



Quick Setup Guide

eXtreme+ v2.5

eXtreme+ Support Crew
<http://www.mycallofduty.com>

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1 About this Guide

1.1 Conventions

The following typographic conventions and graphical indicators are used in this guide:

<i>italic</i>	Used for parts of the Graphical User Interface (GUI). Also used liberally for annotations.
<code>constant width</code>	Used for filenames, folder names, host names, URLs, names of commands, utilities, code and configuration file examples.
<code>constant width bold</code>	Used to attract attention to certain parts of <code>constant width</code> print.
<i><code>constant width bold italic</code></i>	Used to indicate variables in <code>constant width</code> print.



Warning

Indicates a warning.



Information

Indicates important information.



Note

Indicates you are advised to make notes.

1.2 Intended Audience

This manual is intended for everybody who wants to set up an eXtreme+ enabled Call of Duty 2 game server.

1.3 Comments & Suggestions

For comments and suggestions, or more information about the eXtreme+ modification for Call of Duty 2, please visit the forums on our website:

<http://www.mycallofduty.com>



eXtreme+ moved to another website last year. Replace your existing bookmarks with the one above! The archives are still available at <http://www.extremecod.com/smf> (don't forget the "smf" part; without it, you will be redirected to our new site!)

2 About eXtreme+

The eXtreme mod is created by Wizard220. Back in the Call of Duty United Offensive days, he handed eXtreme over to Astoroth, who modified the mod to run on CoD2. The game was released October 10th 2005 and the first eXtreme+ modification was born October 13th 2005. The "+" indicated the beginning of a new exciting era.

eXtreme for CoD UO is no longer maintained. The latest and last version is still available for download, but is supported on a 'best effort' basis only.

eXtreme+ for CoD2 however is alive and kicking. The eXtreme+ Support Crew and a very loyal users group are making the mod better and even more exciting with every single release.

We hope you enjoy playing it as much as we enjoy making and maintaining it.

2.1 Features

An extensive but still incomplete list of exiting features in eXtreme+:

- Ambient artillery, flares, mortars and planes.
- Ammo crates (optional parachute drop).
- Ammo load-out configuration.
- Announcement sounds.
- Anti-camping system.
- Bleeding (+ bleeding messages).
- Blood pools. Blood/bullet holes on screen.
- Change gravity and speed.
- Clan voting options.
- Cold breath.
- Colored smoke grenades.
- Command monitor.
- Damage modifiers.
- Disable damage feedback.
- Disable death, name and stance icons.
- Disable grenade and weapon drops.
- Disable health regeneration.
- Disable minefields.
- Disable objective points.
- Disable pistols.
- Disable stock map FX.
- Disable or force crosshair.
- Disable or force crosshair enemy color.
- End-game map vote (up to 50 maps).
- Enemy weapon usage.
- Exploit prevention by client side vars.
- Extended obituary messages.
- Forced auto assign.
- G43 Sniper.
- Grenade warning.
- Health bar & health packs.
- Heavy flag, mobile mg's and panzers.
- Helmet popping.
- In-game statistics board.
- Inactivity kick (players and/or spectators).
- In-game map vote (up to 160 maps).
- In-game player stats dashboard.
- Knives (throwable).
- Laser dot.
- Live stats.
- Map rotation error correction.
- Map voting.
- Mobile 30cal & mg42.
- Movie mode.
- Mustard Gas grenades.
- Napalm grenades.
- Pain and death sounds.
- Panzerschrecks.
- Parachutes.
- Player model limiter.
- Player based and random map rotation.
- Rank system with rank icons.
- Remove bodies and sink bodies.
- Rotating MOTD.
- RCON tool.
- Selectable secondary weapon.
- Server redirection with clan priority.
- Server messages.
- Server/Clan logo text and picture.
- Spawn protection.
- Spectate, death, end-game, stats and voting music.
- Sprinting.
- Taunts.
- Team kill detection with punishments.
- Tracers.
- Tripwires, frag and smoke grenades.
- Turret abuse system. Turret disabling.
- Unfixed Turrets (mobile MG's).
- Unknown Soldier/Duplicate name handling.
- Weapon class, drop, and limiting.
- Welcome messages (+ clan specific).
- WMD control (+ related rank settings).

2.2 Supported Game Types

eXtreme+ currently supports the following game types:

Game	Type	Description
CHQ	Custom	Classic Headquarters.
CNQ *	Custom	Conquest.
CTF	Stock	Capture The Flag.
CTFB	Custom	Capture The Flag Back.
DM	Stock	Death Match.
DOM	Custom	Domination.
ESD	Custom	Enhanced Search & Destroy.
HM	Custom	Hitman.
HQ	Stock	Headquarters.
HTF	Custom	Hold The Flag.
IHTF	Custom	I Hold The Flag.
LIB *	Custom	Liberation.
LMS	Custom	Last Man Standing.
LTS	Custom	Last Team Standing.
ONS	Custom	Onslaught.
RBCNQ	Custom	Round Conquest.
RBCTF	Custom	Round based Capture The Flag.
SD	Stock	Search & Destroy.
TDM	Stock	Team Death Match.
TKOTH	Custom	Team King of the Hill.
VIP	Custom	Very Important Person.

* CNQ and LIB require special custom maps. Download them from <http://www.codutility.com>

2.3 Compatibility

Full compatibility on Call of Duty 2 stock game types, and custom game types prepared for the eXtreme+ mod. Not all game types supported by the eXtreme+ mod are supported by custom maps, and vice versa.

2.4 Support

For more information about the eXtreme+ mod for Call of Duty 2 please visit us at:

<http://www.mycallofduty.com>



eXtreme+ moved to another website last year. Replace your existing bookmarks with the one above! The archives are still available at <http://www.extremecod.com/smf> (don't forget the "smf" part; without it, you will be redirected to our new site!)

2.5 Donations

If you think this mod has brought new life into your Call of Duty 2 server and you got a few bucks to spare, visit the eXtreme+ website for information on how to donate.

2.6 The eXtreme+ Support Crew

{PST}*Joker



Cyruz



Paulo88



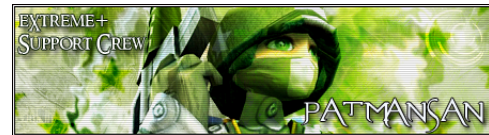
Gixxer



Lothegard



PatmanSan



ASP-SniperOne



DoomSlayer



ChiBlue



Tnic



2.7 Special Thanks

The eXtreme+ Support Crew would like to take this opportunity to thank **all the users** of the eXtreme+ mod, without all of you we would not have a reason for doing this and would not be having as much fun as we are.

Thank you to **ALL the clans and server admins** – {eXg}, TYA, ESC, R/F, QK, PST, TOG – for Beta testing. Without your testing and reports, eXtreme+ would not be what it is today.

3 Preliminary Requirements

3.1 Game Support

The eXtreme+ modification is for Call of Duty 2 only.

3.2 Hardware

There are no special requirements to run eXtreme+ on your Call of Duty 2 server. For the server there are two simple rules: faster is better, and more memory is better.

For comparison: a simple, 10 player home server runs perfectly fine on a Pentium III 700Mhz or comparable AMD with 512MB of memory installed.

3.3 Operating Systems

The eXtreme+ mod is runs on both Windows and Linux (same package).

3.4 Software

Obviously you need Call of Duty 2. Version 1.0 and version 1.3 are supported. For version 1.0 you will have to turn off a LOT of eXtreme+ features. If you want to whole works, update to Call of Duty 1.3. Get the latest patch here:

http://www.callofduty.com/patch_cod2/index.html



Call of Duty 2 patch 1.3 addresses a game state issue. We strongly advice to update the game server to patch level 1.3 if you can. If you don't want to, stick with version 1.0. Avoid other patch levels. They are broken!

Get the latest version of the eXtreme+ mod.

<http://www.mycallofduty.com>



This guide is based on eXtreme+ version 2.5. Visit the eXtreme+ website regularly to see if new versions or patches are available for download. A newer guide will be included.

Install a copy of WinRAR or PakScape.

<http://www.rarlab.com>

<http://www.google.com/search?q=pakscape&meta=>

4 Basic Understanding

4.1 Before we Begin

If you want or need to start with a fresh installation of Call of Duty 2, at least patch it to version 1.3 before proceeding. If you are using an existing installation, remove ALL existing custom maps and mods first, including older versions of eXtreme+.

If you want to upgrade an existing CoD2 public server (people can already access your server and play games), you should make a backup copy of the existing CoD2 server configuration file. You can use valuable information herein for the configuration of the eXtreme+ enabled server. Your server configuration file's name can be pretty much anything. If you don't use mods now, it is located in the main folder, and probably has a name like `server.cfg`, `dedicated.cfg`, or `codserver.cfg`.



Do NOT overwrite the eXtreme+ master configuration file (`server.cfg`) with the one you already have.

4.2 eXtreme+ Distribution Package

If you not already did so, download the latest version of eXtreme+ from our forum. To access the eXtreme+ Download Section, you need the register first.

One of the sticky (top) threads in the download section of the forum will contain download links for the latest packages. The latest eXtreme+ versions (2.1+) are one package for both Windows and Linux.

4.2.1 Advanced Setup

Windows and Linux : `extremev25-setup.zip`



The Advanced Setup type is the only setup type offered for eXtreme+ v2.5. The single IWD and Client/Server setup are not available for download anymore. If you want them, you will need to make them yourself.

The largest part of the eXtreme+ mod needs to be client side. That is, it has to be downloaded to the local PC of the connecting players in order to work properly.

There are three good reasons to have this type of setup:

- It keeps the size of the client downloads to an absolute minimum, which saves time, bandwidth and traffic.
- The clients don't have to download the client side part every time you decide to tweak the server side part. Players will appreciate that.

- You don't have to extract the server side, because it already is. In case you didn't know, the server runs fine with the server side extracted. You don't have to create an IWD file out of it.



In eXtreme+ version 2.4 we moved all game type scripts server side again. This will affect the stock map and game type voting menus, but this can be overcome by using the eXtreme+ in-game voting extensions instead.

4.2.2 Client & Server Setup

Not available for eXtreme+ v2.5.

4.2.3 Single IWD Setup

Not available for eXtreme+ v2.5.

4.2.4 Optional Files

File : `extremev25-optional.zip`

Modifications that did not make it into the eXtreme+ mod, but are included so you can integrate them yourself.

If the optional files are not in the package you downloaded, you either have to wait until we include them (re-download the package later), or we make them available as separate downloads on the forum.

4.3 The fs_game folder

To avoid problems, the original game files in the `main` folder, and the files from the mod need to be strictly separated. To instruct the server part of Call of Duty to include a mod folder, a parameter called `fs_game` is added to the command line, hence the name "fs_game folder". Another name for fs_game folder is mod folder. Simply put, it is the folder where you install mods, and for eXtreme+ we make no exception.



From now on we refer to the fs_game folder as the "mod folder".

4.4 Magical IWD files

If you take a closer look at the content of the `main` folder in the Call of Duty installation folder, you see a lot of IWD files. The core of the eXtreme+ mod is also IWD based. Depending on the selected setup type, you have one or two of those.

When starting the server, the executable will first read all stock IWD files in the `main` folder, followed by the files in the mod folder. The mod folder is processed by first reading all extracted content (more about that later), followed by all IWD files in alphabetical order.

The server creates a virtual file system from all the folders and files it finds during its launch. Existing files in the virtual file system can be overwritten by files that are read later. In fact, this is the principle of creating a mod: overwriting stock files with modified ones, adding files, and finally script it all together to make it work.

IWD files are in fact regular ZIP files. You can open, inspect and extract IWD files with all popular compression tools.

To customize eXtreme+ for your server or clan, you have to do some IWD editing. There is no way around that, but on the other hand, there is no need to panic. If you have a copy of WinRAR installed, it's as easy as changing underwear.

5 Installing eXtreme+ on Windows

This chapter will describe the installation process on Windows only. If you want to install eXtreme+ on Linux, see the next chapter.



Make notes during the installation process. It's good practice to log all changes made. In case of trouble, this way it's easy to revert back to a working configuration, and it's extremely valuable during upgrades.

5.1 Game Installation

Install Call of Duty 2. Download and apply the 1.3 patch for Windows. A description of how to install the game is beyond the scope of this guide.

5.2 Creating the Mod Folder

In your servers COD2 installation folder, typically

`C:\Program Files\Activision\Call of Duty 2\`

That is where the main folder is located, create a new directory. This will be your mod folder (AKA fs_game folder).

Try to avoid obvious folder names, like `extreme`, `fs_game`, or `mod`. Be creative, but keep it short and simple.



Do NOT create the mod folder IN the main folder, but next to it. Do NOT use spaces or special characters in the folder's name. To be on the safe side stick to the alphabet, numbers and the underscore. In our examples we use `modfolder` as the mod folder. Try to avoid that one too.

5.3 Mod Setup

Unzip the package (`extreme25-setup.zip`) to an empty temporary folder, and copy its content to your mod folder.



Do NOT extract the mod file of a single IWD setup, like you can in the client/server setup. This will render the server useless.

5.4 Startup Shortcut

Create a shortcut to `CoD2MP_s.exe` on your desktop, and right-click the shortcut's icon to open its properties. Typical path for `CoD2MP_s.exe` is:

`C:\Program Files\Activision\Call of Duty 2\CoD2MP_s.exe`

In the target field insert a quote (") in front and behind the call to Cod2MP_s.exe, if not already there. Like this:

```
"C:\Program Files\Activision\Call of Duty 2\Cod2MP_s.exe"
```

Add the following parameters to the command line:

```
+set fs_game modfolder +set dedicated 2 +exec server.cfg  
+map_rotate +set sv_punkbuster 1
```



In the examples, the command line could span two or three lines. This is due to page limitations. All command lines are ONE line.

*Remember that **modfolder** is our example mod folder name. Replace **modfolder** with the name you came up with in step 5.2.*

So your command line looks like this:

```
"C:\Program Files\Activision\Call of Duty 2\Cod2MP_s.exe" +set  
fs_game modfolder +set dedicated 2 +exec server.cfg +map_rotate  
+set sv_punkbuster 1
```

5.5 Advanced Startup Shortcut

You can add several optional parameters to the start file:

```
+set net_ip 1.2.3.4
```

Defines the IP address the server binds to.

```
+set net_port 28960
```

Defines the port the server listens to.

```
"C:\Program Files\Activision\Call of Duty 2\Cod2MP_s.exe" +set  
fs_game modfolder +set dedicated 2 +set net_ip 1.2.3.4 +set  
net_port 28960 +exec server.cfg +map_rotate +set sv_punkbuster 1
```



The IP address 1.2.3.4 should be replaced by the one your server is using. For a LAN server or a public server behind a NAT router, this could be e.g. 10.0.0.1, or 192.168.1.1. For a true public server, use the public IP address.

Port 28960 is the default port. If you don't specify it, the server will listen to that port automatically. You can change it if you like.

You can now continue with the chapter 'Basic Configuration', and start to configure the server and the eXtreme+ mod.

6 Installing eXtreme+ on Linux

This chapter will describe the installation process on Linux only. If you want to install eXtreme+ on Windows, see the previous chapter.



Make notes during the installation process. It's good practice to log all changes made. In case of trouble, this way it's easy to revert back to a working configuration, and it's extremely valuable during upgrades.

6.1 Game Installation

Copy the Call of Duty 2 files to a folder. Download and extract the 1.3 patch for Linux. A description of how to install the game is beyond the scope of this guide.

6.2 Creating the Mod Folder

In your servers COD2 installation folder, where the main folder is located, create a new directory. This will be the mod folder (AKA fs_game folder).

Try to avoid obvious folder names, like `extreme`, `fs_game`, or `mod`. Be creative, but keep it short and simple.



*Do NOT create the mod folder IN the main folder, but next to it.
Do NOT use spaces or special characters in the folder's name. To be on the safe side stick to the alphabet, numbers and the underscore.
In our examples we use `modfolder` as the mod folder. Try to avoid that one too.*

6.3 Mod Setup

Unzip the package (`extreme+25-setup.zip`) to an empty temporary folder, and copy its content to your mod folder.

6.4 Using Screen for Startup

To make a screen named "CodServer":

```
screen -LdmS CodServer ./cod2_lnxded +set ttycon 0 +set fs_game  
modfolder +set dedicated 2 +exec server.cfg +set sv_punkbuster 1
```

To go to the "CodServer" screen:

```
screen -x CodServer
```

To exit your screen press `<Ctrl>+<A>`, then `<Ctrl>+<Z>`.



Using Screen for startup is the recommended way to start a Linux COD2 Server. If you choose not to use Screen, please see the following sections for alternative methods.



Don't use <Ctrl>+<C> to exit your screen. This will terminate it!

6.5 Startup Shortcut

Create a text file in your mod folder (e.g. `cod_start`), and include the following line:

```
./cod2_lnxded +set ttycon 0 +set fs_game modfolder +set dedicated  
2 +exec server.cfg +set sv_punkbuster 1 >/dev/null 2>&1 &
```



In the examples, the command line could span two or three lines. This is due to page limitations. All command lines are ONE line.

Remember that `modfolder` is our example mod folder name. Replace `modfolder` with the name you came up with in step 6.2.

Make it executable:

```
chmod +x <filename>
```

6.6 Advanced Startup Shortcut

You can add several optional parameters to the start file:

```
+set fs_homepath /home/cod2
```

Puts the logs and load PunkBuster from this directory.

```
+sets gamestartup \"`date +%D %T`\"
```

Set a date stamp in the log when you start the server.

```
+set net_ip
```

Defines the IP address the server binds to.

```
+set net_port 28960
```

Defines the port the server listens to.

This would create a rather lengthy command line, like this:

```
./cod2_lnxded +set ttycon 0 +set fs_game modfolder +set  
fs_homepath /home/cod2 +sets gamestartup \"`date +%D %T`\" +set
```



```
dedicated 2 +set net_ip 1.2.3.4 +set net_port 28960 +exec  
server.cfg +set sv_punkbuster 1 >/dev/null 2>&1 &
```



The IP address 1.2.3.4 should be replaced by the one your server is using. For a LAN server or a public server behind a NAT router, this could be e.g. 10.0.0.1, or 192.168.1.1. For a true public server, use the public IP address. Port 28960 is the default port. If you don't specify it, the server will listen to that port automatically. You can change it if you like.

6.7 Stop Shortcut

Create a text file (e.g. `cod_stop`), and include the following lines:

```
#!/bin/csh  
#  
# 3.1 b - Shell solution  
#  
  
set processes = "modfolder"  
foreach ps ( $processes )  
    set pid = `ps aux | grep $ps | cut -c8-15`  
    kill -9 $pid  
end
```

Next, make it executable:

```
chmod +x <filename>
```

6.8 Status Shortcut

Create a text file (e.g. `cod_status`), and include the following line:

```
ps auxw | grep "modfolder"
```

Next, make it executable:

```
chmod +x <filename>
```

7 Basic Configuration

First things first: to make life easier, you need some file associations. This way you don't have to select a program every time you open a file with an extension unknown to Windows, or associated with a different program.

Associate the configuration files (.CFG) with your favorite text editor. Notepad is a good start, but if you fancy something like Notepad+, UltraEdit or PSPad it's fine. As long as they are true text editors. Associate the IWD files with WinRAR.



Make notes during the configuration process. It's good practice to log all changes made to the default configuration. In case of trouble, this way it's easy to revert back to a working configuration, and it's extremely valuable during upgrades.

7.1 Where are the Configuration Files?

The master configuration file of eXtreme+ is `server.cfg`, which can be found in the mod folder if you have set up the mod properly. This file holds all global, server specific settings. If you updated eXtreme+ from an older version, and never renamed `server.cfg`, you don't have to edit your command line.

DRM, which stands for Dvar Replacement Module, is the new method of processing variables in eXtreme+. The most important requirement for using DRM, is that most configuration files must be in a special folder called `scriptdata`. No matter which setup type you selected, the `scriptdata` folder is always in your mod folder. It should stay there, and the files in that folder should not be moved out of it.

Some of the settings in the old `server.cfg` have been moved to a DRM compatible file `scriptdata\serversettings.cfg`.

7.2 How to set Variables in Configuration Files

First thing to remember is that all variables have default values. When browsing through the configuration files, you will find a lot of variables commented out by double slashes, like this:

```
// 0 = disabled, 1 = enabled, default = 0
//set ex_clanvoting "0"
```

If you are new to the eXtreme+ mod: the "set" command is where the variables get their value. If you don't see a "set" it's most likely a real comment.

You can comment out or even delete (not recommended) variables from the configuration files; their in-script counterparts still exist and take the default values. In the example above `ex_clanvoting` will take value 0 as this is the default when the variable is not explicitly set, which is the case when commented out.

Don't be misled by variables that (appear to) have a non-default value, but are commented out anyway, like this:

```
// allow voting for this clan?  
// 0 = disable, 1 = enable, default = 1  
//set ex_clantag2_vote "0"
```

Variable `ex_clantag2_vote` looks like being set to 0, but it is commented out, so it takes the default value 1.



To set variables to a non-default setting, you MUST remove the "//" in front of it. If you want the default setting, we recommend to keep the line commented out.

You might get the impression that we commented out all variables to take the default settings. Nope! Some variables are set to non-default values by us, because we think it's a cool feature for your server, or it is enabled by popular demand. Like this:

```
// 0 = disable (default)  
// 1 = enable  
set ex_ranksystem "1"
```

7.2.1 Basic Variable Extensions

Maybe you want to activate a certain configuration for a specific map, a specific game type, or map and game type combination. No problem! eXtreme+ features variable extensions. All variables of the configuration files in the `scriptdata` folder take the following extensions:

`_<gametype>`

If you want the rank system enabled for TDM only, simply add the game type extension `_tdm` to the variable, and set it to "1".

```
// 0 = disable (default)  
// 1 = enable  
set ex_ranksystem_tdm "1"
```

This is exactly the same as:

```
// 0 = disable (default)  
// 1 = enable  
set ex_ranksystem "0"  
set ex_ranksystem_tdm "1"
```

Whether you want or need to set to value for the base variable (the one without any extensions; i.e. `ex_ranksystem`), depends on its default value and what you want to achieve. In case you want the rank system enabled, except for TDM, you would need:

```
// 0 = disable (default)  
// 1 = enable  
set ex_ranksystem "1"  
set ex_ranksystem_tdm "0"
```

`_<mapname>`

If you want the rank system enabled for Toujane, Tunisia only, simply add the map extension `_mp_toujane` to the variable, and set it to "1". Always use the map's rotation name; not its descriptive, in-game equivalent.

```
// 0 = disable (default)
// 1 = enable
set ex_ranksystem_mp_toujane "1"
```

`_<gametype>_<mapname>`

If you want the rank system enabled for Toujane, Tunisia in TDM only, simply add the game type extension `_tdm *` and map extension `_mp_toujane` to the variable, and set it to "1".

```
// 0 = disable (default)
// 1 = enable
set ex_ranksystem_tdm_mp_toujane "1"
```

7.2.2 Player Based Variable Extensions

In `mapcontrol.cfg` there are two settings to define the thresholds for map sizing. You can set the number of players needed for a medium sized map, and the number of players needed for a large map. Any number below the medium setting is for small maps. The default settings we defined for you make up the following

1 to 7 players = small rotation/maps
8 to 13 players = medium rotation/maps
14 and up = large rotation/maps

The settings will affect player based rotation and the player based filter of the end-of-game voting system:

```
// Set the number of players needed for a medium sized map
// min = 0, max = 64, default = 8;
//set ex_mapsizing_medium "8"

// Set the number of players needed for a medium sized map
// min = 0, max = 64, default = 14;
//set ex_mapsizing_large "14"
```

You can tell the mod to fake a number of players when your server just started.

```
// Simulate a number of players when the server just started
// min = 0, max = 64, default = 8;
//set ex_mapsizing_startup "8"
```

In eXtreme+ 2.4 we introduced extensions to control settings based on the number of players in the server.

`_small`

If you want TDM to play for 10 minutes when the number of players is within the "small" category, add `_small` to the variable, and set its value.

```
// 0 = disable (default)
// 1 = enable
set scr_tdm_scorelimit_small "10"
```

`_medium`

If you want TDM to play for 15 minutes when the number of players is within the “medium” category, add `_medium` to the variable, and set its value.

```
// 0 = disable (default)
// 1 = enable
set scr_tdm_scorelimit_medium "15"
```

`_large`

If you want TDM to play for 20 minutes when the number of players is within the “large” category, add `_large` to the variable, and set its value.

```
// 0 = disable (default)
// 1 = enable
set scr_tdm_scorelimit_large "20"
```

You can (and probably should) set the three of them if you want player based settings. If you omit one of them, it takes the value of the setting without the extension or its default value.

7.2.3 Variable Extensions: Order of Processing

You can do funky stuff with the variable extensions, but you have to keep in mind that extensions are being evaluated in a specific order. One will override the other if both are being used.



Rule of thumb: eXtreme+ will take the value of the most specific variable. Player based variable extensions are only available in eXtreme+ 2.4 and above.

eXtreme+ will look for extensions in this order:

```
<var>
<var>_small or
<var>_medium or
<var>_large depending on number of players in server

<var>_<gametype>
<var>_<gametype>_small or
<var>_<gametype>_medium or
<var>_<gametype>_large depending on number of players

<var>_<map>
<var>_<map>_small or
<var>_<map>_medium or
<var>_<map>_large depending on number of players

<var>_<gametype>_<map>
<var>_<gametype>_<map>_small or
<var>_<gametype>_<map>_medium or
<var>_<gametype>_<map>_large depending on number of players
```

7.3 Where Can I Find What?

CFG File	Feature/Setting
Ambientfx.cfg	Ambient air Planes
Ambientfx.cfg	Ambient artillery
Ambientfx.cfg	Ambient flak FX
Ambientfx.cfg	Ambient flares
Ambientfx.cfg	Ambient map FX – Fire FX
Ambientfx.cfg	Ambient map FX – Flies
Ambientfx.cfg	Ambient map FX – Fog banks
Ambientfx.cfg	Ambient map FX – Main fog
Ambientfx.cfg	Ambient Map FX – Map Dust FX
Ambientfx.cfg	Ambient map FX – Map sound
Ambientfx.cfg	Ambient map FX – Smoke FX
Ambientfx.cfg	Ambient Map FX – Snow and Snowy Wind FX
Ambientfx.cfg	Ambient map FX – Sound FX
Ambientfx.cfg	Ambient mortars
Ambientfx.cfg	Ambient tracers
Clancontrol.cfg	Clan Settings
Clancontrol.cfg	Clan Tag No.1 through No. 4
Clancontrol.cfg	Clan member check
Gametypes.cfg	Arcade style HUD points
Gametypes.cfg	Game type specific settings
Gametypes.cfg	Ready-up & Game type start delay
Gametypes.cfg	Optional bonus points
Gametypes.cfg	Round based game type swap teams
Healthcontrol.cfg	Bleeding
Healthcontrol.cfg	Health system (including health regen customization)
Healthcontrol.cfg	Medic system
Jukebox.cfg	Jukebox related settings
Mapcontrol.cfg	Call vote delay
Mapcontrol.cfg	End-game voting extension
Mapcontrol.cfg	Indoor map feature override
Mapcontrol.cfg	In-game voting extension
Mapcontrol.cfg	Map environment settings
Mapcontrol.cfg	Player based map control settings
Mapcontrol.cfg	Spawn point cleanup
Mapcontrol.cfg	Stock map vote exclusion
Maprotation.cfg	Map rotation settings (no variable extensions possible)
Miscfeatures.cfg	Add to favorites

Miscfeatures.cfg	Announcement sounds
Miscfeatures.cfg	Cinematic intro
Miscfeatures.cfg	Fall damage modifiers
Miscfeatures.cfg	HUD indicators
Miscfeatures.cfg	Live stats HUD
Miscfeatures.cfg	MOTD (Message of the Day) messages
Miscfeatures.cfg	Music control
Miscfeatures.cfg	Player stats HUD
Miscfeatures.cfg	Range finder
Miscfeatures.cfg	Server messages
Miscfeatures.cfg	Server rules
Miscfeatures.cfg	Statsboard
Miscfeatures.cfg	Team logo
Miscfeatures.cfg	Welcome messages
Miscfeatures.cfg	Clan logo system
Monitoring.cfg	Anti-camping system
Monitoring.cfg	Command monitor
Monitoring.cfg	Name checker
Monitoring.cfg	Obituary messages & multikill
Monitoring.cfg	Spawn protection
Monitoring.cfg	Team kill system
Monitoring.cfg	Unknown soldier handling
Playercontrol.cfg	Anti-run
Playercontrol.cfg	Blood on screen
Playercontrol.cfg	Bullet holes
Playercontrol.cfg	Camouflage models
Playercontrol.cfg	Close kill protection
Playercontrol.cfg	Cold breath FX
Playercontrol.cfg	Dead body handling
Playercontrol.cfg	Forced auto-assign & clan versus non-clan
Playercontrol.cfg	Forced clientside DVARs
Playercontrol.cfg	Helmet popping
Playercontrol.cfg	Inactive players handling
Playercontrol.cfg	Parachute players
Playercontrol.cfg	Player model limiting
Playercontrol.cfg	Realism options
Playercontrol.cfg	Sprinting
Playercontrol.cfg	Taunts
Playercontrol.cfg	Weapons on back
Ranksystem.cfg	Rank system – First aid
Ranksystem.cfg	Rank system – Frag grenades and smoke grenades
Ranksystem.cfg	Rank system – Landmines
Ranksystem.cfg	Rank system – Overview and points to achieve ranks
Ranksystem.cfg	Rank system – Pistol clips

Ranksystem.cfg	Rank system – Preset ranks
Ranksystem.cfg	Rank system – Primary and secondary gun clips
Ranksystem.cfg	Rank system – WMD deployment
Redirect.cfg	Server redirection
Security.cfg	eXtreme+ RCON system
Security.cfg	GUID checks
Server.cfg	Global server settings (no variable extensions possible)
Serversettings.cfg	DRM-compatible DVAR – allowVote
Serversettings.cfg	DRM-compatible DVAR – deadChat
Serversettings.cfg	DRM-compatible DVAR – debugDamage
Serversettings.cfg	DRM-compatible DVAR – diagnose bot weapons
Serversettings.cfg	DRM-compatible DVAR – drawFriend
Serversettings.cfg	DRM-compatible DVAR – forceRespawn
Serversettings.cfg	DRM-compatible DVAR – friendlyFire
Serversettings.cfg	DRM-compatible DVAR – killCam
Serversettings.cfg	DRM-compatible DVAR – oldVoting
Serversettings.cfg	DRM-compatible DVAR – respawnDelay
Serversettings.cfg	Log control
Serversettings.cfg	MeatBots (mbots)
Serversettings.cfg	Test Clients (bots)
Weaponcontrol.cfg	ALL weapons menu
Weaponcontrol.cfg	Ammo limiter
Weaponcontrol.cfg	Ammo crates
Weaponcontrol.cfg	BASH mode
Weaponcontrol.cfg	Burst mode for MG and SMG
Weaponcontrol.cfg	Coloured smoke grenades (including replacements)
Weaponcontrol.cfg	Drop weapon on death
Weaponcontrol.cfg	Enemy weapon usage
Weaponcontrol.cfg	Flamethrower
Weaponcontrol.cfg	Frag Fest
Weaponcontrol.cfg	Grenade monitoring (contact nades, proximity, limits)
Weaponcontrol.cfg	Grenade warning (battle chatter)
Weaponcontrol.cfg	Initial clip limiter
Weaponcontrol.cfg	Kamikaze (suicide nades)
Weaponcontrol.cfg	Landmines
Weaponcontrol.cfg	Laserdot
Weaponcontrol.cfg	Long range rifle hitloc
Weaponcontrol.cfg	Minefields
Weaponcontrol.cfg	MODERN weapons menu
Weaponcontrol.cfg	Offhand (grenade) loadout system
Weaponcontrol.cfg	Pistol settings
Weaponcontrol.cfg	Secondary weapon system

Weaponcontrol.cfg	Special grenades and satchel charges
Weaponcontrol.cfg	Switch scope zoom
Weaponcontrol.cfg	Tripwires
Weaponcontrol.cfg	Turrets and mobile MG's
Weaponcontrol.cfg	Weapon damage modifiers
Weaponcontrol.cfg	Weapon limiter
Weaponcontrol.cfg	Weapon loadout and menu system
Weaponcontrol.cfg	Weapons allowed
Wmdcontrol.cfg	Player or friendly in strike zone
Wmdcontrol.cfg	Rank system – Mortars
Wmdcontrol.cfg	Rank system – Artillery
Wmdcontrol.cfg	Rank system – Airstrikes and napalm
Wmdcontrol.cfg	WMD additional control

7.4 Basic Server Settings

Open the eXtreme+ master configuration file `server.cfg` in a text editor.

7.4.1 Public Server Information

This information is published when your server goes live.

```
//*****
//Public Information
//*****
sets sv_hostname "<your_server_name>"
sets _Admin "<your_admin_name>"
sets _Email "<your_email_address>"
sets _Website "<your_web_site>"
sets _Location "<your_location>"
sets _Irc "<your_irc_address>"
sets _Mod "^3e^1X^3treme^2+^7"
sets _ModVer "x.x"
sets _ModUpdate "xx-xx-xx"
sets _Maps "COD2 Stock & Custom"
set scr_motd "Shoot To Kill....Really!!"
```

7.4.2 Network Settings

These settings tell to server how to configure network communication. If you have `net_ip`, `net_port` and `dedicated` on your command line, you can disable them here by commenting them, like in the example below.

```
// Network options
//set net_ip "1.2.3.4"
//set net_port "28960"
set com_hunkMegs "512"
set net_noipx "1"

// Server Network Mode
//set dedicated "2"
```

7.4.3 Password Settings

Set the passwords for RCON and private slot access. If you want to set up a private server, set that password too.

```
// Password Settings
set rcon_password "<password>"
set sv_privatePassword "<password>"

// The following can be used to lock out the server so that only
// those
// players that have been provided the password can connect. Good
// for
// matches, practices, etc.
//set g_password ""
```

7.4.4 Player Slots

Set the number of players allowed on your server. You can also reserve some private slots. Remember the number of private slots is subtracted from the `sv_maxclients`. So the number of public slots equals `sv_maxclients - sv_privateclients`.

```
// Player slots setup
set sv_maxclients "40"
set sv_privateclients "4"
```

7.4.5 Download Redirection

Players have to download the client side part of eXtreme+. By default this is done directly from the CoD2 server. The download speed using this method is about 40KB/s, which is terribly slow. You better set up a download redirect site, which enables downloads at greater speed. Players will appreciate that.

The settings responsible for this are:

```
set sv_allowdownload "0"
seta sv_wwwDownload "1"
seta sv_wwwBaseUrl "http://yourwebsite/cod2"
seta sv_wwwDlDisconnected "0"
```

The folder pointed to by `sv_wwwBaseUrl` is some folder on your web site. In the example above the base URL points to a folder called `cod2` in the root, but this is completely up to you. This base folder hosts a folder with the same name as the mod folder on your CoD2 server, and a folder called `main`. For the mod folder we use `modfolder` in this example, but again this could be named differently in your case.

```
http://yourwebsite/cod2/main
http://yourwebsite/cod2/modfolder
```

The `main` folder is where the custom maps are stored. We advice not to add custom maps before you have eXtreme+ up and running without problems.

The `modfolder` folder is where you store the latest client side part of eXtreme+.

Always make sure the files on the website are identical to the ones on your game server.



Every time you add custom maps to the server, or edit the client side part of eXtreme+ on the server you HAVE to upload the new files to your redirect site. If you forget this, all clients will end up in a download loop.

7.5 Basic Mod Settings

7.5.1 Clan Logo Text

The `scriptdata` folder inside your mod folder holds a file called `_ex_clanlogo.gsc`. This file holds the clan logo text.

Associate the GSC extension with your text editor, open this GSC file, and edit the clan logo text in between quotes! Save the file and then your clan's name will appear bottom right during the game.



GSC is an extension associated with Microsoft Excel, if it is installed. Do not use EXCEL to edit GSC files! It will change the file's structure, corrupting the file when saving.

Do NOT remove the &-sign, quotation marks or the semicolon!

```
logo()
{
    level.ex_clanlotxt =

    // Replace the text between the quotation marks...
    // Colorcoding can be used
    // ^1 = red
    // ^2 = green
    // ^3 = yellow
    // ^4 = blue
    // ^5 = cyan
    // ^6 = magenta
    // ^7 = white
    // ^8 = dark purple
    // ^9 = gray
    // ^0 = black

    ///// DON'T CHANGE ANYTHING ABOVE THIS LINE /////

    &"<PUT YOUR CLAN LOGO TEXT HERE>" ;

    ///// DON'T CHANGE ANYTHING BELOW THIS LINE /////
}
```

7.5.2 Welcome Messages

Using WinRAR, open the file called `e25.iwd`. Within that file enter the folder called `localizedstrings`. Associate the extension `STR` with your text editor. Open the file `custom.str` file.

Now change anything you like, but be careful not to change the structure of the file. You should ONLY alter the text between quotes, otherwise the in-game text will be messed up!

DO NOT ALTER THE REFERENCE NAMES OR LANG_ENGLISH, AND DO NOT REMOVE THE ENDMARKER!

7.5.3 Server Messages

Using WinRAR, open the file called e25.iwd. Within that file enter the folder called localizedstrings. Associate the extension STR with your text editor. Open the file custom.str file.

Now change anything you like, but be careful not to change the structure of the file. You should ONLY alter the text between quotes, otherwise the in-game text will be messed up!

DO NOT ALTER THE REFERENCE NAMES OR LANG_ENGLISH, AND DO NOT REMOVE THE ENDMARKER!

7.5.4 Adding Custom Maps

Custom maps should not be copied into the mod folder. Copy all custom maps into the main folder of the server. If you are using download redirection, make sure you also copy the custom maps to the redirect server (see paragraph 7.4.5 for more information).

To make sure eXtreme+ is using descriptive names for all custom maps, you will have to add them manually to a text file. This file takes care of localizing all custom map names. The stock maps are handled automatically by eXtreme+.

After doing this, both the in-game and end-game map voting systems will use the names you entered here. For all server admins: this system is completely server side, so you can change this whenever you want, without forcing all players to download a new client file again.

The scriptdata folder inside you mod folder holds a file called _ex_votemaps.gsc. This file holds the list of stock and custom maps on your server.



*First, read the instruction in the file itself.
You can easily break it, if you are not careful.*

Add all custom maps, by copying the template below the line that says "<< COPY AND PASTE THE TEMPLATE HERE >>".

```
init()
{
    // HOW TO USE THIS FILE:
    // 1. Copy the template for each CUSTOM map you want to add.
    // 2. Uncomment the lines.
    // 3. In the "longname" and "locname" fields, replace the text between quotes
    //    with the map name and long name of the CUSTOM map.
    // 4. The "gametype" field is used in map vote mode 4 and 5 (see mapcontrol.cfg)
    //    For this field, remove all game types the map doesn't support or you
    //    don't want to vote for (if you want "lib", you must add it yourself).
    // 5. The "playsize" field is used in map vote mode 4 and 5 (see mapcontrol.cfg)
    //    when player based filtering is enabled. It defines the size of the map, which
```

```
// is linked to the number of players in the server during end-game voting.
// The "playsize" field must be "all", "large", "medium" or "small".

// IMPORTANT:
// - DO NOT ADD STOCK MAPS. They are already in here.
// - If you don't want stock maps, see mapcontrol.cfg -- ex_stock_maps.
// - ONLY REPLACE TEXT BETWEEN QUOTES. Otherwise you corrupt the structure.
// - DO NOT REMOVE THE &-SIGN. This needs to be there.
// - DO NOT ADD COLOR CODES TO THE GAMETYPES. It will mess up the system.
// - KEEP THIS FILE UNDER 750 LINES (including comments)!
// You will then have about 160 maps configured (including stock maps),
// which is the maximum for the in-game and end-game voting systems.
// - HITTING ERROR: G_FindConfigStringIndex: overflow (1310)?: see the
// Quick Setup Guide PDF for instructions.

// Add stock maps
if(level.ex_stock_maps)
{
    level.ex_maps[level.ex_maps.size] = spawnstruct();
    level.ex_maps[level.ex_maps.size-1].mapname = "mp_farmhouse";
    level.ex_maps[level.ex_maps.size-1].longname = "Beltot, France";
    level.ex_maps[level.ex_maps.size-1].loclname = "&Beltot, France";
    level.ex_maps[level.ex_maps.size-1].gametype = "chq cnq ctf ctfb dm ... vip";
    level.ex_maps[level.ex_maps.size-1].playsize = "all";

    level.ex_maps[level.ex_maps.size] = spawnstruct();
    level.ex_maps[level.ex_maps.size-1].mapname = "mp_brecourt";
    level.ex_maps[level.ex_maps.size-1].longname = "Brecourt, France";
    level.ex_maps[level.ex_maps.size-1].loclname = "&Brecourt, France";
    level.ex_maps[level.ex_maps.size-1].gametype = "chq cnq ctf ctfb dm ... vip";
    level.ex_maps[level.ex_maps.size-1].playsize = "all";

    level.ex_maps[level.ex_maps.size] = spawnstruct();
    level.ex_maps[level.ex_maps.size-1].mapname = "mp_burgundy";
    level.ex_maps[level.ex_maps.size-1].longname = "Burgundy, France";
    level.ex_maps[level.ex_maps.size-1].loclname = "&Burgundy, France";
    level.ex_maps[level.ex_maps.size-1].gametype = "chq cnq ctf ctfb dm ... vip";
    level.ex_maps[level.ex_maps.size-1].playsize = "all";

    <partially removed for clarity>

    level.ex_maps[level.ex_maps.size] = spawnstruct();
    level.ex_maps[level.ex_maps.size-1].mapname = "mp_breakout";
    level.ex_maps[level.ex_maps.size-1].longname = "Villers-Bocage, France";
    level.ex_maps[level.ex_maps.size-1].loclname = "&Villers-Bocage, France";
    level.ex_maps[level.ex_maps.size-1].gametype = "chq cnq ctf ctfb dm ... vip";
    level.ex_maps[level.ex_maps.size-1].playsize = "all";

    level.ex_maps[level.ex_maps.size] = spawnstruct();
    level.ex_maps[level.ex_maps.size-1].mapname = "mp_rhine";
    level.ex_maps[level.ex_maps.size-1].longname = "Wallendar, Germany";
    level.ex_maps[level.ex_maps.size-1].loclname = "&Wallendar, Germany";
    level.ex_maps[level.ex_maps.size-1].gametype = "chq cnq ctf ctfb dm ... vip";
    level.ex_maps[level.ex_maps.size-1].playsize = "all";
}
// DON'T CHANGE ANYTHING ABOVE THIS LINE
// (unless you want to restrict game types for stock maps in map vote mode 4/5)

// Add custom maps
// TEMPLATE:
//level.ex_maps[level.ex_maps.size] = spawnstruct();
//level.ex_maps[level.ex_maps.size-1].mapname = "mapname";
//level.ex_maps[level.ex_maps.size-1].longname = "longname";
//level.ex_maps[level.ex_maps.size-1].loclname = "&longname";
//level.ex_maps[level.ex_maps.size-1].gametype = "chq cnq ctf ctfb dm ... vip";
//level.ex_maps[level.ex_maps.size-1].playsize = "all";

// EXAMPLE:
//level.ex_maps[level.ex_maps.size] = spawnstruct();
//level.ex_maps[level.ex_maps.size-1].mapname = "mp_destroyed_village";
//level.ex_maps[level.ex_maps.size-1].longname = "Destroyed Village";
//level.ex_maps[level.ex_maps.size-1].loclname = "&Destroyed Village";
//level.ex_maps[level.ex_maps.size-1].gametype = "ctf dm hq sd tdm";
```

```
//level.ex_maps[level.ex_maps.size-1].playsize = "all";  
  
// DON'T CHANGE ANYTHING BELOW THIS LINE  
}
```

For most custom maps you can use the file name for `mapname`. If you really want to make sure, open the `IWD` and check the arena file in the `mp` folder. The string referenced by `"map"` can be copied into the `"mapname"` string space. The string referenced by `"longname"` can be copied into the `"longname"` *AND* `"loclname"` string space. The fact that you have to enter the long name twice, is a trade-off for getting all strings server side.

7.5.5 Features requiring optional mods

Some features depend on optional modifications, meaning you have to download and integrate extra files for some features to work properly.

Although the basic script logic for most optional mods is already in the mod, all other files, like models, menus, sounds, materials and images, are in a separate file.

If you want to use features which are linked to optional mods, you will have to download this optional file, and put it on your server BEFORE you enable these features.

- Blood (Gore)
- Camouflage Uniforms
- Jukebox
- Long Range Rifles
- Map Vote Thumbnails
- MeatBots
- Modern Weapons

7.5.6 On-demand Download of Custom Maps

After adding custom maps to the server, you will notice that clients connecting to the server will have to download the client part of the eXtreme+ mod and all custom maps, before being able to join. This can be changed to on-demand download, so clients only need to download a custom map if the server rotates to that map.

If it doesn't exist already, create a folder named `soundaliases` in your mod folder. Now, using WinRAR, open a custom map, navigate to the `soundaliases` folder, and copy (do NOT move!) the file `<mapname>.csv` to the `soundaliases` folder of your server. Repeat this process for all custom maps.

8 Troubleshooting

This chapter will only cover the most common errors related to game engine limits. Please visit our forums to search for or report other errors.

8.1 ERROR: G_ModelIndex: overflow:

The G_ModelIndex Overflow error is mostly, if not always, related to specific custom maps. Those maps include more models than usual; they are put there by the creator of the map. Depending on the eXtreme+ features you enabled, this could cause the notorious G_ModelIndex Overflow error, meaning you've hit the limit for pre-cached models. It will crash your server if it encounters such a map on rotation. If the rotation starts with such a map, it will prevent your server from starting.

Because this error is map specific, you can disable certain mod features for specific maps only. The map `mp_salerno_beachhead` is known to trigger this error, so we will use this map in our examples. You don't have to switch off all features. Work your way down the list, until the map loads fine.

- Switch off `all_weapons` or `modern_weapons` setting (saves a lot of models)

weaponcontrol.cfg:

```
set ex_all_weapons_mp_salerno_beachhead "0"
```

- Switch to a weapon class (saves a lot of models)

weaponcontrol.cfg:

```
set ex_wepo_class_mp_salerno_beachhead "3"
```

- Switch off command monitor model commands (saves 30 models)

monitoring.cfg:

```
set ex_cmdmonitor_models_mp_salerno_beachhead "0"
```

- Switch off weapons on back (saves about 20 models for stock load out)

playercontrol.cfg:

```
set ex_weaponsonback_mp_salerno_beachhead "0"
```

- Switch off switch scope zoom (saves 4 models)

weaponcontrol.cfg:

```
set ex_switch_scopezoom_mp_salerno_beachhead "0"
```

8.2 ERROR: G_FindConfigStringIndex: overflow (1310)

This error means you've hit the limit for pre-cached, localized strings. Adding lots of custom maps to `scriptdata_ex_votemaps.gsc`, combined with mod features that require lots of pre-cached strings, is known to cause this problem. This error is not map specific, so (in most cases) you need to disable or modify certain features globally to get

past this. You don't have to switch off all features. Work your way down the list, until the server runs fine.

- Display messages above compass for first aid, bleeding, sin bin and spawn protection (saves 60 localized strings)

```
healthcontrol.cfg:  
set ex_firstaidmsg "0"  
set ex_bleedmsg "0"  
  
monitoring.cfg:  
set ex_tkmsg "0"  
set ex_protection_msg "0"
```

- Switch off bleeding (saves 27 localized strings)

```
healthcontrol.cfg:  
set ex_bleeding "0"
```

- Switch off the statsboard completely (saves 31 localized strings)

```
miscfeatures.cfg:  
set ex_stbd "0"
```

- Alternatively, only switch off the statsboard's kills/deaths categories (saves 25 localized strings)

```
miscfeatures.cfg:  
set ex_stbd "1"  
set ex_stbd_kd "0"
```

- Switch off end-game voting AND map rotation info (saves at least 50 localized strings)

```
mapcontrol.cfg:  
set ex_endgame_vote "0"  
  
miscfeatures.cfg:  
set ex_svrmsg_info "0"
```

- If you don't want to disable end-game voting or map rotation info, but you are not using stock maps, you can switch them off (saves 15 localized strings)

```
mapcontrol.cfg:  
set ex_stock_maps "0"
```

- Switch off rank HUD display (saves 17 localized strings)

```
ranksystem.cfg:  
set ex_rankhud "0"
```


8.3 ERROR: Out of HUD Elements

The COD2 game engine only allows 32 active HUD elements. A number of HUD elements is pre-allocated by the engine or the stock scripts. When enabling all HUD related mod features, the remaining HUD elements are used up pretty fast.

Some of the game types included with eXtreme+ also allocate HUD elements, so you could run out of HUD elements at some point in time. It will not crash the server. You will notice the HUD starts to behave erratically; sometimes missing a HUD element here, and sometimes missing one there.

You don't have to switch off all features. Work your way down the list, until the game runs fine. And remember you can disable features based on game type.

- Disable LiveStats completely (saves 7 HUD elements) or for certain game types

```
miscfeatures.cfg:  
set ex_livestats "0"  
set ex_livestats_tkoth "0"
```

- Disable detailed Spawn Protection info (saving 4 HUD elements)

```
monitoring.cfg:  
set ex_protection_hud "1"
```

- Disable PlayerStats dashboard completely (saves 12 HUD elements)

```
miscfeatures.cfg:  
set ex_statshud "0"
```

- Alternatively, enable the PlayerStats Safe Mode. This will automatically disable Logo Picture (miscfeatures.cfg - ex_logopic), LiveStats (miscfeatures.cfg - ex_livestats), Sprint HUD (playercontrol.cfg - ex_sprint_hud) and Sprint HUD Hint (playercontrol.cfg - ex_sprint_hud_hint), saving 10 HUD elements in one go.

```
miscfeatures.cfg:  
set ex_statshud "1"  
set ex_statshud_safemode "1"
```

- Display messages above compass for first aid, bleeding, sin bin and spawn protection

```
healthcontrol.cfg:  
set ex_firstaidmsg "0"  
set ex_bleedmsg "0"  
  
monitoring.cfg:  
set ex_tkmsg "0"  
set ex_protection_msg "0"
```

A Version History

2.5:

Added: arcade style HUD points. Points added will flash on screen.
Added: end-of-game map vote reverse list mode.
Added: end-of-game map vote thumbnail system (req optional thumbnail pack).
Added: bonus points for flag CTF actions (CTF / CTFB / RBCTF).
Added: bonus points for killing spree (6 levels).
Added: knife only class.
Added: classes for modern weapons.
Added: detailed spawn protection info on HUD (monitoring.cfg).
Added: fireworks flare type (for holidays :-).
Added: camo uniform for each team (optional mod; model limiter 1).
Added: camping range check. Players have to clear a pre-defined area.
Added: random parachutes (meaning of ex_parachutes changed in playercontrol.cfg).
Added: jukebox extension to allow player-specific tracks (now optional mod).
Added: dead player rise fx (in addition to sink fx).
Added: automatic auto-assign, optionally with predefined clan team.
Added: clan versus non-clan mode. Switchable via eXtreme RCON (playercontrol.cfg).
Added: exclude clan members from team balancing (only clantag 1; clancontrol.cfg).
Added: nade monitor: nades can trigger tripwires and landmines.
Added: nade monitor: nades can explode on impact (hold USE when throwing).
Added: nade monitor: limit smoke nades active on map.
Added: tripwires can trigger landmines and other tripwires.
Added: landmines can trigger tripwires and other landmines.
Added: rank system: option to show chevron only, or chevron and text (ranksystem.cfg).
Added: ability to add spawn points to a map.
Added: spawn delay for all game types, except DM, HM, LMS, LTS and SD.
Added: bonus points for kamikaze (gametypes.cfg).
Added: ready-up for all game types, except LMS (which is incompatible).
Added: configurable team balance delay.
Added: TKOTH: score limit and points for capture, takeover and hold.
Added: instant detonation setting for minefields (weaponcontrol.cfg).
Added: MeatBot (mbot) integration (optional mod; serversettings.cfg).
Added: flag announcer for CTF, CTFB and RBCTF.
Added: made weapon drop on fall var controlled (ex_droponfall; playercontrol.cfg).
Added: weapon limiter can optionally limit per team (weaponcontrol.cfg).
Added: weapons on back when sec weapon system is turned off (playercontrol.cfg).
Added: vars to exclude game types from the end-of-map map vote (mapcontrol.cfg).
Added: nade fest mode (no weapons; only frag grenades).
Added: ability to skip damage lines in log (serversettings.cfg).
Added: killing spree ladder sounds (double, triple, multi, etc.) (monitoring.cfg)
Added: option to include bonus points when ranking up based on kills/deaths.
Added: variable to control connecting and disconnecting messages (miscfeatures.cfg).
Added: fully customizable health regen system (delay, rate, heavy breathing).
Added: option to show healthbar with COD health regen system.
Added: cinematic "powered by extreme+"

Changed: game type scripts clean-up.
Changed: reworked weapon menu and loadout handlers.
Changed: strings from mod.str and welcome.str now in custom.str.
Changed: welcome messages as hud elements (top center; not in your face).

Changed: score limit minimum 0 to allow never ending map (with time limit 0).
Changed: max range for spawn protection set to 999.
Changed: allowed to swap sidearm when playing pistol-only class (incl. enemy weapons).
Changed: ex_forceauto to ex_autoassign (playercontrol.cfg).
Changed: slightly improved 72% scope overlay for modern sniper weapons.
Changed: freed 60 localized strings by removing hud ann. for firstaid and spawnprot.
Changed: kick monitor overhaul: inactive (dead) players to spec, then spec to kick.
Changed: flag carrier excluded from camping punishment.
Changed: drop health queue increased to 8 (was 4).
Changed: differentiate between minefields and ambient explosions (radiusDamage).
Changed: default settings for ambient fx to optimize out-of-the-box experience.
Changed: increased number of server messages to 20.
Changed: removed "waiting for players..." from DOM and ONS (use ready-up instead).
Changed: replaced gtsdelay by ready-up mode 1.
Changed: more granular precaching of strings to fight the localized string limit.
Changed: LMS: HUD repositioning. Dead players spawn as spec (able to spec duel).
Changed: moved GT specific settings from gt_common to gt script to avoid duplicates.
Changed: removed logopic feature (top left corner) for consistent clock placement.
Changed: removed grace period in round based game types (use ready-up instead).
Changed: kick replaced by disconnect for members check, inactivity check and redirect.
Changed: global weapon drop override when bots enabled.
Changed: moved testclient vars to serversettings.cfg (scr to ex).
Changed: eXtreme+ internal debug logging (serversettings.cfg).
Changed: removed pistols from modern weapons menu. MW support classes now.
Changed: if MW active, sidearm will be modern too (no ww2 pistols anymore).
Changed: replaced self.pers["conquest"] with self.pers["special"] for cnq and rbcnq.
Changed: renamed most variables in healthcontrol.cfg for clarity.
Changed: blood and gore are now optional (see optional mod pack).

Fixed: hud.menu was wrong in initial 2.4 release (already fixed in 2.4 release packages).
Fixed: extreme game type description on loadscreen (fix available on request).
Fixed: suicide nades exploding when switching teams.
Fixed: turrets also had burst mode.
Fixed: knives not allowed when using weapon classes other than knife only.
Fixed: range hud element not destroyed when killed.
Fixed: binoculars had zoom out, but no zoom in (now excluded from zoom code).
Fixed: never ending IHTF game type.
Fixed: no compass background when compass background changer turned off.
Fixed: glock had stock fire sound.
Fixed: jukebox not compatible with game type start delay (gtsdelay).
Fixed: teambalancing on balanced teams.
Fixed: auto-assign not working right sometimes.
Fixed: game objects tweaks (missing tower on farmhouse when playing CNQ or RBCNQ).
Fixed: some turrets missing in certain game types.
Fixed: iprintlnFIXED in RBCTF causing log errors.
Fixed: weapon limiter not resetting weapon status.
Fixed: team scored point when player is forced to switch team using RCON.
Fixed: log errors from unexecuted setweaponarray().
Fixed: DRM map sizing messed up when playing round based game types.
Fixed: log errors from LIB game type.
Fixed: parachuting into the jail when playing LIB.
Fixed: able to throw a nade when jumping in jail (LIB).
Fixed: bleeding from friendly fire when turned off or set to reflect.
Fixed: log errors from LMS game type.
Fixed: pps42 mode icon overlapped healthbar (now disabled).

Fixed: consecutive kill not reset when dying from own grenade or ambient fx.
Fixed: global reload sound for Dragunov and AK74.
Fixed: map vote memory saving procedure unable to get passed first map.
Fixed: some HUD elements were (still) misaligned.
Fixed: small medi kits don't heal (kits heal 30, 60 and 90 health points now).
Fixed: sound issues in DOM and ONS.
Fixed: DOM and ONS displaying "Last Round" every round.
Fixed: bots stuck as spectator when auto-assign was turned on.
Fixed: weapon disable/enable procedures use wrappers to allow stacked calls.
Fixed: team points given when healing a teammate (not good for CTF).
Fixed: rcon actions from one menu could carry over to next on Apply.
Fixed: rotating motd sometimes not rotating.
Fixed: built-in nades not removed from maps if restricted.
Fixed: error when rotate-if-empty time matches map time limit.
Fixed: CNQ objectives HUD (CNQ requires CNQ maps).
Fixed: losing weapon when reselecting primary OR secondary (not AND).
Fixed: bonus points for ihtf made game last only a minute.
Fixed: picking up secondary weapon on class based maps. Now swaps primary.
Fixed: overlapping intro music and end-game music/stats music/map vote music.
Fixed: wrong player in damage logging for friendly fire settings 2 (stock bug).
Fixed: no attacker in damage logging for friendly fire settings 3 (stock bug).
Fixed: tripwire progress bar was set to a fixed 5 seconds.

2.4:

Added: list based modes 4 and 5 for end-of-game voting system.
»» Based on map list `_ex_votemaps.gsc`; see `mapcontrol.cfg`.
Added: bot/testclient removal. Bots removed when game over.
»» Work in progress. Limit on bots rejoining still exists.
Added: in-game music jukebox with quick message control panel (`miscfeatures.cfg`).
»» This feature has persistent preference memory (save preference on server).
Added: indoor map feature overrides. Disable outdoor stuff in one go (`mapcontrol.cfg`).
Added: "Scoped-On" feature, showing enemy's name when targeted while ADS.
Added: xmodel for mustard gas grenades (were using the fire nade xmodels before).
Added: compass background changer (still or slideshow).
Added: map rotation stacker (add. `sv_mapRotation` strings to overcome the 1024c limit).
Added: enable/disable frags and smokes (or replacements) in RCON weapon settings.
Added: no check for team balancing for the first 60 seconds of a game.
Added: suicide nades (frag and satchel charges only). See `weaponcontrol.cfg`.
Added: player can assign other key to bind to SR/LR switch scope zoom.
»» This feature has persistent preference memory (save preference on server).
Added: burst-mode for mg's and smg's (`weaponcontrol.cfg`).
Added: one time auto-switcher for LR rifles (`weaponcontrol.cfg`).
Added: a shitload of modern weapons (`weaponcontrol.cfg` + optional download).
Added: turret overheating (`weaponcontrol.cfg`).
Added: no more lightbulb headicon when talking in-game.
Added: clan member checking (check name in list if wearing a registered clan tag).
Added: map vote memory (omit maps from the map vote) (`mapcontrol.cfg`).
Added: bolt+sniper only class.
Added: in-game RCON recording center (record demos when client console is off).
Added: clean-up for game type specific hud elements (`ex_hud`).
Added: clan-only spectating (`clancontrol.cfg`).
Added: check number of turrets on map, before allowing plant (`weaponcontrol.cfg`).
Added: variable tripwire hold, plant and defuse time.
Added: threshold system for punishment for attacking a SP player (`monitoring.cfg`).

Added: adjustable flamethrower range (weaponcontrol.cfg).
Added: adjustable clipsize on spawn (weaponcontrol.cfg).
Added: selectable color and size for spawn protection head icon (monitoring.cfg).
Added: close kill protection (playercontrol.cfg).
Added: player based filter for end-of-game voting modes 4 and 5.
Added: set DRM vars based on number of players (_small, _medium, _large extensions).
Added: dynamic zoom levels for LR sniper rifles and Modern Weapons snipers.

Changed: quickcommands.menu now has localized string for "9. Defend this position!"
Changed: fall damage min/max are processing map/game type extensions now.
Changed: end-game mapvote supports 160 maps now (def. changed in mapcontrol.cfg).
Changed: page numbering of end-game mapvote changed to save 15 localized strings.
Changed: removed init of level.drawfriend in _friendicons.gsc. Already in gtcommon.
Changed: scr_allies and scr_axis check removed from varcache (done in GT scripts).
Changed: game["allies"] and game["axis"] check moved from varcache to GT scripts.
Changed: removed splitscreen check from _grenadeindicators code.
Changed: cg_fovScale "0" was invalid (_grenadeindicators.gsc). Set to 1.
Changed: tripwire: frag/smoke combo's now possible even when holding 2 or more frags.
Changed: moved entities settings from miscfeatures.cfg to mapcontrol.cfg.
Changed: moved laserdot settings from playercontrol.cfg to weaponcontrol.cfg.
Changed: moved LR hitloc settings from healthcontrol.cfg to weaponcontrol.cfg.
Changed: moved minefield settings from miscfeatures.cfg to weaponcontrol.cfg.
Changed: _ex_weapons.gsc overhaul (giveGrenades code incl. all special nades now).
Changed: increased defaults for gas and napalm minefields to avoid exploits.
Changed: changed sorting in ex_mapvote to avoid infinite loop errors on Linux.
Changed: model limiter now really limits face *and *body models (defaults set to 1).
Changed: flamethrower optimized (removed floating model; no damage through walls).
Changed: spawn protection now also drops when player aims down sight.
Changed: punishment for attacking a SP player does not apply to WMD, nades, satchels.
Changed: g_deadchat in serversettings.cfg is enabled (1) now.
Changed: model limiter now really limits models to the same body and head.
Changed: players being team balanced can now reselect their weapons.
Changed: player based rotation vars in maprotation replaced (see mapcontrol.cfg).
Changed: range finder does not require USE key anymore. Always shows when ADS.
Changed: no rearming when aiming down scope.

Fixed: scr_allies and scr_axis are processing map/game type extensions now.
Fixed: matched defaults for scr_drawfriend and scr_teambalance in varcache/gtcommon.
Fixed: scr_forcerespawn override by death music setting didn't work.
Fixed: default setting for ex_switch_scopezoom in _ex_varcache was wrong.
Fixed: game["draw_flag"] problem is S&D.
Fixed: DRM didn't process multiple overrides for the same var correctly.
»» an override changed the base var used for subsequent override checks, making it impossible to override a previous override with a more specific one.
Fixed: tracers caused errors when using ex_entities (no spawn points for tracers).
Fixed: weapon limiter for LR rifles. Although restricted, sniper rifles did show on menu.
Fixed: incorrect nade loadout in serverinfo.
Fixed: removed double (and invalid) setting for ex_showinjptime.
Fixed: default for ex_showinjptime (was 5 in _ex_varcache, should be 3).
Fixed: in-game RCON didn't show maps when joining spectators right away.
Fixed: able to plant tripwire with two satchel charges when only holding one.
Fixed: sounds for satchel charges (missing sound aliases for cord and throw).
Fixed: doBleedPainSound() in _ex_firenades.gsc caused errors when bleeding was off.
Fixed: double nade count in esd, lts, rbcnq, rbctf and sd if special nades were used.
Fixed: no smoke nades when scr_allow_fraggrenades set to "0".

Fixed: ammo sharing between flamethrower and flammenwerfer.
Fixed: flamethrowers stop functioning when weapon limiter limit for FT's reached.
Fixed: GWEAPON_TT33 reference in gweapon.str (should have been GWEAPON_TT30).
Fixed: credits for satchel charges (xxWhiZZIExx and Mrs).
Fixed: missing last map in end-game map vote screen when map replay was enabled.
Fixed: possibility to call for WMD multiple times by toggling binocs and pressing USE.
Fixed: spawn protection still active after throwing nade.
Fixed: damage adjustment depending on range (_ex_utils::scriptfxradiusdamage).
Fixed: skipping obits for bash and teamkills.
Fixed: added execKey 5 to sniper-only menu.
Fixed: key selection for letters was not working in menus.
Fixed: knife thread didn't end on player's death (adding new thread on every spawn).
Fixed: knife causing damage at great distance. Now limited to 300 units.
Fixed: flamethrower tank explosions did not always occur.
Fixed: errors when players connected during statsboard.
Fixed: turret abuse counter wasn't reset on spawn.
Fixed: errors when players were connecting when weapon limiter was on (vary rare).
Fixed: MG only menu (not team based) had overlapping images for 30cal and mg42.
Fixed: added &&1 to axisfreed and alliesfreed localized strings for LIB (thx Peter-Jan).
Fixed: some bombtimer errors in SD and ESD.
Fixed: added removal of game type specific hud elements to ex_hud.
Fixed: script errors when trying to setWeaponSlotWeapon to "ignore".
Fixed: some incorrect level vars in model limiter code.
Fixed: iprintlFIXED error in ESD when changing weapons in game.
Fixed: localized string CLIENTCONTROL_RECRUIT (_ex_clientcontrol).
Fixed: parachutes sticking when player disconnects (code overhaul).
Fixed: infinite loop errors (mainly on Linux).
Fixed: global sound for replenishWeapons().
Fixed: scr_xxx_timelimit, scr_xxx_scorelimit and scr_xxx_roundlimit didn't take _map ext.
Fixed: obit level 0-4 prevented long. headshot and long. distance from being recorded.
Fixed: weapon damage modifiers for frag grenades (or replacements) and smoke grenade replacements.
Fixed: weapon drop anim on primary weapon when initiating sprint.
Fixed: MP_HTF_OBJ_TEXT_NOSCORE and MP_IHTF_OBJ_TEXT_NOSCORE referenced.
Fixed: HUD elements not positioned correctly on widescreen monitors.

2.3:

Added: ammo crate parachute drop (weaponcontrol.cfg).
Added: message when trying to sprint while carrying the flag.
Added: humiliation sound and message for melee attack.
Added: flamethrowers for axis and allies (incl. obits and stats).
 »» Tank can explode when hit. Configure in weaponcontrol.cfg (ex_ft_tank_explode).
 »» Thanks to SevenSniff for his help on getting the animation right.
Added: Gas and napalm minefields.
 »» Warning: on/off setting for minefields changed.
Added: clan logo image code incorporated into mod (miscfeatures.cfg).
Added: american bomber model "Bell Memphis". Courtesy of {PST}Shanesaw
Added: command monitor "set endmap" (incl. stats and map vote).
Added: eXtreme+ RCON tool (modules player, map, weapon and server settings).
Added: all-weapons setting to get ALL weapons on primary and secondary menus.
Added: Call Vote delay (mapcontrol.cfg).
Added: option to disable stock maps for in-game voting system (mapcontrol.cfg).
Added: laserdot exclusion based on clan tag or screenname (playercontrol.cfg).
Added: laserdot monitor revived. Off, Always On, On when ADS, On when not ADS.

»» expanded functionality of `ex_laserdot` in `playercontrol.cfg`.
Added: satchel Charges as frag or smoke grenade replacement (incl. obits and stats).
Added: long range sniper rifles build into the mod, incl. scope zoom switching.
»» Now `z_lr_rifles.iwd` only needs modified `iw_sounds2.csv` and `iw_impacts.csv`.
Added: new knife model (SevenSniff). `meleeDamage\100`.
Added: live player statistics (stats dashboard; see `miscfeatures.cfg`).
Added: anti-run feature for Sniper/Tactical Servers (`playercontrol.cfg`).
Added: ambient flares with selectable `efx` type (`ambientfx.cfg`).
Added: game type Team King of the Hill (TKOTH).
Added: team auto-assign for non-clan players only.
»» Warning: setting `ex_forceauto` in `playercontrol.cfg` changed from on/off to multi!
Added: prevent certain weapons from being dropped (by weapon class).
Added: logprint statements in CTF, HQ and S&D to make external stats programs happy.
Added: disallowed weapons are removed from the map (for maps containing weapons).
Added: option to ignore clan voting for the end-of-game voting system.
»» `ex_ignore_clanvoting` in `mapcontrol.cfg`.
Added: melee & headshot bonus points available for all game types, except HM and LMS.
»» for teamkills you can decide to convert bonus points into punishment points.
»» WARNING: reward settings drastically changes in `gametypes.cfg`.
Added: possibility to remove spawn points not being used by the active game type.
»» `miscfeatures.cfg/_ex_entities.gsc`; for debugging "G_Spawn: no free entities".

Changed: removed some particle effects and all smoke effects from fire nades (lag).
Changed: headpopping and zombie code completely removed.
»» Warning: dead body handling changed (`ex_deadbodyfx` in `playercontrol.cfg`).
Changed: napalm bomb effects trimmed.
Changed: special nades (fire and gas) have `SharedAmmoCap` of 3 now.
»» Limits pickup to a max of 3, like normal frag and smoke nades.
Changed: special nades (fire and gas) have matching `fusetime` now.
»» Also fixes a bug which enabled you to cook a nade and set a trip at the same time.
Changed: server messages main delay not related to number of messages anymore.
Changed: players don't get stuck in ceilings during warp (command monitor).
Changed: `sv_invulnerabletime` removed from `server.cfg` (was COD-UO related).
Changed: airstrikes being called in always drop bombs on target now (bomber only).
Changed: height calculation for planes (ambient and WMD planes/airstrike).
Changed: tripwires can be mixed nades (frag, smoke, fire, gas and satchel charges).
Changed: disabled `MP_hit_alert.wav` (`_damagefeedback.gsc`) to remove the annoying static when hitting friendlies with arty and napalm (friendly fire 2/3).
Changed: removed redundant `self.pers["conseckill"]` from `_ex_obituary` and `_ex_main`.
Changed: improved WMD artillery HUD icon.
Changed: redesigned rotating MOTD. It will not spam the log anymore.
Changed: optimized `obituary.gsc` `MeansOfDeath` conversion.
Changed: all `scr_allow_<weapon>` vars can now be combined with game type and/or map (e.g. `set scr_allow_knife_mp_toujane "0"`).
Changed: weapon limiter code is now part of `UpdateAllowed` loop (removed `ex_weaponlimit.gsc`).
Changed: PDF Quick Setup Guide no longer digitally signed. All features enabled.

Fixed: you get sprint time after carrying the flag (heavy flag sprint bug).
Fixed: corrected defaults for sprint hud (1) and sprint hud hint (0).
Fixed: script errors by map announcer with player based rotation.
Fixed: game type DOM: incorrect flag change sound reference.
Fixed: `surfacefx` error on snowy maps (always precaching snow effect now).
Fixed: team balancing messages during statsboard.
Fixed: command monitor "set original" was missing localized strings.

Fixed: command monitor and punishments redone. Also fixed "set team".
 Fixed: ambient airplanes/airstrikes not appearing/not dropping bombs.
 Fixed: Startammo in sten_mp weaponfile corrected (192).
 Fixed: scr_friendlyfire was limited by _ex_varcache to 2. Now set to 3.
 Fixed: airstrikes being called in now work properly (skybox and timing problem).
 Fixed: napalm airstrikes with friendlyfire 0/2 doesn't cause friendlies to burn until dying.
 Fixed: when given team point for healing teammate, the HUD is updated right away.
 Fixed: tripwire plant message showed when there was no need to.
 Fixed: replenishGrenades from ammocrates doesn't take away nades anymore.
 Fixed: laserdot default was black (0.0.0). Should have been red (1.0.0).
 Fixed: announce() messages in HTF.
 Fixed: obituary for sniper rifles show hitloc and distance again.
 Fixed: commented "self thread setServerInfoDvars();" in game type CNQ.
 Fixed: sprint code now uses 0.05 loop time again, so the sprint time will not get doubled.
 Fixed: all clientside load errors after FS_Startup (except dx7 errors; not mod related).
 »» Yes, even eliminated the notorious wm_quickmessage.menu errors.
 Fixed: lantern error on some maps (e.g. mp_djerba).
 »» Making sure level._effect is created in maps\mp_load.gsc.
 Fixed: URL in mod.str includes "www" now.
 Fixed: active weapon could also become weapon on back.
 Fixed: fire sound for kar98k_sniper_2_mp and springfield_2_mp (build into mod).
 Fixed: statsboard spamming the log when player leaves the game when HUD is cleared.
 Fixed: statusicon error when player enters the game during intermission procedures.
 Fixed: statsboard efficiency -- suicides were counted twice (already included in deaths).
 Fixed: game["draw_flag"] problem in SD and RBCTF.
 Fixed: obituary OS aware; no localized string errors anymore.
 Fixed: thompson_mp now has clipsize\30.
 Fixed: CTF and CTFB were giving points for killing teammates.

2.2:

Added: weapons on back (WOB) enable/disable in playercontrol.cfg.
 Added: Long range rifles Hitloc logic (requires optional LR rifles mod).
 Added: optional extra points for headshot and melee kills (CTF, CTFB, DM and TDM).
 Added: LIB quick messages (already in 2.1c, but now only active when LIB is playing).
 Added: in-game menu expanded with "Add this eXtreme+ server to your favorites".
 Added: Add Server to Favorites feature enable/disable in miscfeatures.cfg.
 Added: Invisible Spawn Protection (enable/disable in monitoring.cfg).
 Added: landmines linked to rank system (weapon class based still selectable).
 Added: parachutes: option 0 for no parachute protection at all.
 »» Warning: meaning for parachute settings in playercontrol.cfg changed!
 Added: parachutes: invisible parachute when invisible spawn protection enabled.
 Added: ability to have preset ranks based on clan tags (ranksystem.cfg).
 Added: ability to have inactivity kick exclusions based on clan tags (playercontrol.cfg).
 Added: rank promotion nades/landmines add or replace setting (ranksystem.cfg).
 Added: ammo crates on compass (max 4 per team).

Changed: weapons on back (WOB) overhaul & cleanup.
 Changed: re-designed statsboard (miscfeatures.cfg).
 »» Warning: statsboard settings in miscfeatures.cfg changed!
 Changed: removed thick smoke effects from molotov_blast.efx (caused lag).
 Changed: LIB: code cleanup (added LIB logic to ex_spawn).
 Changed: LIB: no weapons on back in jail (LIB).
 Changed: ammo crates: removed messages when passing an enemy crate.
 Changed: inserted code to avoid extra "DRM : reading config file" messages.

Changed: parachutes: proper self unlinking when dead.
 Changed: removed scr_allow_vote from serversettings.cfg (unknown to cod2).
 Changed: removed scr_freelook from serversettings.cfg (unknown to cod2).
 Changed: removed scr_roundcam from serversettings.cfg (unknown to cod2).
 Changed: removed g_forceteamspectate from serversettings.cfg (unknown to cod2).
 Changed: removed g_teamswitchdelay from serversettings.cfg (unknown to cod2).
 Changed: world sounds for mobile MG's.
 Changed: URL eXtreme+ website changed (mod.str, all cfg files, documentation).
 Changed: default text in _ex_clanlogo.gsc.

Fixed: "emitfx" typo in emitter_panzerfaust.efx.
 Fixed: missing gas and fire grenade calls in round based game type gsc files.
 Fixed: problems with weapon loadout in round based game types.
 Fixed: "lastwinner" and "roundwinner" settings in ESD and RBCNQ (teamswap).
 Fixed: LIB removed as possible game type for all stock maps in mp\cod2maps.arena.
 Fixed: LIB: camper punishment for players in jail.
 Fixed: script errors about negative fall time for artillery and mortars corrected.
 Fixed: gas and fire grenades respect spawn protected players now.
 Fixed: gas and fire grenades friendly fire logic (settings 0 and 2) inserted.
 Fixed: script error for initialization variable "self.handling_mine".
 Fixed: landmines: handling of damage if player who planted the mine left the server.
 Fixed: parachutes: proper handling of parachute protection.
 Fixed: parachuting once is now really once, also when dying in the air.
 Fixed: rank system: image updated on demotion.
 Fixed: ammo crate replenish replaced napalm/gas with standard frag grenades.
 Fixed: ammo update for demotion now takes extra grenades or landmines away.
 Fixed: rank promotion/demotion weapon update was based on old rank.
 Fixed: clan tag at end of name bug. Now working properly.
 Fixed: proper variable init before checkGUID stops checkInit().
 Fixed: Now rank based weapon loadout is disabled when the rank system is disabled.
 Fixed: descriptions for camp objtime minimum and default in monitoring.cfg.
 Fixed: Tennessee in obituary.str.
 Fixed: seta sv_wwwBaseUrl template in server.cfg.
 Fixed: undefined shellTargetPos result causing script errors.
 Fixed: _killtriggers.gsc: check for self.ex_isparachuting was wrong.
 Fixed: detection of ground level for ammo crates improved.
 Fixed: camper logic for snipers and non-snipers completely independent.

2.1 (2-in-1):

Added: one package for both Windows and Linux.
 Added: napalm and mustard gas grenades (replacing frag or smoke grenades).
 Added: clan tag at end of player's name support.
 Added: weapon update on rank promotion or demotion.
 Added: weapons on back mod by SevenSniff.
 Added: heavy panzer setting (no sprint for Panzerschrecks).
 Added: new menu background image by Paulo88.

Changed: landmines overhaul. Now up to 9 mines possible + surface check + not plantable near spawn point or flag (cfg expansion!) + new landmine skin.
 Changed: tripwires not plantable near spawn point or flag.
 Changed: heavy MG firing punishment (disable or share damage) optional.

Removed: eXtreme+ generated rain, snow, fog and fogbanks.

Removed: headpop (was causing too much problems).

Fixed: bar weapon sway.

Fixed: global centerscreen messages (2.0 Linux).

Fixed: binocular issue.

Fixed: switch weapon during sprint bug.

Fixed: secondary weapon bug.

Fixed: weapon limiter CPU usage and related empty weapon menu.

Fixed: quickmessages fix.

Fixed: RBCNQ, RBCTF and ESD issues.

Fixed: team balancing for round based games.

Fixed: statsboard.

Fixed: MOD_FALLING obituary.

Fixed: double g_inactivity removed from serversettings.cfg.

Fixed: all forced suicide obituary messages.

Fixed: landmines HUD destroy.

Fixed: landmines set and defuse in DM; now explodes when anyone but you triggers it.

Fixed: unfixed turrets/MG HUD destroy.

Fixed: no ambient plane explosion FX for setting 2 and 3 when rank system turned on.

Fixed: no ambient artillery when rank system turned off.

Fixed: no WMD when weapon limiter turned on.

Fixed: WMD target trace now starts from proper eye position.

Fixed: obituary file restored (files got mixed up).

Fixed: parachutes set to 3 ('always') did not work.

Fixed: rank demotion shown as promotion.

Fixed: score announcer showing negative values. Added spaces to strings.

Fixed: throwing a knife when firing a planted MG.

Fixed: workaround for the 127 bones error.

Fixed: overlapping music bug.

Fixed: credits in documentation.

2.0:

Added: Ambient Artillery

Added: Ambient Explosion FX

Added: Command Monitor Arty

Added: DRM conversion

Added: Game type: Enhanced SD

Added: Game type: Hitman

Added: Game type: Liberation

Added: Game type: Round based CNQ

Added: Game type: Round based CTF

Added: HUD Stats

Added: Kick Inactive Spectators

Added: Landmines

Added: Medic Callouts

Added: Mobile MG's

Added: Panzerschreck FX

Added: Player Artillery: visible shells

Added: Player Mortars: visible shells

Added: Range Finder

Added: Shoot Stance Sensitivity

Added: Spectator Music

Added: Unfixed Turrets

Added: WMD Friendly Fire Check

Changed: Command Monitor Warp
Changed: End-game Map Vote
Changed: Game type: DOM overhaul
Changed: Improved Server Redirection
Changed: Improved In-game Map Vote
Changed: Obituary + Stats board overhaul
Changed: Localized Strings overhaul
Changed: 5 Game type Vote Limit

Fixed: knife ammo
Fixed: camper bug
Fixed: GT delay (RB game types)
Fixed: GT script errors
Fixed: level music bug
Fixed: pop helmet default
Fixed: rank system bug
Fixed: sprint stance bug
Fixed: many minor bugs.

1.6.0:

Added: knife (throwable).
Added: heavy MG tracers.
Added: blood pools.
Added: WMD sounds.
Added: WMD friendly fire addition.
Added: new artillery FX.
Added: intro music.
Added: intro voiceover.
Added: smoke grenade callouts.
Added: tripwire sounds.
Added: server redirection.
Added: new compass -- no longer option.

Changed: unknown soldier handling.
Changed: name checker.
Changed: end-game map vote system.

Fixed: WMD bugs.
Fixed: panzer sound bug.
Fixed: turret bug.
Fixed: server messages.
Fixed: parachute multiple bugs.
Fixed: taunts.
Fixed: rank chevron.
Fixed: pain and death sounds.
Fixed: map rotation.
Fixed: game types strings.
Fixed: many minor bugs.

1.5.0:

Added: parachuting.
Added: plane altitude limiter.
Added: game types ONS (Onslaught) and LMS (Last Man Standing). Experimental!

Changed: spawn protection head icon. You now no longer see it through buildings.
Changed: updated spawn logic 1.0 to 1.3.
Changed: updated game type CTFB 1.0 to CTFB 1.1.
Changed: updated game type DOM 2 to DOM 3.
Changed: live stats can also be shown in non team based game types.
Changed: status HUD now shows ranks while playing.
Changed: edited timer/round clocks: without logo picture, the clock shows big and on left top side. With logo picture it shows small in center top. With logo picture and game types LMS, HTF, IHTF, DOM, ONS, it shows small right top side on the HUD.

Fixed: an issue with the VIP pistols regarding max ammo.
Fixed: re-spawn bug in CTFB when switching teams.
Fixed: a bjusters taunt issue with the dvar settings.
Fixed: napalm bug.
Fixed: kill cam bug.
Fixed: SD defenders vs. attackers bug (noticeable in some custom maps).
Fixed: many minor bugs.

1.4.9da:

Changed: got rid of obsolete stats board rank system code.
Changed: updated VIP 1.2 rc2 to 1.2 final.
Changed: updated CTF with some message strings.
Changed: added new compass as an optional mini-mod... or integrate it in extreme+.

Fixed: re-spawn delay for CNQ, VIP, IHTF, CTFB.
Fixed: throwing distance of frag grenades.
Fixed: HUD icon of all smoke grenades.
Fixed: rank system rank through score option.
Fixed: ranksystem.cfg.
Fixed: some obituary messages.
Fixed: many minor bugs.

1.4.9d:

Added: VIP (Very Important Person) game type.
Added: CTFB (Capture The Flag Back) game type.
Added: mod menu in main COD2 menu (only seen if you disconnected from your extreme server... see feature below).
Added: optional mini mod in the zip file that adds the mod menu which has to be placed in the main folder, so if you start up the cod2 exe it will display immediately.

Changed: ending music time configurable.
Changed: rank insignia shown on in-game HUD and in the score/status screen after map end.
Changed: updated IHTF to version 1.2.
Changed: corrected (old) message string for IHTF.
Changed: choice to use score instead of points for ranks.

Changed: choice to disable/enable sprint for flag based game types.
Changed: eXtreme stats now shows names (still will clutter your console logs).
Changed: dead bodies disappear faster after sinking.
Changed: switched default sound aliases with the smaller ones from Para per many request (original file is still in the zip file incase you don't want this).

Fixed: SD and LTS losing weapons on (re-)spawn bug.
Fixed: death music bug.
Fixed: some bugs in DOM and CNQ game types.
Fixed: many minor bugs.

1.4.9c:

Added: DOM (Domination) game type.
Added: CNQ (Conquest) game type.

Changed: made lower right HUD icons smaller and more compact.
Changed: made upper middle timer smaller.
Fixed: many minor bugs.

Older versions:

Added: seperate script that you can use if you want to disable vote kicking. You need to insert it in the mod yourself if you want to use this.
Added: IHTF (I Hold The Flag) game type.
Added: HTF (Hold The Flag) and LTS (Last Team Standing).
Added: stolen flag HUD icon for CTF game type controllable by cvar in gametypes.cfg.
Added: turret enable/disable script (the one implemented in previous versions didn't seem to work right).
Added: new taunts from bjusters updated taunts mod.
Added: two scripts that should prevent crashing servers on some custom maps in SD game type (crashed when objective exploded).

Changed: updated taunts from Bjusters taunts mod 2.2.
Changed: updated the no_turret function. Now you can choose per map or game type if you want to disable/enable the turrets (mp_toujane has no turrets at all for some weird reason).
Changed: _healthoverlay.gsc (used the 1.4.72 version. This seems to prevent crashes with the _healthoverlay.gsc from v8 and v8 compatible)

Fixed: team balance issue in IHTF game type.
Fixed: HUD score for IHTF game type. Wasn't updating (only after re-spawn or kill).
Fixed: game types HQ and CHQ no longer show the possible radio spawn points before actual spawning (per 1.2 patch).
Fixed: map voting system. When no vote cast, first map was voted for by default.
Fixed: missing headshot who killed who message in extreme obits.
Fixed: map rotation server message localized string.
Fixed: enormous game_mp.log.
Fixed: mp_rhine and mp_harbor missing from voting menu.
Fixed: missing ambient FX for mp_rhine and mp_harbor.
Fixed: random reload sounds.
Fixed: exploits. All exploit previously blocked by eXtreme exploit blocker now uses the new COD2 coordinates and scanner (removed astoroth's exploit blocker).

Fixed: ambient FX settings (disable fire, smoke, fog, etc. in ambientfx.cfg).

Fixed: tripwires now do damage inside buildings (but now also the WMD do damage inside buildings; if you don't want this then read the tripdamage.txt how to revert back).

Fixed (Linux): now showing connect/disconnect messages.

Fixed (Linux): ability to show eXtreme obits (not recommended due to huge logs).

Fixed: many minor bugs.

B Credits

Development of eXtreme+

Wizard220 (original idea and development).

Astoroth (further development; retired).

Wildcard aka Marc (further development; now WW2X/ACE developer).

eXtreme+ Support Crew (current development).

DRM Conversion (Dvar Replacement Module for COD2)

La Truffe (latruffe666@hotmail.com)

Additional credits: Amwhere (method to read a file). Ravir (original cvardef function).

Bind-menu for the SR/LR Rifles Switcher

<TgN>KillTheEnemy

Cold breath:

Based on forum posts by French Daddy and [MW]gitman.

Colored smoke grenades:

Dale.

Disabling of grenade icons:

bullet-worm.

Drop weapon on arm/hand hit:

Merciless but probably origins from Poolmaster's Realism Mod (<http://ediv.codfiles.com>).

Duplicate name check:

Trydis. Reworked by PatmanSan.

Ending map through Command Monitor:

Chilly.

End of Map Voting:

NC-17 (codam, powerserver).

Reworked by wizard220.

Completely reworked by PatmanSan.

Flamethrower:

Merceless MatadoR (single-player).

Multi-player conversion by PatmanSan.

Forcing exploitable dvars, quick compass ping fading:

Ideas taken from Powerserver

Fall damage modifiers:

Dorian and Jazz.

Game type CNQ (Conquest):

Innocent Bystander.

Ported over to eXtreme+ by Tally and UncleBone.

Game type CTFB (Capture the Flag Back):

Matthias from Admiral Mod.

Ported over to eXtreme by La Truffe.

Game type DOM (Domination) v3:

Matthias.

Converted from Admiral Mod by Nedgerblansky, OddBall, and Tally.

Ported over to eXtreme+ by Wildcard aka Marc.

Game type ESD (Enhanced S&D)

Scripted by Nedgerblansky.

Edited with new features and ported over to eXtreme+ mod by Tally (16/5/2007)

Game type HM (Hitman)

Original: Ravir's "Assassin" game type for COD and UO.

Revised from Assassin by Artful_Dodger's "Espionage Agent" game type for COD and UO.

COD2 1.3 version: Tally. Ported over Artful_Dodger's ESP game type and added extra features, and changed scoring and re-spawning patterns.

Game type HTF (Hold the Flag):

Bell.

Ported over to eXtreme+ by Astoroth and Wildcard aka Marc.

Game type IHTF (Individual Hold The Flag) 1.2:

La Truffe.

Game type LIB

[ID]HW.

Ported over to eXtreme+ by {PST}*Joker.

Game type LMS (Last Man Standing):

Bell.

Ported over to eXtreme+ by Wildcard aka Marc.

Game type LTS (Last Team Standing):

Bell.

Ported over to extreme+ by Wildcard aka Marc.

Game type ONS (Onslaught):

OddBall.

Ported over to eXtreme+ by Wildcard aka Marc.

Game type RBCTF (Round based Capture the Flag)

Tally.

Game type RBCNQ (Round based Conquest)

Tally.

Game type TKOTH (Team King of the Hill)

Original game type by <http://www.nlgames.org> (assistance from Gadjex).

Ported over to eXtreme+ by {PST}*Joker.

Game type VIP (Very Important Person):

La Truffe.

Gas and fire nades:

Merciless Mod.

Ported over to WW2X by Wildcard aka Marc.

Clean-up and improvements for eXtreme+ by PatmanSan.

Graphics (backdrops, logos, sigs, etc.):

Paulo88.

Health regeneration modifications:

Wanna Ganoush (<http://www.anarchic-x.com>).

In-Game Map Voting:

AWE.

Ported over to WW2X by Wildcard aka Marc.

Ported over to eXtreme+ by PatmanSan.

Invisible Spawn Protection:

{ASP}SniperOne.

Improvements for eXtreme+ by PatmanSan.

Knife mod:

Model and original standalone weapon code by SevenSniff.

Enhanced and made throwable for WW2X by Wildcard aka Marc.

New code for eXtreme+ by Tnic.

Release 2.3+: new knife model by SevenSniff.

Landmines:

bullet-worm.

Ported over to eXtreme+ by {PST}*Joker.

Reworked by PatmanSan.

Long Range Rifles Hitloc:

{ASP}SniperOne.

Improvements for eXtreme+ by PatmanSan.

Memphis Bomber Model:

{PST}Shanesaw

Modern Weapons:

GForce mod for CoD2.

Dragunov and AK74 by Ethan.

Additional modern weapons provided by EXE.

Heavily modified and extended by Gixxer and PatmanSan.

RCON menu:

PatmanSan.

Satchel Charges:

Xmodels by xxWhiZZIExx and Mrs.

Server Redirection:

Basic idea by ????

Completely reworked by PatmanSan.

Sprint and some other features:

Bell (<http://awe.milliways.st>).

Taunts:

Aka Bjuster's Taunts by -= {AA} =-Bjusterbaarlik.

Unknown Soldier handling:

eXtreme+ Support Crew.

Reworked by PatmanSan.

Weapons on Back:

SevenSniff.

Modified for eXtreme+ by PatmanSan.

Windows/Linux compatibility scripts:

Nedgerblansky.

The rest:

The eXtreme+ Support Crew.

... and all people whose names were lost in space.