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www.commod.eu

Version 1.2b (06.Jan.09)

Introduction :

Welcome to comMod. A unified ruleset war mod for Call of Duty: World at War.

comMod started life as a modification of Promod to allow hardcore mode. Since those humble beginnings it has gone on to become a war mod in its own right with many features added that have been requested by the CoD:WW community.

With custom weapon select menus, softcore & hardcore modes, sprint enabled, nade cooking enabled, slight headbob enabled, many game modes like TDM, CTF & HQ, 2v2 modes and much more this makes comMod the premium in unified ruleset war mods.

Why "comMod"? :

comMod started life under the name "noobMod", after alot of user feedback it was deemed that the name wasn`t appropriate for the direction that the mod was going. So competitionMod was born (comMod)

Test Server :

Why not try the public comMod test server, always running the latest version. Give it a try,

78.129.202.14:28970

Currently running in Softcore mode.

Changes :

comMod

V1.2b :-

- NEW Class/Weapon selection menu allowing a large range of guns - rifles, bolts, smgs, mgs, snipers & more!
- Range of pistols now user selectable
- Frag nade or Molotov selectable
- Smoke or Flare selectable

- Added CTF gametype (2 rounds, 15 minutes each side, no score limit)
- Added HQ gametype (2 rounds, 15 minutes each side, no score limit)
- Added TDM gametype (2 rounds, 15 minutes each side, no score limit)
- Added 2v2_ & 2v2hc_ modes (2 vs 2 Mode, No Snipers, No Shotguns)

- .375 Magnum damaged reduced inline with other pistols
- All bolt rifles damage increased to 1 shot kill (upper torso, head, neck, upper arms & upper legs)
- All bolt rifles recoil increased
- All snipers damage increased to 1 shot kill (upper torso, head, neck, upper arms & upper legs)
- All light/heavy gunner weapons recoil increased
- Snipers do not drop weapon on death (no sniper pickups)

- Added comMod quick menu (Default accessable by key 'B', option '4')
- Added Suicide (Under comMod quick menu)
- Added Drop Bomb (Under comMod quick menu)
- Added Call TimeOut (Under comMod quick menu)

- Removed the ability to ready up in match mode if there is only 1 person on the server
- Added current mode text to the top right hand side in RUP mode
- Added generic pickup and drop bomb sounds for S&D
- Disabled the use of the bomb (S&D) and flags (CTF) in pre-match RUP mode
- Introduced CoD:WW 1.0.1017 map bug/hole fixes
- Fixed public map rotation (now follows server.cfg rotation)
- Fixed bug in public mode in which maps would constantly rotate if only 1 player on the server
- Fixed bug if you changed game modes in strat time no players would be able to move
- Fixed bug in which Mosin rifle users had 2 frag grenades

v1.1b :-

- Fixed & improved the distance in which you can hear plant/defuse sounds
- Introduced greater recoil on Thompson, MP40 & STG-44
- 3rd person spectating disabled
- Disabled weapons & ability to kill in strat time
- Fixed reconnect/late connect spawn bug, now you won`t spawn mid round if it is in play
- Fixed bug, "We've got the bomb" sound didn`t always play on certain maps
- First round on public mode strat time increased to 20 giving players time to connect
- Fixed 24 round bug in which the match was switching at 12 rounds but ending on 20
- Fixed dual bomb defused voice sounds, now only commod sound, no Ger, Rus, Jap or US voice plays
- Ghillie-style player camo removed from rifle players, retained for snipers only
- Improved RUP key recognition
- Added Press Use Key to ready up message in RUP mode
- Optimised internal code removing unnesseccary files

v1.0b :-

- Custom weapon select menu introduced
- Range of team specific weapons introduced
- Public map rotation added
- Mosin rifle made 1 shot kill with matching recoil of Kar98k
- Reinstated sniper (Springfield) hit damage & recoil as per Promod

- Team kill with no death in Ready-Up mode introduced (must be put in a private mode to kick this off)
- Fixed missing sound alias spam in console on Airfield map
- Promod look up/down weapon selection removed
- Mode names changed to commod_mode public_10 etc.

noobMod

v0.1 - v0.4 :-

- Default/Softcore mode introduced (HUD on, Crosshair on, health 100 etc)
- Hardcore mode name changed
- Half time scores stored (upon ready up all half time score, kills, deaths etc restored to half time scores)
- Score standardised, kill 5 points, plant/defuse 10 points, assist 2 points.
- Strat time lowered to 5 for private and public modes.
- Scores reset from Ready-Up period (Promod was retaining ready-up scores & adding match scores to it)
- Obituaries reinstated (show who killed who, when someone died etc.)
- Destructable items reinstated (red barrels etc)
- Reinstated bomb icon (when bomb is on the ground)
- Removed hostname end branding.
- Removed Promod weapon modifications (recoil etc)
- Hardcore Mode introduced (HUD Removal, Crosshair off, health 42 etc)
- Headbob reinstated
- Nade cooking reinstated
- Sprint reinstated

Installation & Usage :

Upload **z_12b_commod.iwd** & **mod.ff** to a folder called something along the lines of "comMod" within your "mods" folder. Ideally call the folder something like "comMod_Yourclan", this will stop the kick problem at map change. Call the directory from your command line.

Mode usage :-

Softcore
/rcon commod_mode private_MR (eg, private_10, private_12) [War Mode]
/rcon commod_mode public_MR (eg, public_10, public_12) [Public Mode]

Hardcore
/rcon commod_mode privatehc_MR (eg, privatehc_10, privatehc_12) [War Mode]
/rcon commod_mode publichc_MR (eg, publichc_10, publichc_12) [Public Mode]

2v2
/rcon commod_mode 2v2_MR (eg, 2v2_10, 2v2_12) [2v2 War Mode]
/rcon commod_mode 2v2hc_MR (eg, 2v2hc_10, 2v2hc_12) [2v2 Hardcore War Mode]

CTF, HQ & TDM
No comMod mode is required to be run for CTF, HQ & TDM modes.

All that is required is the map is loaded into the required gametype. comMod will automatically recognise the mode and follow the unified rules of comMod. For example you need to issue the following command to the server :-

[Capture The Flag] /rcon g_gametype ctf
[Headquarters] /rcon g_gametype koth
[Team Deathmatch] /rcon g_gametype tdm

You will then need to reload the current map with /rcon map mp_*mapname*

By default these gametypes will be in Softcode mode. If you required hardcore or 2v2 modes in the above gametypes then firstly run the required gamemode (eg. commod_mode publichc_10 or 2v2_10) and then follow the above steps to load in CTF, HQ or TDM.

Rulesets :

private_MR

Search & Destroy based game for private/war/match servers, ready up required
Default health settings with full hud, UAV, crosshair etc
Rounds per side based on MR value (eg. 10, 12)

privatehc_MR

Search & Destroy based game for private/war/match servers, ready up required
Hardcore health settings with HUD, UAV and crosshair turned off
Rounds per side based on MR value (eg. 10, 12)

public_MR

Search & Destroy based game for public servers, no ready up required.
Default health settings with full hud, UAV, crosshair etc
Rounds per side based on MR value (eg. 10, 12)

publichc_MR

Search & Destroy based game for public servers, no ready up required.
Hardcore health settings with HUD, UAV and crosshair turned off
Rounds per side based on MR value (eg. 10, 12)

2v2_MR

Search & Destroy based game for private/war/match servers, ready up required
Default health settings with full hud, UAV, crosshair etc
Rounds per side based on MR value (eg. 10, 12)
No Snipers or Shotguns allowed.

2v2hc_MR

Search & Destroy based game for private/war/match servers, ready up required
Hardcore health settings with HUD, UAV and crosshair turned off
Rounds per side based on MR value (eg. 10, 12)
No Snipers or Shotguns allowed.

CTF

2 rounds, 15 minutes per side, no scorelimit.

HQ

2 rounds, 15 minutes per side, no scorelimit.

TDM

2 rounds, 15 minutes per side, no scorelimit.

Quick Menu :

Within the voice command quick menu there is a new comMod menu, accessable by default by pressing the 'B' key and then option '4' ingame.

In this are three new options, Call Timeout, Suicide and Drop Bomb. These are mostly used for Search & Destroy but the suicide option can be used in any gametype.

Each team has 3 timeouts which last 5 minutes. In timeout mode it is possible to carry on killing but all scores will be stored and replace once the match resumes, after either 5 minutes or when every player presses ready up.

Known Bugs :

Sniper Bug - When holding breath scope zooms out.
Fix - Bind Sprint/Breath key to seperate keys, sprint on one and hold breath on another.

mod.ff Bug - COD:WW does not download the new mod.ff and uses the old versions.
Fix - Delete mod.ff from local folders (ie, C:\Documents and Settings\XXXX\Local Settings\Application Data\Activision\CoDWaW\mods\ComMod)

Kick Bug - Players are kicked at map change for invalid .iwd
Fix - Rename the comMod folder on your server to something unique, eg. comMod_clanname

Credits :

comMod created by **datLicht**, **England4eva** ('e4E.) & **Phoenix**

Major credit goes to **Ryan 'raf1' Palmer** who created the original Promod in which this mod is built on top of. Without him and his team of talented guys this mod would never be possible.

Thanks To :

UK|HD Boost - For many hours of testing and server usage, you`re truely a saint.
NovemberDobby - For patience beyond what is required, general tips.
Akai & Reudh - For ideas, suggestions and testing of CTF mode.
Sarenoso - Testing CTF mode
Arrax - German Support
INconfuseD' ChZ - For tips/ideas and suggestions regarding softcore mode.

Testing... Nuupster, Scouse, Falco, R3negade, Chimp, JellyBe4r, Jam!e, JoosT, Chris, VickNesh, Nastysnake & all those from UK|HD clan.

Also a big thanks to all commod.eu forum users for tips, suggestions and bug reports.

Contact :

datLicht :-

Xfire : thundernlight
Email : datlicht@k9-kommando.de

England4eva :-

Xfire : england4eva02
Email : england@enbclan.com

Phoenix :-

Xfire : vallfb
Email : phoenix@commod.eu

Updates :

All future updates will be available from :-

http://www.commod.eu

Xfire Group :

We`ve started an Xfire group where you can contact other clans who play comMod and who are interested in it. Why not join the group?

http://www.xfire.com/clans/commod

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