

Install RCBot2 - Day of Defeat: Source. [Windows](#)

Files in this downloads “addons” folder:

mmsource-2.0.0-git1390-windows and **RCBot2 v2.0-alpha8 (x86 & x64)**

To install at a very basic level.

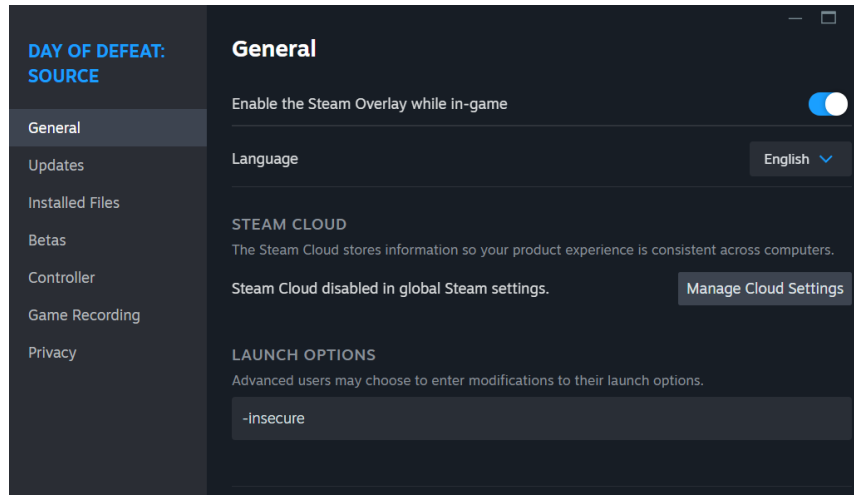
1. In the download you will find a folder “**addons**”
2. Inside “**addons**” all the files to run RCBot2 have been assembled for you, Metamod:Source has been added. These go in your “**dod**” game files.
3. To find your **dod** folder...
 - Open your Steam Library
 - Right-click on the “**Day of Defeat: Source**” icon
 - Select “**Manage**” > “**Browse local files**”



4. A folder called “**Day of Defeat Source**” will pop-up, the **dod** folder is in there.
5. Copy and paste the “**addons**” folder in the download into “**dod**” folder.

Now return to the Steam Library we need to run the game in an insecure mode for bots.

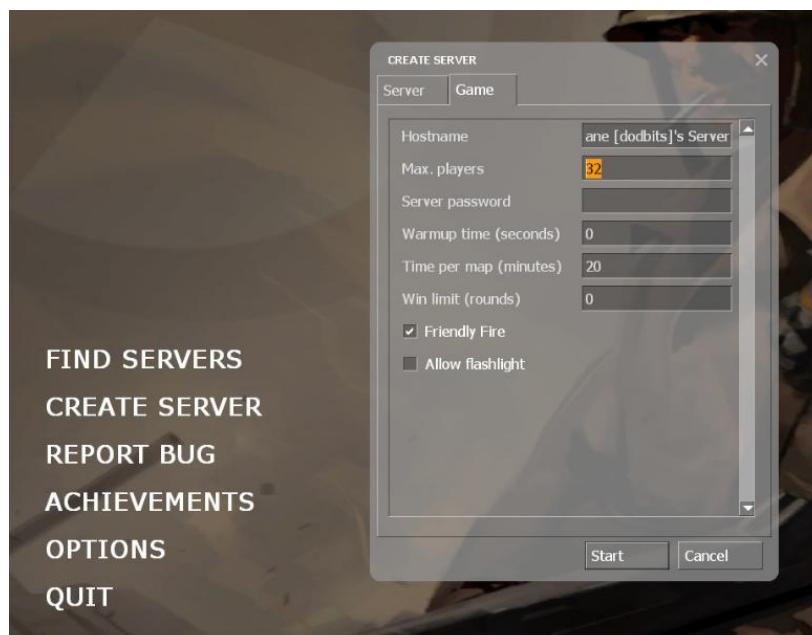
6. Right-click on the “Day of Defeat: Source” icon
7. Select “Properties...”
8. In the “General” tab add this to “Launch Options” ... -insecure



9. Launch the game. The bots are configured to run 31 bot server (the standard in RCBot2 is 10) you may not want that many or... more bots, do the following if you want to fine tune the server amount.

Note: to change the RCBot2 preconfigured bot limit, go to `dod\addons\rcbot2\config\config.ini` open with notepad, search for `rcbot config max_bots 31` and change “31” to what you want.

10. Use the “Create Server” link in the main menu, select your map. **Don’t start the map yet.**
11. Now go to the “Game” tab and select your desired amount 12-16 is best for most maps. You should remember that the more bots are more strain on your PC, if you experience lag, reduce the bots.



12. Press "Start" to start a game.
13. You will see the bots populate the server to your desired amount

Post install – A Desktop shortcut option (Windows)

After you have confirmed they work, you may want to take some extra steps **if you also play on-line and play single player.**

Using the "-insecure" launch option will stop you playing online. You will get this message...



This is normal for a "mod" that uses a plugin like Metamod:Source on a listen server

You have two options here.

1. Remove the "-insecure" launch option every time you play on-line and reinstall it to play bots.
2. Make a special desktop short cut and use that to play with bots, then use the Steam Library "Play" button to play on-line.

To make a desktop shortcut. Windows only

After the 19th Feb 2025 update, you can make your own new shortcut manually now from the "Day of Defeat Source" folder.

Note: Don't make a shortcut from the steam library it makes a "URL" type and you cannot add launch options to those.

1. Find your "Day of Defeat Source" folder like you did to install the files.
2. In the folder you will see a .exe "dod_win64.exe"
3. Right click and select "Send to - desktop (create shortcut)"
4. (see image below) In "Target:" put a space after the address and put this in... **-insecure**

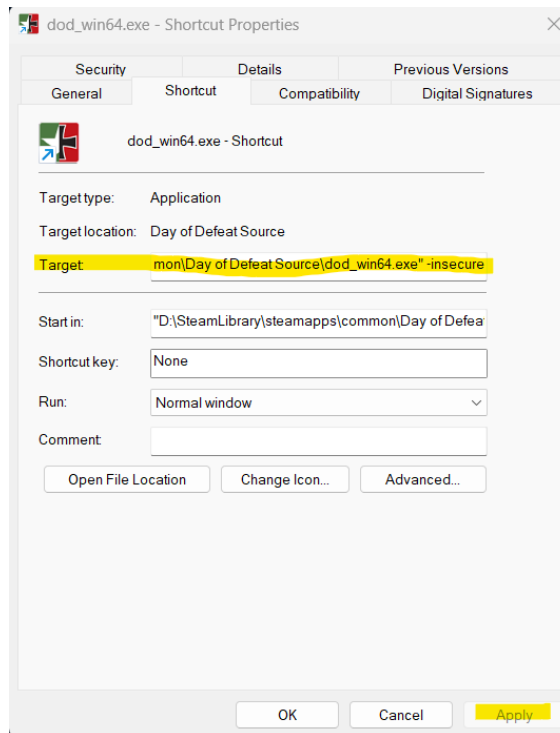
e.g.: if your address was in the D: drive it should now look like this...

"D:\SteamLibrary\steamapps\common\Day of Defeat Source\dod_win64.exe" -insecure

5. Press the "Apply" button then "OK".
6. Click on it, the game starts.
7. Pick a map (Create server), select a player size ("Game" tab") and you should see a RCBot2 welcome message after a while (-insecure launch option helped MetaMod:Source to load and did that) and the bots are loading.

8. **Now you can get rid of that Launch option you placed in the Steam Library and use...**

- Your "Play" button to play on-line and,
- Your desktop shortcut to play local bots.
- Fun fact: if you place "-novid" in your launch options it should carry over to this shortcut.



Further help from dodbits.com.

There is plenty more we can do here to refine your single player experience.

I maintain an entire section that tracks RCBot2 especially for Day of Defeat: Source.

<https://www.dodbits.com/dods/index.php/dods/rcbot2-for-dod-s>

The first place you may want to visit is map and waypoint support. Next you may want stronger or less skilled bots, then how about a Sourcemod Admin server control with plugins like gungame?

Map support and the latest waypoints:

On that page you will find most of the maps to match the waypoint files (the file bots use to navigate around each map) in `dod\addons\rcbot2\waypoints\dod`

<https://www.dodbits.com/dods/index.php/dods/rcbot2-for-dod-s/known-rcbot2-waypoints-and-map-downloads>

There are many downloads from various places.

Rcbot2 config.ini file

RCBot2 uses a text file called config.ini to configure the RCBot2 bots...

Although I have set this up for you in this download there some changes you may want to do, most will not read that and find out.

<https://www.dodbits.com/dods/index.php/dods/rcbot2-for-dod-s/rcbot2-and-dods-server-cvar-list>

Rcbot2 bot “profiles”

The “profile” of each bot that joins your server is like an individual, a different name, team, class, skill, reflexes.

There are 32 files in dod/addons/rcbot2/profiles. The page below can assist you customizing them.

<https://www.dodbits.com/dods/index.php/dods/rcbot2-for-dod-s/editing-the-bot-profile-files-manually>

“Waypointing” a new map

There is a waypointing guide on dodbits that will likely be better than the official one.

Please see this page, there is a YouTube playlist and a lot more information to get you started.

RCBot2 Waypointing tips

<https://www.dodbits.com/dods/index.php/dods/rcbot2-for-dod-s/rcbot2-waypointing-tips>

Adding SourceMod Admin (gun game and others)

Yes, but... you are on a Listen server, SourceMod does not like that, to overcome that a plugin will fix that.

[\[ANY\] Console Cmd As Host \(Listen Server Only\) \[v1.0.4 | 08-May-2022\]](#)

That plugin, once installed on a Listen Server will let you use SourceMod binds and commands the same as you would on a dedicated server.

So, installing SourceMod is a matter of [following my guide for a Windows dedicated server...](#) adding that plugin for a listen server.