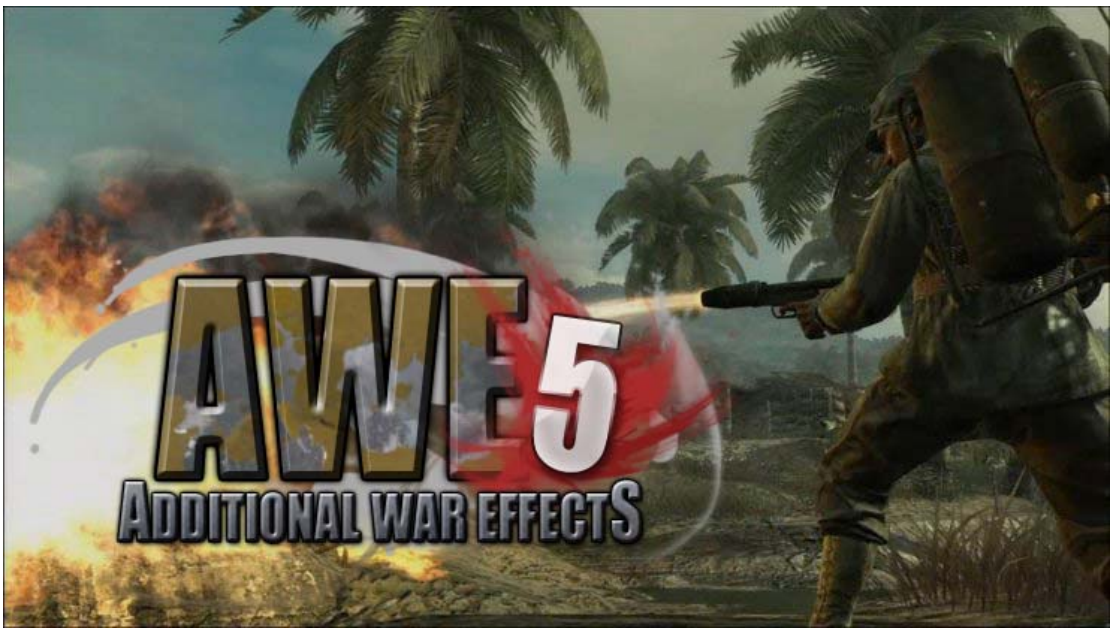


AWE5 1.0 MULTIMODE

AWE5 1.0 MultiMode

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Introduction to the Mod

1. There are 4 "modes" in this mod:

- **PowerRank**
- **Stock Ranking**
- **ForceWeapons**
- **Unranked**

Control of these modes is at the top of awe.cfg.

NB: No 2 mode dvars should be set at the same time. This is fundamental to the running of the mod.

2. A dvar for the quick messages is included. This lets you turn off the quick messages voices. Please see in awe.cfg under Server Settings (Misc).

If you choose to turn off the voices the large IWD file isn't required and you can then use the "slim" IWD file in the special ZIP folder, and use that one on your server as opposed to the default one.

3. Sniper Options. A number of new Dvars are available (thanks Marc!) and you will see a sniper.cfg in /configs to use for that.

4. All relevant dvars are dvardef-friendly, that is, they can now be set to be map or gametype specific. This means, for example, that you can have a different MOTD for each map or gametype. Or, as another example, the Admin rules on the Server Info menu can now be set separately for different maps or gametypes. So, you can now set different rules for different maps or gametype.

Example:

set scr_server_rule_1 "Rule 1. Don't Cheat!"
set scr_server_rule_1_mp_castle "Rule Castle. Don't Hack or Cheat!"

Putting the extension mp_castle on the end of scr_server_rule_1 makes it different only for Castle.

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Full List of AWE5 Features

Those familiar with AWE will already recognise most of these features, but for the sake of completeness, here is a full list of the features:

- anti-lag handler
- anti-gravity dvar
- force autoassign
- death icon handler
- hardcore persistent minimap option
- gametype delay
- hit icon handler
- drop weapons handling
- server messages
- welcome messages
- server logo: text and shader
- pain and death sounds
- anti-camper
- anti-bunny hopper, and anti-jump shoot
- dead body handling
- team killing handler
- spawn protection
- health bar
- health packs (if stock health regen isn't used)
- bleeding out
- firstaid packs
- map turret handling
- map vehicles handling
- end of map voting system
- map rotation handling
- team status hud
- weapon damage mod
- weapon pools
- explosives disarming
- swap teams at end round
- laserdot crosshairs
- crosshairs handling
- enemy crosshairs handling
- rank and crosshair names handling
- zoom scope function
- range finder function
- Shellshock & Earthquake handler

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AWE5 Custom Gametypes

In addition to the stock gametypes, we added the following custom gametypes to enhance your server's experience:

- Capture the Flag (back)
- Hold the Flag
- Capture and Hold
- AWE Domination
- VIP

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AWE5 Modes

Here are some brief notes on what each AWE5 mode does:

1. AWE5 PowerRank

With PowerRank, you have **persistent custom classes**, just like in the stock game. Unfortunately, you cannot transfer your stock game custom classes over to AWE5, but PowerRank custom classes are exactly the same, so it wont take long for you to re-create them for AWE5.

In order to get the custom classes working in a mod, everyone starts at level 54 instantly.

It takes approx. 30 seconds to rank up to level 64 starting from any rank, even if it's the first time you visit a PowerRank server.

Then, you can create your own custom classes, and they are persistent just like in the stock game. They will work on any AWE5 PowerRank server.

You can even edit your classes in game now. No more having to create them offline.

Although you reach what is the "top" rank in PowerRank, ranking still carries on, as we activated Prestige mode in AWE5. This means you carry on to get the 10 Prestige ranks, just like in the console version of the game.

2. AWE5 Stock Ranking

If you enable this mode, you start at Private (level 0) and rank up, gaining XP points, and getting unlocks as you go.

For fans of the stock gameplay, this is ideal. However, now you can add the extra features of AWE5 to enhance your server's experience.

There is no separate config file for this game play mode.

3. AWE5 Force Weapons

Previous releases of AWE for other Call of Duty games had the option for “forcing” certain weapons onto a player. This was ideal for servers which wanted to run sniper-only, or pistol-only (for so-called “bash” servers). So, we took the basic idea from Old School, and developed it into a fully configurable mod, which you can choose which weapons each player gets.

There is an option to have different weapons per team, so not every team gets exactly the same.

There is an option to choose which perks a player spawns with (this does not work on a per team basis).

Please see forceweapons.cfg for full details of dvars and settings for this game play mode.

4. AWE5 Unranked

As the title indicates, play with no ranks at all, all players start at rank one and stay at rank one.

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Making a Custom Clan Logo

To make your custom clan logo, you need to edit logo01.iwi (in awe5.iwd).

You will need to convert this to DDS, so you will need converters to do this. These can be obtained here:

http://wiki.modsrepository.com/modding_utils/cod4_converters.zip

You will also need a DDS plug-in for your image editor (Photoshop, Paintshop Pro, or GIMP).

A PS one can be obtained here:

http://developer.nvidia.com/object/photoshop_dds_plugins.html

And a Paintshop Pro one here:

http://wiki.modsrepository.com/modding_utils/Paintshop_DDS_Plugin.zip

For a tutorial on "how to create a custom logo", see my tutorial on it here:

http://forums.raidersmerciless.com/showthread.php?t=2178

Once you have your logo, convert the DDS file back to IWI with the converter obtained in the link above.

You now need to place it in awe5.iwd\images folder.

Set these dvars to make your custom logo show:

set awe_use_awe_logo 0
set awe_use_custom_logo 1

This turns off the awe logo, and your one on.

You can set the dimensions of the logo with these settings:

set awe_custom_logo_width ?? <---- make this what you want
set awe_custom_logo_depth ?? <---- make this what you want

NB: please do NOT edit the AWE5 logo file (logo00.iwi). We will be upset if you get caught doing that. Please respect our wish not to alter that file.

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Mod Setup and Use

Place both mod.ff and awe5.iwd in your mod folder on your server.

Place both files also on your redirect space for download.

Edit your servers startup command line to something like this:

C:\Program Files\Activision\Call of Duty 5 - Modern Warfare\
codwawmp.exe +set fs_game mods/awe5 +set dedicated 2 +set net_ip X.XX.XX.XX +set net_port 28960 +exec mp-server.cfg +set sv_punkbuster 1 +map_rotate

NB: Do not take this command line as Gospel. It assumes many things, such as the install path being same as the games' default install path. It's just a guide.

For comprehensive server setup, please see this tutorial at the support site:

http://wiki.modsrepository.com/index.php/Call_of_Duty_5:_Servers

NB: In the download ZIP file, there are 2 others folders – 'configs' and 'docs'. These should NOT be used as sub-directories within your mod folder (technically called an fs_game folder). They are for convenience sake only.

When setting up your mod server, take all the config files OUT of the 'configs' folder that came with the ZIP file, and place them next to the mod.ff file and awe5.iwd file on your server.

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Standardization of AWE5 Servers for Ranking Purposes

In order for a player's rank to be persistent across AWE5 servers, it is recommended that all server admins name their AWE5 fs_game folder 'awe5'

This will mean that a player will be able to visit many different AWE5 server's and still have his rank maintained.

There is only 1 problem with this that I foresee – that a particular server admin is running a different version of AWE5. This will mean a visiting player may not get his rank persistent on that particular server.

In order to work-around this, I recommend that server admins place the version number in their server info (do not name the fs_game folder according to your mod version as, obviously, this will defeat our point), so that a player is able to tell what version that particular server is running.

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Credits

Bell – it's his creation really, we just carried the mod forward.

Tally – I only carried on the great mod that Tally left to myself and the RGN Dev team on his recent departure from the COD scene. Thanks Tally!

Marc (aka "Wildcard") – creator of ACE mod. A lot of help from Marc on this release, also code borrowed from his awesome mod ACE. Thanks Marc!

Peluski – for his idea on how to sequence ranking up made my early attempts at PowerRanking finally work. I had already worked out how to rank up to level 55, it was just that I got errors because I didn't realise at that time that it had to be sequenced in a certain order. Peluski gave me the final "key" to getting it to work.

Also, his code for disarming C4/Claymores – now used for Boucing Bettys (apparently, he based it on t3chn0r's code, so a mention should be made to him), and for giving me the basic idea for PowerRank.

AintNoMeInTeam – his method for custom persistent stats is used in PowerRank

Sven71 – For the quick messages mod integration

Mike Nomad/Wizz – for RGN, and all their support. We couldn't do it without them!

Nedgerblansky – for taking over AWE when bell retired, and all his contributions to it (lots of code in AWE5 is his).

Worm – for his inspiration, friendship, and some code used in AWE5.

{PST}Joker – for his support, code, and friendship.

Sprinter – He is the one behind the logo, thanks mate!

Sounds – for initial help with some tweaks, ticker-tape style hud messages, and getting strings compiled.

Pointy – whose CTF mod for COD2 gave me the idea for dynamically spawning trigger_radius and custom spawn points (although, I suspect Pointy himself took the method from Pvt Parts in his VS-UK “Total War” mod).

Sevensniff – For testing and guidance

RGN Players – For beta testing ☺

All the above (with a couple of noted exceptions) make the COD modding community a "fun" place to live and breath. Thank to all of them!

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