Supported by **UKHD Hosting** | www.ukhdclan.com



www.commod.eu

Version 1.6 (11.Mar.09)

Introduction :

Welcome to competitionMod. 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, many gametypes supported, 1v1 and 2v2 modes, low client size downloads, weapon balancing and much more it makes comMod the premium in unified ruleset war mods for CoD:WW!

Installation :

Upload z_v16_commod.iwd, z_svr_v16_commod.iwd & mod.ff to a folder called "commodv16" within your "mods" folder.

Call the directory from your command line.

For redirects, only the files z_v16_commod.iwd & mod.ff need to be hosted at your redirect space.

Changes :

comMod

V1.6 :-

- Added server sided security checks so certain crucial dvars can`t be edited without warning aswell as warning against settings like devmap etc.
- Added IWD check to warn if comMod files have been altered

- Added mod version and mode in strat time & round end
- Added the possibility for players to enable shadows (disabled by default)
- Added the ability to name .log files in server.cfg rather than mod controlled
- Added the ability to control friendly fire on/off in public modes in the server.cfg
- Added comMod tips on map loading screens
- Added Deathmatch mode text
- Added the ability to change your weapon 5 seconds into each round if no shots have been fired
- Added required 1.4 map files

- Fixed a bug in some custom maps where the player became invisible
- Fixed a bug on the first half if the time ran out on a timeout then there was no halftime RUP mode
- Fixed sniper & shotgun limiting where the weapons became unavailable
- Fixed bug on Castle, Suburban, Hangar & Asylum in which the bomb site wasn`t visable from long range causing players to be clearly visable when planting etc.

- Changed "rifles" only mode to bolt rifles only (semi-rifles now disabled)

- Removed "create squad" button on menus
- Removed rank icon on scoreboard
- Removed player freeze on scores screen, allowing free movement while scores displayed
- Removed strat time in public modes
- Removed Destroy & Defend the objective sounds

- Increased the recoil of Type 99 LMG, DP28, SVT40 & Gewehr
- Increased torso & upper/lower arms, lower legs, hands & feet damage of SVT40 & Gewehr
- Increased the torso & upper arms damage of Magnum pistol
- Increased head damage of M1 Carbine

- Reduced the range of BAR & DP28 by 10%
- Reduced the range of SVT40 & Gewehr by 10%
- Reduced the clip size of DP28 from 47 to 30
- Reduced the damage slightly of bolt rifles to stop 1 shot kills through thick walls
- Reduced the damage to the head/neck of BAR
- Reduced the recoil and slight range of STG-44
- Reduced the size of the mod.ff file by 135k

Mode Usage :

Mode usage SD:-

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

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

2v2
/rcon commod_mode 2v2_xx (eg, 2v2_10, 2v2_12) [2v2 War Mode]
/rcon commod_mode 2v2hc_xx (eg, 2v2hc_10, 2v2hc_12) [2v2 Hardcore War Mode]

1v1
/rcon commod_mode 1v1_xx (eg, 1v1_10, 1v1_12) [1v1 War Mode]
/rcon commod_mode 1v1hc_xx (eg, 1v1hc_10, 1v1hc_12) [1v1 Hardcore War Mode]

Public modes remove strat times and the need to ready-up.

For all SD modes please make sure the server is in SD mode before issuing one of the above commands, with g_gametype SD

CTF, HQ, TDM, DOM & SAB

You have the ability to control the roundtime of CTF, HQ, TDM, DOM & SAB modes in both private (match) and public modes.

For public modes the timelimits will follow those set in your server.cfg so make sure the following are set to your requirements as the mod will use these as the time settings for the mentioned gametypes :-

HQ - scr_koth_timelimit "x"
TDM - scr_tdm_timelimit "x"
CTF - scr_ctf_timelimit "x"
DOM - scr_dom_timelimit "x"
SAB - scr_sab_timelimit "x"

For private (match) modes the timelimits can now be set via console using the commod_mode private_XX command.

Firstly you should make sure the server is in the required gametype mode by issuing one of the following commands via console :-

[Capture The Flag] /rcon g_gametype ctf
[Headquarters] /rcon g_gametype koth
[Team Deathmatch] /rcon g_gametype tdm
[Domination] /rcon g_gametype dom
[Sabotage] /rcon g_gametype sab

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

You can now set the timelimit of each side (2 sides by default [4 for SAB]) of the map by using the following commands :-

Softcore
/rcon commod_mode private_xx (eg, private_10, private_15) [War Mode]

Hardcore
/rcon commod_mode privatehc_xx (eg, privatehc_10, privatehc_15) [War Mode]

2v2
/rcon commod_mode 2v2_xx (eg, 2v2_10, 2v2_15) [2v2 War Mode]
/rcon commod_mode 2v2hc_xx (eg, 2v2hc_10, 2v2hc_15) [2v2 Hardcore War Mode]

1v1
/rcon commod_mode 1v1_xx (eg, 1v1_10, 1v1_15) [1v1 War Mode]
/rcon commod_mode 1v1hc_xx (eg, 1v1hc_10, 1v1hc_15) [1v1 Hardcore War Mode]

Rifles Only
Rifles only mode can be used in conjunction with any other mode, public, private, HC, 2v2, CTF, TDM, etc.

To activate Rifles only mode you need to add a space and the word "rifles" to the end of any mode your choose.

eg;
/rcon commod_mode 2v2 rifles
/rcon commod_mode public_10 rifles
/rcon commod_mode private_12 rifles

etc, etc.

This mode will allow the selection of bolt rifles only, no other weapons will be selectable, no grenades etc.

Rulesets :

	SD	TDM	CTF	DOM	HQ	SAB
Timelime	2	MR	MR	MR	MR	MR
Roundlimit	MR	2	2	2	2	4
Scorelimit	0	0	0	0	0	0
Sideswitch	1	1	1	1	1	2
Bombtimer	45	x	x	x	x	45
Planttime	5	x	x	x	x	5
Defusetime	7	x	x	x	x	5
Respawndelay	x	7	7	7	7	7

private_xx

Any gametype for private/war/match servers, ready up required
Default health settings with full hud, UAV, crosshair etc
Rounds/Timelimit per side based on MR value (eg. 10, 12)
1 Sniper & 1 Shotgun allowed per team.

privatehc_xx

Any gametype for private/war/match servers, ready up required
Hardcore health settings with HUD, UAV and crosshair turned off

Rounds/Timelimit per side based on MR value (eg. 10, 12)
1 Sniper & 1 Shotgun allowed per team.

public_xx

Any gametype for public servers, no ready up required.
Default health settings with full hud, UAV, crosshair etc
Rounds/Timelimit per side based on MR value (eg. 10, 12)
1 Sniper & 1 Shotgun allowed per team.

publichc_xx

Any gametype for public servers, no ready up required.
Hardcore health settings with HUD, UAV and crosshair turned off
Rounds/Timelimit per side based on MR value (eg. 10, 12)
1 Sniper & 1 Shotgun allowed per team.

2v2_xx / 1v1_xx

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

2v2hc_xx / 1v1hc_xx

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

CTF

2 rounds, MR minutes per side, no scorelimit.

HQ

2 rounds, MR minutes per side, no scorelimit.

TDM

2 rounds, MR minutes per side, no scorelimit.

DOM

2 rounds, MR minutes per side, no scorelimit.

SAB

4 rounds, MR minutes per side, no scorelimit.

Quick Menu :

Within the voice command quick menu there is a 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.

Player Options :

It is possible for players to control their own FoV, Max FPS, Max Packets and enable/disable items like drawring FPS and Lagometer. This can be achieved by ingame by accessing the comMod Advanced options. This is possible by pressing ESC -> Click Options -> Click Multiplayer Options -> See bottom right hand corner.



Please make sure that your settings stay within the league rules you are playing.

Debranding Your Server :

It is always handy to have the CM 1.6| branding at the start of your server hostname, especially for public servers where people will actively search out comMod servers to play on. If you wish to remove this branding then it is possible by adding the following line to your server.cfg :-

set commod_nobranding 1

Known Bugs :

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

Impure Client - Player kicked for "Impure Client Detected, Invalid .iwd files referenced"
Client Fix - Delete local mods/comMod_xxxx folder for the server you are connecting to, can be found at the following locations

XP : C:\Documents and Settings\username\Local Settings\Application Data\Activision\CoDWaW\mods\
Vista : C:\Users\username\AppData\Local\Activision\CoDWaW\mods\

Sniper/Shotgun Bug - Sniper or Shotgun becomes unselectable even though no one on the team has it
Fix - Move to spectator and back to your team.

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 mixed Softcore Public mode.

Official Public Server :

Fancy a game of CoD:WW with comMod? Try the official comMod server run by BanFai clan. Nearly always populated with some of the best known comMod players :-

85.25.120.69:28960

Credits :

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

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 - Spanish Support & testing.
Arrax - German Support
Hunor - Hungarian Support
Xai - Public rotation fix suggestion & ideas
konLIzius - Weapon balancing consultation
Bulletworm - sv_fps multiplier & players left code
INconfuseD' ChZ - For tips/ideas and suggestions regarding softcore mode.
BabYlon e-Sports, SubK, Rockit & BanFai clan(s) for testing
ESL Deutsch community - For weapon balancing feedback & suggestions

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

<3 Khaoz

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

Contact :

England4eva :-

Xfire : england4eva02
Email : england@enbclan.com

Phoenix :-

Xfire : vallfb
Email : phoenix@commod.eu

datLicht :-

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

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

IRC :

Come and join us on Quakenet on channel #commod

You can also try the CoD5 comMod Gather channel at #cod5.gather

Supported by



wrw