

www.commod.eu

Version 2 (21.09.2009)

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_v2_commod.iwd, z_svr_v2_commod.iwd & mod.ff to a folder called "commodv2" within your "mods" folder.

Call the directory from your command line.

For redirects, only the files z_v2_commod.iwd & mod.ff need to be hosted at your redirect space.

Changes :

comMod

V2 :-

- Added shoutcaster mode for live streaming and spectating of matches etc
- Added save class set-up feature. Auto saving your last class for the next game (when fs_game folder is kept standard)
- Added the ability to specify "auto-assign only" in public modes with :- set commod_autoassign 1
- Added Grenadetest (Strat) mode to follow the flight path of a grenade when thrown
- Added 1.6 updates and files required for map pack 3 maps
- Added seperate rules for the Australian community removing all explodables & allowing maxpackets 30. Enabled with : set commod_aus 1

- Removed constant setting of first person mode and replaced with blur/sound inconvenience only reducing resources used.
- Removed the ability to cook grenades

- Improved the aesthetics of the weapon selection menu

- Moved players left counters to the HUD for easy removal in frag movies etc

- Cleaned up internal code removing unnecessary calls to functions that aren`t required for a competitive game

- Fixed a bug in which r_normalmap wasn`t saved for future games on certain occasions

- Barrel damage corrected to CM 1.8 levels

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

Grenade Testing Mode :

Ever wondered if you throw a grenade at a certain wall where it would end up? Well now with the *grenadetest* mode you can follow the path that the grenade takes after you`ve released it from your hand.

Just pick one of the private modes and add the word "grenadetest" to the end, for example :-

/rcon commod_mode private_10 grenadetest

Once the mode has loaded just throw a grenade like normal and the *camera* will follow where that nade went and ended up.

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.

Australian Community Rules

A seperate mode for the Australian Community is accessable in comMod and is advised to be used in all Australian and SE-Asian circles.

The changes for this community are No exploding objects, barrels & trucks/cars and the ability to set

cl_maxpackets to 30 via console.

To access Australian community rules add the following line to your server.cfg

```
set commod_aus "1"
```

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.

Further Server-Side Settings :

set commod_nobranding 1 - Removes the CM 2| branding from the start of your servers hostname.

set commod_autoassign 1 - Removes the ability for players to select their desired side in public modes allowing only Auto-Assign to be used.

Credits :

comMod created by Phoenix & England4eva ('e4E.)

With thanks to datLicht for original creation with England4eva.

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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 :

Don't mess with the bull, young man. You'll get the horns.