

# Jaymod v1.0 Manual

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## **Introduction**

### **Foreword**

First and foremost, thanks for taking the time out to give this mod a try. There are many other ET modifications out on the internet nowadays with the release of the Enemy Territory source code. This started as a project to just have a little fun and explore how the code of a great game works, but it turned into much more after my clan's game server kept experiencing instability with the popular Shrubmod.

I hope you have fun with this mod, as this is its intention.

### **What is Jaymod?**

Jaymod is an add-on modification to RTCW: Enemy Territory.

The idea for Jaymod came from the main features of Shrubmod. Shrubmod has long been out of date and unsupported, and with the instability issues that come with Shrubmod, something had to be done to get a Shrub-like server-side mod that would provide most of Shrub's features, be stable, and be supported.

### **Where to Download**

Jaymod is available for download at its site at <http://jaymod.clanfu.org>. You may find versions available elsewhere on the internet, but if at all possible download it from Jaymod's homepage, as you are most likely to get the most up-to-date version.

### **Further Information/Suggestions**

If there is anything that isn't answered here, I urge you to visit the website at <http://jaymod.clanfu.org> for updated information, as it's more likely to be up to date than this documentation.

Also, I'm always on the lookout for good ideas or suggestions, so, again, please visit the website and let me know what you think!

## **Getting Started**

### **Requirements**

Setting up Jaymod is rather simple, and only takes a few standard requirements:

If you are setting up Jaymod up on a server, you will need to have an understanding of how to set up and configure a game server in general. This manual will make no attempt at teaching one how to install an Enemy Territory installation and set up its config file and startup script. You can find other sources for this on the internet.

A good and working Enemy Territory installation. This mod is based on 2.60 code, so you must have the 2.60 patch installed to use this mod.

If you have all of the above, you're in good shape to be running in no time.

### **Installation**

Once you have a working Enemy Territory installation, you're ready to start.

If you are a player looking to play with Jaymod, simply connect to a server running Jaymod and it will auto-install itself onto your computer. Since you're reading this already, take a little time to read through the client-side portion of this manual.

If you are installing Jaymod onto a server, follow these steps:

1. Obtain a genuine copy of Jaymod if you do not already have one. You can find it at <http://jaymod.clanfu.org>.
2. Make a subdirectory in your Enemy Territory installation folder. "jaymod" is a good place to start unless you really want to put it in another folder.
3. Unpack the Jaymod archive in the newly created directory from above. You should have a few files, namely:
  - 1) jaymod.pk3
  - 2) mp\_bin.pk3
  - 3) server.cfg.sample
4. Unpack the mp\_bin.pk3 archive using your favorite zip program into the directory you created. There should be 3 .dll files and 3 .so files.
5. Set up your server configuration file. You can use the included sample file for a quick setup, or start from a plain etmain config file and read through the CVAR section of this manual for specific settings.
6. Create a startup script to tell Enemy Territory to use the mod you just installed (use the "+set fs\_game <your\_directory>" directive, your\_directory is the directory you created for Jaymod).

## **Client**

This portion of the manual is for those playing on a server running Jaymod. This mod has a few new commands a features added to the regular Enemy Territory multiplayer game. Become familiar with some of the commands you can now use!

### **In-game Commands**

#### **Private Messaging**

Jaymod implements a popular feature called private messaging that allows one to send a private message to a specified individual or group of individuals. Check with the server admin of the server you are playing to check whether this is enabled or not. To use this feature, simply type:

*/m [player slot # or partial name] [message]*

You can type this either from your console or from a global chat window (button T by default).

You can find a player's slot number by using the !listplayers Shrubbot command (see the Shrubbot commands section). This is the best way to make sure only one specific individual receives your message.

You can also specify a partial name match. This is a shorthand way, but also allows for multiple people to receive the message. For example, "/m dam hello!" will send the message "hello!" to players "Adam" and "Damage", since they both have "dam" in their name. Just be careful that you don't make the partial name too generic or you might send your message to someone unintended!

If you have Private Message Sounds turned on (this is on by default, you can turn them off by using the Jaymod game menu.

#### **Playdead**

A popular Shrub feature, playdead has to be turned on by the server admin to be used. Note that this version of playdead is a bit less bugged than Shrub's version. It's much harder to get stuck in walls, and there's just about zero chance of someone using this as an exploit to get through a wall (example, bank doors on Goldrush) due to extra checks to make sure there is enough clearance for your player to fall down and still be in the "world". You can use playdead by issuing the "playdead" command from your console, or by binding it to a key (recommended). You can do this by typing at console:

*/bind "key" "playdead"*

The key you specify will now toggle playdead mode. When you are in playdead mode, you cannot shoot your weapon. To an enemy, you look like a dead player (after a tap-out and awaiting a respawn). However, you will still be a solid body (players cannot walk through you) and your eyes will still blink.

This is an excellent way to infiltrate enemy bases and maintain the element of surprise!

## **In-game Features**

### **Class Stealing**

Class stealing allows a player to steal a dead teammate's class. This option must be enabled on the server to use.

In order to steal a class, you stand over a dead teammate and hold your activate key, much as you would steal a uniform as a covert ops. When you finish stealing their class, you lose your class abilities and your current weapons. You will gain the weapon the dead player was using (on an empty clip, you must find ammo!!) and all the abilities of their class.

**TIP:** When you are a disguised covert ops and steal a class, you keep the disguise even though you aren't a covert ops anymore. I'll leave the possibilities up to your imagination...

### **Corpse Dragging**

When this option is enabled on the server, you can drag dead players using your activate key. You can use this to drag a teammate awaiting to be revived away from danger, or drag a dead enemy away so that you can steal their uniform, for example.

### **Double Jump**

Double Jump allows you to do just that: double jump! When this option is enabled on the server, you can jump mid-air again and gain more height. This makes trick jumping easy, and allows for some interesting gun fights.

### **Hitsounds**

This extremely popular feature (when enabled on the server and turned on in your game) makes a sound when you hit a player. The sound played depends on what you hit.

If you hit a teammate, "Hold your fire!" will sound, alerting you that you hit your own teammate. Subsequent hits play a server-specified sound.

There are three sounds for an enemy hit. One sounds when you hit an enemy's head and knock off their helmet, another for when you hit their head and they do not have a helmet, and another for a shot anywhere else. Note that server admins may choose to use different hitsounds than the default Jaymod ones, and use the same sound for two different events.

You can turn hitsounds off in your Jaymod preferences if you'd rather not hear them.

### **Killing Sprees and Sounds**

When enabled on the server, the game will keep track of players' kills and display Unreal-Tournament-like killing spree messages.

The Unreal Tournament sounds have been added as well, and, if enabled on the server, will play along with the killing spree messages. This is turned on in your game by default, but you can turn them off in your Jaymod preferences.

### **Panzer War**

When Panzer War is enabled on the server, the whole game-play changes.

You will spawn as a Soldier with a panzerfaust, a knife, and 100 grenades. Your player's behavior is heavily modified as follows:

- You do not walk slowly with the panzerfaust as you normally do.
- You do not have to wait for your weapon charge bar to charge up before firing off your next shots.
- There is no whine-up sound and delay, so that you can fire much faster than normal.
- Damage is turned down to 1/3 its normal damage, and the splash radius is turned down to 2/3 its normal value.
- You do not lose rockets as you fire them off, effectively giving you infinite rocket ammo.

This is a fun mode, and as such you cannot complete most maps (as most require engineers to perform certain functions and you cannot be anything but a soldier in this mode). Have fun with this one; it's a blast!

## **Shrubbot Commands**

Jaymod implements a feature called Shrubbot that closely mirrors Shrub's implementation. This allows for easy administration of the server, with many convenient (and fun) commands, with different levels a server admin can set to give different people different levels of access to the commands. Those commands in this mod are outlined below.

### **Usage**

To use a command, simply type (at the console or global chat):

***!command options...***

Of course, replace command with the command you want to use. The options you specify after it depends on the specific command. To find the usage for each command in-game, simply type the command without any options and it will display usage if the specific command requires any other options.

### **About**

Usage: ***!about***

This displays the current Jaymod version number and website.

### **Admintest**

Usage: ***!admintest***

This displays your admin status on the server.

### **Ban/Unban**

Usage: ***!ban player time reason***

This command will ban the specified player for the specified time.

*Player* can be either a slot number or partial name. Note that if more than one player matches the partial name, the ban will not take place and prompt you to try again.

*Time* must be a number specified in minutes for the amount of time to ban the person. This number must be greater than 0.

The *reason* must be given (unless you are an admin with the flag allowing you not to have a reason, see the Shrubbot section for details). This message is sent to the client when they are disconnected and displayed on returns to the server while they are still banned.

Usage: ***!unban ban#***

This unbans a player.

*Ban#* is a ban slot found by using the ***!showbans*** command.



### **Cancel Vote**

Usage: ***!cancelvote***

Issuing this command will stop a vote that is in progress.

### **Fling/Flinga**

Usage: ***!fling player***

This command will “fling” a player in a completely random direction. This is a good attention grabber for those players who will not respond to an admin.

*Player* can be a slot number or partial name.

Usage: ***!flinga***

This command flings everyone instantaneously. A favorite of power-abusing admins!

### **Help**

Usage: ***!help***

This command will list all the commands that are available for you to use.

### **Kick**

Usage: ***!kick player reason***

This command will kick a player off of the server.

*Player* can be a slot number or partial name.

The *reason* must be given (unless you are an admin with the flag allowing you not to have a reason, see the Shrubbot section for details). This message is sent to the client when they are disconnected.

### **Launch/Launcha**

Usage: ***!launch player***

This command will “launch” a player straight up into the air. This is a good attention grabber for those players who will not respond to an admin.

*Player* can be a slot number or partial name.

Usage: ***!launcha***

This command launches everyone at once. Another admin favorite...

### **Listplayers**

Usage: ***!listplayers***

Listplayers will display a list (much like the in-game scoreboard) of connected players in your console. You must be playing in 800x600 resolution or higher to see this list correctly. The list consists of the player client number, player name, their XP, and their ping. This is a handy function to get a client number to use for the rest of the Shrubbott commands.

### **Mute/Unmute**

Usage: ***!mute*** player

Usage: ***!unmute*** player

These will mute or unmute a player. When muted, and player cannot use any kind of text or voice chat, except for private messaging.

*Player* can be a slot number or partial name.

### **News**

Usage: ***!news***

Issuing this command will play the news associated with the map (assuming there is one). All players will hear this.

### **Orient/Disorient**

Usage: ***!orient*** player

Usage: ***!disorient*** player

This command will orient or disorient a player. When disoriented, the player's view will be upside down and their controls backwards. This lasts until they are oriented or they die.

*Player* can be a slot number or partial name.

### **Pause/Unpause**

Usage: ***!pause***

Usage: ***!unpause***

This command will pause or unpause the game. While paused, gameplay stops, and no one can move.

### **Putteam**

Usage: ***!putteam*** *player team*

This puts a player onto the specified team.

*Player* can be a slot number or partial name.

*Team* can be "allies", "axis", or "spec". You can also use the shorthand of "r" for axis, "b" for allies, and "s" for spec.

### **Readconfig**

Usage: ***!readconfig***

Issuing this will read the Shrubbybot configuration file in case changes were made manually.

### **Rename**

Usage: ***!rename*** *player name*

This will rename a player to whatever name you specify.

*Player* can be a slot number or partial name.

*Name* can have spaces in it, but must be specified. The new name is only temporary; it will be their regular name after they disconnect.

### **Reset XP**

Usage: ***!resetxp*** *player*

This command will reset a players XP to 0, take away all skill levels, and all awards.

*Player* can be a slot number or partial name.

### **Setlevel**

Usage: ***!setlevel*** *player level*

Setlevel will put a player at a specified level.

*Player* can be a slot number or partial name.

*Level* needs to be a positive whole number. This level must exist before you can set someone there. For more information about setting up the Shrubbybot configuration file, see the Shrubbybot section.

### **Showbans**

Usage: ***!showbans***

Showbans will print a list of current bans in your console.

### **Shuffle**

Usage: ***!shuffle***

Shuffle will rearrange the teams if they are uneven or unbalanced. Note that teams are now shuffled by rate of XP gained, not by total of XP. This allows for more balanced gameplay.

### **Spec**

Usage: ***!spec player***

Issuing this command will put you into spectator mode following the specified player, assuming they aren't a spectator themselves.

*Player* can be a slot number or partial name.

### **Spec999**

Usage: ***!spec999***

This will put all players with a ping of 999 into the spectators.

### **Splat/Splata**

Usage: ***!splat player***

This will deal 10,000 damage to a specified player, effectively making them go "splat".

*Player* can be a slot number or partial name.

Usage: ***!splata***

This will splat everyone all at once! M-M-M-Monster Splat!

### **Time**

Usage: ***!time***

This displays the current time of the actual server machine the game is running.

### **Uptime**

Usage: ***!uptime***

This displays how long the Enemy Territory server has been running. It, of course, starts back at 0 when the server is shut down.

## **Server**

This portion of the manual is for those who are setting up an Enemy Territory server with Jaymod. Every attempt is made to make installation and configuration of Jaymod simple enough, but not every question can be anticipated, so visit <http://jaymod.clanfu.org> for any additional information you may need.

### **Setup**

Setting up Jaymod will be simple if you've ever set up a mod before. Note that this manual will not make any attempt to give a tutorial on setting up a server, but rather the Jaymod-specific instructions that are needed. If you have never set up an Enemy Territory server before, do a web search as there are many resources available on the internet.

If you haven't installed Jaymod already, see the Installation section for detailed instructions.

To reiterate from the Installation section, make sure you have both .pk3 files in the mod directory. Jaymod.pk3 isn't required, but you will lose some functionality if you omit it.

The first thing you need to do to get Jaymod running is to set up your server configuration file for Jaymod. You can use the included server.cfg.sample as a good starting place, or start from scratch. The sample config that is bundled has all of the new Jaymod Cvars in it, with their default values assigned. Below you will find a detailed listing of new Cvars and their options.

The final step in setting up Jaymod is to set up a shrubbot configuration file (if you enable it). See the Shrubby section for details.

### **Cvar Dictionary**

This is a complete listing of all of the new Cvars that Jaymod implements. They are shown with their default values and their usage.

#### **XPSave**

##### Synopsis:

g\_XPSave 0

##### Description:

When set to 1, XP will save for the amount of time specified (see *g\_XPSaveTimeout*). This is simplified from Shrub's implementation. XP Save keeps XP through campaign changes/restarts, map restarts, and disconnects.

#### **XPSaveTimeout**

##### Synopsis:

g\_XPSaveTimeout 60

##### Description:

This is the time the XP Saver will save XP in minutes. Specify a positive number. g\_XPSave must obviously be turned on for this to take effect.

### **AmmoRechargeTime**

#### Synopsis:

g\_ammoRechargeTime 60000

#### Description:

This sets the interval of time between ammo cabinet respawns. The value is seconds X 1000. For example, 10 seconds would be 10 X 1000 = 10000.

### **HealthRechargeTime**

#### Synopsis:

g\_healthRechargeTime 10000

#### Description:

This sets the interval of time between health cabinet respawns. The value is seconds X 1000. For example, 10 seconds would be 10 X 1000 = 10000.

### **PackDistance**

#### Synopsis:

g\_packDistance 1

#### Description:

This is the multiple of the original pack throw distance. Use 1 for stock ET throwing of ammo or health, or set higher values to throw further.

### **DropHealth**

#### Synopsis:

g\_dropHealth 0

#### Description:

Medics drop health packs upon death. The value is how many packs they drop; leave this set to 0 for no dropped health packs.

### **DropAmmo**

#### Synopsis:

g\_dropAmmo 0

#### Description:

Field-Ops drop ammo packs upon death. The value is how many packs they drop; leave this set to 0 for no dropped ammo packs.

### **SaveCampaignStats**

#### Synopsis:

g\_saveCampaignStats 1

#### Description:

In Campaign mode, setting this as 1 will cause kill stats to save across the entire campaign. This is stock Enemy Territory behavior. Turn this to 0 to reset the stats after every map.

### **PrivateMessages**

#### **Synopsis:**

g\_privateMessages 0

#### **Description:**

Set this to 1 to enable private messaging. Leave at 0 to disable.

NOTE: clients can now use private messaging from the global chat popup as well as the console. See the Private Messaging section for details.

### **PlayDead**

#### **Synopsis:**

g\_playDead 0

#### **Description:**

Setting this to 1 turns on play dead mode, where players can “pretend” they are dead. See the Playing Dead section for details.

### **Shove**

#### **Synopsis:**

g\_shove 0

#### **Description:**

Leaving at 0 disables this feature, and any positive number sets the distance a player can push another player.

### **ClassChange**

#### **Synopsis:**

g\_classChange 0

#### **Description:**

Setting this to 1 allows players to “steal” the uniform of a teammate once they are dead, and take on their class as well as their weapons. See Class Changing for more details.

### **DragCorpse**

#### **Synopsis:**

g\_dragCorpse 0

#### **Description:**

Set to 1 to allow players to drag a dead player on the ground.

### **Skills**

#### **Synopsis:**

g\_skills 0

#### **Description:**

This is a bitflagged variable with the following attributes. Add up the desired features to enable them:

- 1 Any Level 4 Battle Sense can spot mines for teammates.
- 2 Non-engineers w/ Level 4 Explosives & Construction benefit from the flak jacket.
- 4 Adrenaline carries over to non-medic classes.
- 8 Players with Level 4 Signals will be able to spot disguised enemies regardless of class.

### **Weapons**

#### **Synopsis:**

g\_weapons 0

#### **Description:**

This is a bitflag variable with the following attributes. Add up the values corresponding to the desired features and set g\_weapons appropriately to enable them:

- 1 Not yet implemented...
- 2 Syringes work underwater.
- 4 Pliers work underwater.
- 8 "Too many air strikes requested" will restore used charge bar.
- 16 "Too many air strikes requested" will restore half of used charge bar.
- 32 Ammo packs restore a lost helmet.

NOTE: Flag 1 is not being implemented yet. Flag 8 takes precedence over flag 16.

### **BsRevive**

#### **Synopsis:**

g\_bsRevive 0

#### **Description:**

Setting to 1 will allow a player to be full revived if they have Level 4 Battle Sense regardless of the level of medic that revived them.

### **FairRifles**

#### **Synopsis:**

g\_fairRifles 0

#### **Description:**

Setting to 1 allows Allied rifles to reload mid-clip.



### **Spectator**

#### **Synopsis:**

g\_spectator 0

#### **Description:**

This is a bitflag with the following properties. Add up the desired values to enable each setting.

- 1 Free-look spectators can click on a player to spectate him. If the click doesn't point at another client, nothing happens.
- 2 When spectator clicking is enabled (1), a "miss" cycles to the next client that can be spectated rather than doing nothing.
- 4 Spectators continue following a player when he goes into limbo and respawns (same behavior as in RTCW).
- 8 Spectators go into free look mode after a spectated player limbos (4 takes precedence over 8).

### **KillingSpree**

#### **Synopsis:**

g\_killingSpree 0

#### **Description:**

Turning to 1 turns on killing sprees.

### **PanzerWar**

#### **Synopsis:**

g\_panzerWar 0

#### **Description:**

Turning to 1 enabled the Panzer War mode. In this mode of play, all players will spawn as a soldier with a panzerfaust, a knife, and 100 grenades. There is no delay time for firing the panzer, no slowed walk speed, there is not wait for the charge bar, and you do not lose ammo when shots are fired (effectively infinite ammo). The damage is turned down to 1/3 the normal damage, and the splash radius is 2/3 its normal value. Be sure not to have g\_knifeonly turned on for this to work!

### **IntermissionTime**

#### Synopsis:

g\_intermissionTime 60

#### Description:

This is the time in seconds intermission will last. Default is 60. This must be a positive integer.

### **IntermissionReadyPercent**

#### Synopsis:

g\_intermissionReadyPercent 100

#### Description:

This is the percentage of people required to end intermission and continue on to the next map.

### **DropMsg**

#### Synopsis:

g\_dropMsg ""

#### Description:

This message is tacked onto any kicks, bans, and connect denials due to outstanding bans. Enter useful information, for example, your server or clan's web forums.

### **Hitsounds**

#### Synopsis:

g\_hitsounds 0

#### Description:

Set to 0 to disable hitsounds for clients, and 1 to enable.

### **Hitsound Default**

#### Synopsis:

g\_hitsound\_default "sound/weapons/impact/flesh2.wav"

#### Description:

The sound played when a player hits an enemy and it is not a headshot.

### **Hitsound Helmet**

#### Synopsis:

g\_hitsound\_helmet "sound/weapons/impact/metal4.wav"

#### Description:

The sound played when a player hits an enemy in the head and they have not yet lost their helmet.

### **Hitsound Head**

#### **Synopsis:**

g\_hitsound\_head "sound/weapons/impact/metal4.wav"

#### **Description:**

The sound played when a player hits an enemy in the head and they have already lost their helmet.

### **Hitsound Team Warn Allies**

#### **Synopsis:**

g\_hitsound\_team\_warn\_allies "sound/chat/allies/26a.wav"

#### **Description:**

The sound played when a player hits a teammate (with friendly fire enabled) for the first time.

### **Hitsound Team Warn Axis**

#### **Synopsis:**

g\_hitsound\_team\_warn\_axis "sound/chat/axis/26a.wav"

#### **Description:**

The sound played when a player hits a teammate (with friendly fire enabled) for the first time.

### **Hitsound Team Default**

#### **Synopsis:**

g\_hitsound\_default "sound/weapons/impact/flesh2.wav"

#### **Description:**

The sound played when a player hits a teammate (with friendly fire enabled) and it is not a headshot.

### **Hitsound Team Helmet**

#### **Synopsis:**

g\_hitsound\_helmet "sound/weapons/impact/metal4.wav"

#### **Description:**

The sound played when a player hits a teammate (with friendly fire enabled) in the head and they have not yet lost their helmet.

### **Hitsound Team Head**

#### **Synopsis:**

g\_hitsound\_head "sound/weapons/impact/metal4.wav"

#### **Description:**

The sound played when a player hits a teammate (with friendly fire enabled) in the head and they have already lost their helmet.

### **Banners**

#### **Synopsis:**

g\_banners 0

#### **Description:**

Set to the number of banners you are going to display, or 0 to disable.

To set messages, in your config enter messages as such:

```
set g_banner1 "Message text 1."  
set g_banner2 "Message text 2."
```

Banner numbering starts at one.

### **BannerTime**

#### **Synopsis:**

g\_bannerTime 5

#### **Description:**

The number of seconds between banner displaying.

### **BannerLocation**

#### **Synopsis:**

g\_bannerLocation 2

#### **Description:**

Where to display the banner on the screen. The options are:

- 1 – cpm (left side of screen)
- 2 – cp (center screen)
- 3 – print (console only)
- 4 – bp (top center screen)

### **KickTime**

#### **Synopsis:**

g\_kickTime 0

#### **Description:**

How long to temporary ban after a kick, in seconds.

### **Shrubbot**

#### **Synopsis:**

g\_shrubbot ""

#### **Description:**

Assign this to the shrubbot configuration file to turn on shrubbot functionality.

### **LogAdmin**

#### Synopsis:

g\_logAdmin ""

#### Description:

Assign this to your desired log file name where shrubbot commands are logged.

### **MaxPanzers**

#### Synopsis:

team\_maxPanzers -1

#### Description:

The maximum number of panzerfausts a team can have. -1 disables this, 0 disables the weapon altogether, and any higher number is the max amount.

### **MaxFlamers**

#### Synopsis:

team\_maxFlamers -1

#### Description:

The maximum number of flamethrowers a team can have. -1 disables this, 0 disables the weapon altogether, and any higher number is the max amount.

### **MaxMG42s**

#### Synopsis:

team\_maxMG42s -1

#### Description:

The maximum number of MG42's a team can have. -1 disables this, 0 disables the weapon altogether, and any higher number is the max amount.

### **MaxMortars**

#### Synopsis:

team\_maxMortars -1

#### Description:

The maximum number of mortars a team can have. -1 disables this, 0 disables the weapon altogether, and any higher number is the max amount.

### **MaxGrenLaunchers**

#### Synopsis:

team\_maxGrenLaunchers -1

#### Description:

The maximum number of grenade launchers a team can have. -1 disables this, 0 disables the weapon altogether, and any higher number is the max amount.

**MaxAirstrikes**

Synopsis:

team\_maxAirstrikes 6

Description:

The maximum number of airstrikes a team can have at once. 0 disables them altogether, while any higher number is the max amount.

## **Shrubbot**

This mod implements a popular and useful feature from the old Shrubmod called "Shrubbot". This system allows for easier administration of the game by allowing server admins to set up different levels of access to shrubbot's many commands. This way, there is no need to set up referee password or give out sensitive rcon passwords. This section will go into detail on how to set up the shrubbot configuration file.

### **Initial Setup**

If you do not have an existing shrubbot config file, all you need to do to get started is fire up the game with the g\_shrubbot Cvar set to your desired shrubbot config file (for simplicity, this manual will refer to this file as shrubbot.cfg). Since the file will not exist, the game will automatically create the file with 2 admin levels assigned: 0 and 1. Level 0 will have basic commands, such as about, time, etc., and Level 1 users will have access to every command. This should get you started so that you can manually edit this file and add on to meet your needs.

### **Syntax**

The way the file is written resembles a Windows .ini configuration file. The two different options you have are as follows.

#### **Level**

```
[Level]
level      = 0
name       = ^xR^fegul ar ^xU^fser
flags      = i ahCp
```

```
[Level] - Tells the game that the following information sets up a level.
level   - Specifies what number level it is.
name     - The name that shows when !admintest is used.
flags    - What privileges this level has. See the flags section for
           information on what flags there are.
```

#### **Admin**

```
[admin]
name      = ^xJay^4bi rd
guid      = <player's guid>
level     = 1
flags     =
```

```
[admin] - Tells the game that the following information sets up an admin.
name     - The name of the player.
guid     - The guid of the player.
level    - What level is assigned to the player.
flags    - At the time of this writing, this is not used.
```

### **Flags**

These flags specify what commands a specific level is authorized to use. The available flags are as follows:

<b>Command</b>	<b>Flag</b>
about	C
admintest	a
ban/unban	b
disorient/orient	d
fling	f
flinga	F
help	h
kick	k
launch	f
launcha	F
listplayers	i
mute/unmute	m
news	n
pause/unpause	z
putteam	p
readconfig	G
resetxp	x
setlevel	s
showbans	B
shuffle	S
spec	e
spec999	P
splat	f
splata	F
time	C
uptime	u

There are also status flags that give admins different abilities. Those are:

- 1 Cannot be vote kicked, vote muted, dropped for inactivity, or complained against.
- 2 Cannot be censored or flood protected.
- 3 Can runs commands silently from console (/!command).
- 4 Can see all team and fireteam chat as spectator.
- 5 Can switch to any team regardless of balance.
- 6 Does not need to specify a reason for kick/ban.
- 7 Can call a vote anytime (even if disabled).
- 8 *Not Implemented*
- 9 Can run commands from team or fireteam chat.



## **Bugs & Other Problems**

This is the initial public release version, and as such, there may be bugs that have not yet been discovered or are currently being worked out. This has been tested on one of Enemy Territory's most popular servers and deemed stable enough to release. As always, if you come across anything needing attention, please visit the forums at <http://jaymod.clanfu.org> and let me know of it!

## **Thanks and Credits**

First and foremost, the most humble and sincere thanks go to everyone at Clan FU for their help and participation in the development and testing of this mod. Without their generous support, this mod would not be in existence.

I promised I'd mention them, so here they are: my willing little guinea pigs!

Melissa, JJ, Meras, Panther, Jaguar, Krull, Poniboi, DRC, BigDog, Cannon-Fodder, Jables, Carv, and all the other people who'd jump on my test server on a moment's notice. If I didn't list you, I'm sorry, it's almost bedtime! I'll get ya next version :)

A HUGE recognition goes to the ETPub team. They have a great thing going on. Because of their open-source effort, I was able to get a lot of this done much quicker. Portions of this mod are based on their original work. While the direction of these two mods is different, their underlying goal is the same: to provide a maintained Shrub-like mod. If you are looking for a server-side only solution, I strongly urge you to check out their project at <http://et.tjw.org/etpub>.

Thanks to everyone at the SplashDamage forums for the help they provide to everyone wanting to mod for ET. And definitely thanks to those guys for taking the time to develop and release an incredible FREE id Software based game. While I'm sure it wasn't their intention on giving it out for free, they have made a good many fan because of their generosity and dedication to the gaming community.