985 - 12.04.2014 21:34 - IR4T4

ui: bot menu difficulty option added refs #183

##### Revision bf43211a - 18.04.2014 12:57 - IR4T4

ui: 'BOTS OFF' button refs #183

##### Revision c9401822 - 28.09.2014 13:24 - IR4T4

ui: bot menu extended refs #183

#### History

##### #1 - 01.02.2013 18:25 - RaFaL

- % Done changed from 0 to 50

##### #2 - 01.02.2013 18:30 - RaFaL

- Assignee set to RaFaL

##### #3 - 01.02.2013 21:22 - Mateos

There's a menu Waypointers use which almost does this, and this is a "different" menu; Means like the Vocal Menu bound to V, you can bind the OB

menu to an other key. Can be grabbed there:

<http://trac.assembla.com/omnibot/browser/Enemy-Territory/0.8/tools/dms>

**#4 - 27.03.2013 00:12 - Radegast**

- Target version changed from 2.71rc2 to 2.78

**#5 - 27.04.2013 12:56 - Dragonji**

- Subject changed from New referee menu for omnibot control to New referee menu for Omni-bot control

**#6 - 05.09.2013 23:16 - IR4T4**

- Priority changed from Low to Normal

- Target version changed from 2.78 to 2.71rc3

Since most users don't know much about bot cmds and we have a ready to go listen server this feature is nice to have ...

**#7 - 06.10.2013 17:53 - IR4T4**

- Target version changed from 2.71rc3 to 2.71rc4

**#8 - 02.01.2014 10:36 - IR4T4**

- Target version changed from 2.71rc4 to 2.78

**#9 - 10.04.2014 17:49 - IR4T4**

- Related to Bug #533: Map\_restart after omnibot\_enable 0 crashes the server added

**#10 - 12.04.2014 19:30 - IR4T4**

- Assignee deleted (RaFaL)

**#11 - 12.04.2014 19:50 - IR4T4**

A menu with basic options has been added.

- add options for balance, bot wars (humans vs. bots - see cfg BotTeam, HumanTeam ,BotsPerHuman)
- replace buttons with input fields
- find a way to dsable menu when player is referee and connected to online server/bots are not supported by OS
- ~~fix map\_restart issue and enable 'BOTS OFF' button~~

**#12 - 31.05.2014 18:38 - IR4T4**

- Target version changed from 2.78 to 2.71

**#13 - 29.08.2014 13:39 - IR4T4**

- Target version changed from 2.71 to 2.78

**#14 - 25.08.2016 11:31 - IR4T4**

- Status changed from New to In Progress

**#15 - 25.08.2016 11:41 - IR4T4**

- Target version changed from 2.78 to 2.76

**#16 - 11.10.2016 19:13 - IR4T4**

- Related to Bug #217: FIX omnibot.cfg access for listen servers added

**#17 - 06.03.2017 00:32 - Spyhawk**

- Related to Task #975: Add WolfAdmin to installers added

**#18 - 06.03.2017 00:35 - Spyhawk**

As WolfAdmin provides such a menu (see official WA website), we can integrate it in a similar manner with ours. This ticket should be merged with #975.

**#19 - 29.06.2017 20:17 - IR4T4**

- Priority changed from Normal to Low

**#20 - 02.07.2017 12:04 - IR4T4**

- Target version changed from 2.76 to 2.78

**#21 - 15.01.2019 14:02 - IR4T4**

- Related to deleted (Task #975: Add WolfAdmin to installers)