

www.commod.eu

Version 1.9 (22.07.2009)

Introduction :

Welcome to competitionMod. A unified ruleset war modification for Call of Duty: World at War.

Also known as comMod it 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. It has also developed a dedicated base of public servers taking advantage of some of the *improvements* that the mod can bring.

With custom weapon select menus, softcore & hardcore modes, all gametypes supported, 1v1 and 2v2 modes, rifles only modes, low client size downloads, weapon balancing, sound improvements, FPS and hit registration improvements and much more it makes comMod the premium in unified ruleset war mods for CoD:WW!

Installation :

Upload z_v19_commod.iwd, z_svr_v19_commod.iwd & mod.ff to a folder called "commodv19" within your "mods" folder.

Call the directory from your command line.

For redirects, only the files z_v19_commod.iwd & mod.ff need to be hosted at your redirect space.

Changes :

comMod

V1.9 :-

- Changed plant & defuse points from 10 to 3.
- Changed timeout countdown from seconds to minutes & seconds
- Changed team names like Marine Raiders Eliminated to generic names such as Attack Eliminated

- Added further protection against invalid values on certain settings improving standardisation and disabling the use of certain cvars which are "allowed" to be changed by a user but result in cheat type effects such as the removal of large objects etc. Thus blocking commands such as modellimit, dobjlimit, sizecull & compassplayerheight/width outside normal ranges with the introduction of obscuring the screen and

annoyance of repeated sound until the settings are corrected.

- Added support for Map Pack 2 maps, mp_kwai, mp_stalingrad & mp_docks (with removal of thunder sound on mp_docks)
- Added stock updated glitch/stick fixes to Shrine, Suburban, Makin, Makin Day, Roundhouse, Downfall, Asylum, Subway, Seelow, Outskirts, Hangar & Castle
- Added a fix to stop a glitch with both rocks on Shrine being completely see through when leaning in to
- Added score display when you kill, defuse, plant, teamkill etc
- Added the ability to use the sawn-off "attachment" on the double barreled shotgun offering greater spread and power but with less range
- Added "snipers" only and "snipersgp" only mode (eg; /rcon commod_mode public_10 snipersgp)
- Added the ability to select Stielhandgranate as a primary grenade
- Added hit damage inflicted & location information in pre-match ready-up mode
- Added comMod Graphics quick menu accessable by B then 5 in game. Allowing the ability to change values such as :-

r_normalmap Unchanged, Flat
r_specularcolorscale 0, 1, 2
r_blur 0, 0.2, 0.4, 0.6, 0.8, 1
r_lighttweaksunlight 0.1, 0.6, 1.2, 1.6

While retaining your choices for future comMod games.

- Fixed a bug in which timeout limit was set per side and not per team
- Fixed a bug in public rifles only mode in which STG was available
- Fixed a bug in private rifles only mode in which 1 sniper was available
- Fixed SVT/Gewehr lower torso damage which was set incorrectly lower than it should be and reduced fire rate
- Fixed a problem in which the bomb site on Castle, Makin & Makin Day disappeared when viewed from a certain angle/distance leaving a player planting clearly visable
- Fixed a bug in which headbob came back at the last seconds of a round after bomb explodes
- Fixed a bug in which -5 wasn`t deducted from your score when you made a teamkill

- Reduced damage to the lower leg & through objects such as walls of the DP28, Type99LMG & Bar
- Reduced firerate & increased damage slightly of PPSH
- Reduced the firerate of Gewehr, SVT & m1 Carbine to reduce the use of roller fire
- Increased recoil slightly of the BAR
- Increased damage/range slightly of Molotov & added 5s explode time in hand
- Increased spread of fire when shooting from the hip for DP28 & Type 99 LMG
- Increased rate of fire of the MP40

- Limited Light Gunners to 3 per team

- Removed the choice of silencer/flash hider on STG & M1A1 Carbine
- Removed the ability to throw back grenades

Mode Usage :

Mode usage SD:-

Softcore (aka Default)

/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 /rcon 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 & Snipers Only modes :

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

To activate Rifles or Snipers only modes you need to add a space and the word "rifles", "riflesgp", "snipers" or "snipersgp" to the end of any mode you choose.

eg;
/rcon commod_mode 2v2 rifles
/rcon commod_mode public_10 riflesgp
/rcon commod_mode private_12 snipers
/rcon commod_mode public_10 snipersgp

"rifles" and "snipers" modes contain only those guns without grenades or pistols

"riflesgp" and "snipersgp" modes contain only those guns with grenades and pistols

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, 2 Heavy Gunners & 3 Light Gunners limit 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, 2 Heavy Gunners & 3 Light Gunners limit 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 Quick Menu there are two menus, comMod Options & comMod Graphics.

In comMod Options there are three options, Call Timeout, Suicide and Drop Bomb/Flag. 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 replaced once the match resumes, after either 5 minutes or when every player presses ready up.

In comMod Graphics there are options such as specularcolorscale, blur, lighting and normal map. This allows a bit of user customisation. These settings will save for all future games as long as the mod folder name stays the same on the server.

Player Options :

It is possible for players to control their own FoV, Max FPS, Max Packets and enable/disable items like drawing 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 1.9| 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

Credits :

comMod created by Phoenix & England4eva ('e4E.)

With thanks to datLicht for original creation with England4eva.

Thanks To :

A special thanks to Ryan 'raf1' Palmer who created the basic foundations for this mod.

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

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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 IRC @ Quakenet on channel #commod

or find wars on #cod5.wars

Supported by



Random Quote :

<Yesyo> 3v3//server on
<England4eva> what mod yesyo?
<Yesyo> donnou the name forgot but not worth mention it