Jaymod v1.4 Manual

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 Shrubmod has long been out of date and unsupported, and with the instability issues that come with Shrubmod, something had to be done to get a Shrub-like server-side mod that would provide most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.

This mod has, obviously, outgrown the original objective of being server-side only. Some of the ideas I wanted to implement could not be done with server code only, so the decision was made to start working on the client end as well. I wanted this to be as easy as possible for end users, and now only one pak needs to be downloaded (on the fly) to be able to play this mod.

With most of Shrub's implementation complete, the focus has shifted to the requests of the community, many of which mirror features already implemented in ETPro. This mod is becoming a rather well-rounded game play mod as a result. It is seeing more and more options that might be deemed competition-minded while maintaining its fun factor for pub environments.

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 configuration file and startup script. You can find other sources for this on the internet.

Jaymod requires a good, 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 understand 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 name for it 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-1.4.pk3
    2) qagame.mp.i386.so
    3) qagame_mp_x86.dll
    4) qagame_mac.bundle
    5) jaymod.cfg-sample
    6) jaymod-1.4.pdf (this manual)
4. Set up your server configuration file. You can use the included sample file for a quick setup of Jaymod's settings, or start from a plain file and read through the CVAR section of this manual for specific settings. You can then include Jaymod's settings into your normal server configuration through 'exec jaymod.cfg', or whatever you named your jaymod configuration file, or by simply copy/pasting the configuration into your normal server configuration file.
5. Make sure that jaymod-1.4.pk3 is downloadable to your clients. If it is not, and they do not already have this file, they will not be able to connect.
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!

There is also the option to block Private Messages. With Shrubbot enabled, anyone who is equal to your level or lower will be unable to send you a Private Message if you are blocking them. Anyone above you, however, will still be able to do so. This allows server admins to use Private Messaging as a valuable tool. You can find this option in the Jaymod game menu.

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: If the server administration has enabled it, 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 waiting 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 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.

There are two sounds for an enemy hit. One sounds when you hit an enemy's head and another for a shot anywhere else.

You can turn hitsounds off in your Jaymod preferences if you'd rather not hear them. You can also select which hitsounds sounds you want to use.

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.

Obituaries

By default, death messages (obituaries) will show up on the left, middle part of your screen. On larger servers where there are a lot of deaths, it is sometimes useful to have those messages display in the chat area instead. In the Jaymod Display menu, you can set where you want these to display.

Alternate HUD

For those that don't know, HUD stands for Heads Up Display. This is how things are set up on your screen, like what weapon you're holding, your compass, how much XP and health you have, etc. Jaymod has an alternative HUD available to use that takes up less of the screen. You can find this option in the Jaymod Display menu.

Watermarks

Server admins have the option of displaying a small logo on every player's screen. Usually this logo will fade after a specified period of time, but sometimes admins may decide to keep the logo for an extended or indefinite amount of time. You can adjust the opacity or even completely disable this logo under the Jaymod Display menu.

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 neither whine-up sound nor 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!

Sniper War

Sniper War is another special play mode made just for sharpshooters

You will spawn as a Covert Ops with a sniper rifle (respective to the team you're on), a knife, and binoculars. There are a few changes in this mode to the game play:

- You receive all the high level Covert Ops bonuses regardless of your level.
- You spawn with 400 rifle rounds.
- Headshots with the rifle (when you are scoped) count as instant kills.
- If you have hitsounds enabled, a headshot results in a voice shouting "headshot".

As in Panzer War, this is a fun mode. Do not expect to complete the objectives of most maps.

Poison Syringes
Jaymod has a new weapon for use by every class if the server has it enabled.

Introducing Poison Syringes. You can find them on weapon slot 4 (behind the grenades). It is a blue colored syringe that you can stab enemies with (or friendlies with friendly fire enabled). When hit with a Poison Syringe, your view will start swaying back and forth, and warp just as you would if you were underwater, but to a much higher degree. You can hear your heart pounding. Better find help.

Poison injections compound – that is, if you get hit multiple times, you get hurt faster. This allows XP sharing with poison hits – if you hit someone with a poison syringe, you will get XP for it every time they get hurt from your needle until they die. The interval of time that your syringe damages the player is 1.5 seconds, so every 1.5 seconds you will get 0.2 Medic XP and hurt the player 10HP. Since it tracks multiple people hitting the player with a Poison Syringe, the last poison damage inflicted that causes the death of the player gives the person who hit them with the specific syringe that caused the death 3 Medic XP.

Poisoned players can un-poison themselves by finding health packs. Poisoned players cannot heal themselves, however, in an effort to make it fair for players who aren't medics. Essentially, a player can un-poison themselves by finding a health pack that is not their own. Since poison compounds, you must find a health pack for each time you have been poisoned. For example, if you have been hit 4 times with a syringe, you must find 4 health packs. Health cabinets also count.

Adrenaline Sharing
If it is enabled on the server, along with your adrenaline syringe, you will have the ability to share adrenaline with other players. If you switch to the alternate weapon of the adrenaline syringe (usually right click on the mouse), the syringe will point outwards and you can give a live teammate adrenaline. This is an excellent way to promote teamwork in tough situations.

Goomba Killing
Alluding to the Mario Bros. days, if enabled on the server, you can "goomba" kill people by landing on their heads. The farther you fall, the more damage you inflict. Also, if you land on someone's head, it softens your fall.

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.

Crazy Gravity

Usage: *!crazygravity* *[on|off]*

Turning this option on will set the gravity to a random value between 0 and 1200 in 30 second intervals.

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!

Ftime

Usage: *!ftime*

Short for "fun time", it shows the current time of the server in a "fun" way.

Glow

Usage: *!glow* *[on|off]*

If enabled, all players will emit a different color around them.

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 Shrubbot commands.

Lock/Unlock

Usage: *!lock* team
Usage: *!unlock* team

This command locks or unlocks a team, keeping anyone from joining them, and blacking out a spectator's view.

Team uses the same values from !putteam.

Lol

Usage: *!lol* player numGrenades

This rains grenades on players. Using !lol alone causes a single grenade to drop on every player at once. *Player* and *numGrenades* are optional.

Player can be a slot number or partial name.
numGrenades is the number of grenades to drop on a player. Max is 16.

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.

Nextmap

Usage: *!nextmap*

This command will end the current map and move on to the next.

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.

PanzerWar

Usage: *!panzerwar* *[on|off]*

This command will toggle panzerwar on or off, or display its status if no option is specified.

Pause/Unpause

Usage: *!pause*
Usage: *!unpause*

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

Pip

Usage: *!pip* *player*

Causes flying sparks to shower around a player (looks much like fairies).

Player can be a slot number or partial name. This is optional.

Pop

Usage: *!pop* *player*

Causes a player's helmet to pop off, if he has one.

Player can be a slot number or partial name. This is optional.

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 Shrubbot 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

Usage: *!reset*

This resets the current match, much like the referee reset works.

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.

Restart

Usage: *!restart*

This command restarts the current level.

Revive

Usage: *!revive* *player*

As long as the player has not gibbed, this will revive them. If *player* is omitted, this will revive the player who issued the command, otherwise, *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 Shrubbot configuration file, see the Shrubbot section.

Shake

Usage: *!shake* *player time*

This command makes a player shake uncontrollably.

Player can be a slot number or partial name.
Time is optional, and is the number of seconds to shake the player up to 120 seconds. If not specified, it shakes 1 second.

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.

Slap

Usage: *!slap* *player amount*

Now you have the chance to slap someone around a bit.

Player can be a slot number or partial name.
Amount is optional. If not specified, it deals 30 HP damage. Otherwise it will deal damage all the way up to 1HP of the players health, that is, it will not kill a player.

Smite

Usage: *!smite* *player*

I smite thee! Use this to set a player on fire.

Player can be a slot number or partial name.

SniperWar

Usage: **!sniperwar** *[on|off]*

This command will toggle panzerwar on or off, or display its status if no option is specified.

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!

Swap

Usage: **!swap**

This command swaps the current teams.

Throw/Throwa

Usage: **!throw** *player*

This command will "throw" a player forward with great force. 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: **!throwa**

This command throws everyone at once. Another admin favorite…

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 Shrubbot 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 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.

MoverScale
Synopsis:
g_moverScale 1.0

Description:
Multiplies the speed of all movers (trains, tanks, and such) by the value specified.

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   Field Ops with level 0 battle sense do not spawn with binoculars.
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.
64   Players with binoculars drop them when they die.
128   Allied can now reload rifles mid-clip.

NOTE: Flag 8 takes precedence over flag 16.

SlashKill
Synopsis:
g_slashkill 0

Description:
This changes the behavior of the /kill command. Values are:

1   A player will spawn with half a charge bar after /killing.
2   A player will spawn with 0 charge bar.
3   A player will spawn with the same amount of charge bar as when he /killed.
4   /kill is disabled.

MapConfigs
Synopsis:
g_mapconfigs ""

Description:
Set this to the directory containing map-specific configuration files. Name the individual file names after their .bsp file name (i.e., radar.cfg). Use "." for current directory.

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).

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!

ShoveNoZ
Synopsis:
g_shoveNoZ 0

Description:
g_shove must be enabled for this to take effect. When set to 0, you will be able to launch a player vertically, while when set to 1, you will not be able to launch a player vertically with a push.
Warning: Leaving this at 0 can greatly alter gameplay, as it allows new ways of easily winning objectives.

SpawnInvul
Synopsis:
g_spawnInvul 3

Description:
The number of seconds players are invincible after spawning.

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.

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.

MaxArtillery
Synopsis:
team_maxArtillery 6

Description:
The maximum number of artillery strikes a team can have per minute. 0 disables them
altogether, while any higher number is the max amount. The maximum allowed for this
one is 6.

MaxLandmines
Synopsis:
team_maxLandmines 10

Description:
The maximum number of landmines per team.

Censor
Synopsis:
g_censor ""

Description:
A string of words, separated by commas, to be censored from game chat.

CensorPenalty
Synopsis:
g_censorPenalty 0

Description:
A bit flagged variable that determines what happens to a player when they are censored.
Add the options below to enable them.

1   Kill the player.
2   Not implemented
4   Kill the player, but don't gib them.
8   Auto-mute the player for g_censorMuteTime seconds

WolfROF
Synopsis:
g_wolfRof 0

Description:
Adjusts rates of fire for the MP40, Thompson, and Sten. ET rates of fire for these
weapons are 150ms (meaning that much time between bullets being fired). RTCW rates
make the weapons uneven, but for this implementation are averaged and made equal to
110ms.

0   ET rates
1   RTCW rates

CensorMuteTime
Synopsis:
g_censorMuteTime 60

Description:
The number of seconds used for an auto-mute.

Misc
Synopsis:
g_misc 0

Description:
This is a bitflagged variable with different options that don't really tie into anything else.
Add the numbers to enable the options.

1	Double Jump
2	Binoc War – Keeps track of how many binoculars players pick up and report the top 3 every minute and at the end of the match.
4	Only admins (shrubbot level 1 or higher) can connect to the server.
8	Players will be able to throw health and ammo packs vertically.
16	This has been removed. See g_covertops.
32	If a player has level 4 Battle Sense, the player will get full health back when revived, regardless of the level of the medic that revived him.

Hitboxes
Synopsis:
g_hitboxes 0

Description:
This changes the "hitboxes" of players in the game. In Jaymod, the body hitbox is
lowered to shoulder height, and prone and corpse hitboxes are lowered as well. Setting
this to 1 will turn on ETPro's "b_realhead" option, where the head hitbox follows the
player animation. This is a flagged Cvar. It is also latched, meaning if you change the
value mid-map, it will not take affect until the next map.

1	Turn on "realhead".
256	Display the head hitbox every server frame.
512	Display the prone leg hitbox every server frame.
1024	Display the body hitbox every server frame.

SniperWar
Synopsis:
g_sniperwar 0

Description:
This is much the same as Panzerwar, from an administration point of view. Sniper War
takes precedence over panzer war, so if you have both enabled, you will end up having
Sniper War enabled. See the Sniper War section in this manual for more information on
how the mode works.

DefaultSkills
Synopsis:
g_defaultSkills ""

Description:
Allows skill levels to be automatically gained on initial connection of a client.
The values is 7 integers separated by spaces. The skills are defined in this order:
Battle Sense
Explosives and Construction (Engineering)
First Aid (Medic)
Signals (Field Ops)
Light Weapons
Heavy Weapons (Soldier)
Military Intelligence and Scoped Weapons (Covert Ops)

To give everyone default battle sense 2 and light weapons 3, you would do
g_defaultskills "2 0 0 0 3 0 0"

Note that you must include all 7 integers or this cvar will take no effect. Also (obviously),
only use numbers 0-4.

Custom Levels
Synopsis:
g_levels_????? ""

Description:
Defines the amount of XP a particular skill needs to upgrade.

The XP requirements for each skill level are split up over 7 variables:
g_levels_battlesense
g_levels_covertops
g_levels_engineer
g_levels_fieldops
g_levels_lightweapons
g_levels_medic
g_levels_soldier

Each variable accepts 1-4 integers denoting the amount of XP required for each level.
Omitting values will disable any of the levels higher than those specified. A value of -1 for
any skill level also disables that particular level, although the associated skills will still be
gained when reaching a higher level, if allowed. Leaving the value blank causes the
default values to be used: 20 50 90 140.

Examples:
Disable level 3 and 4 engineers:
g_levels_engineer "20 50"
Don't give medics full revive until level 4:
g_levels_medic "20 50 -1 140"
Give everyone binoculars almost immediately:
g_levels_battlesense "5 50 90 140"

Watermark
Synopsis:
g_watermark "jaymod"

Description:
Sets the server watermark to be used. If you leave this blank, no watermark will display.

Watermarks can be either .tga or .jpg files. If you use .tga files, you can also use alpha channels to get some transparency effects (as long as you save them as 32-bit targa format).

You can set up and use a shader if you like, but it is not necessary. Using a shader will help on load times and such.

An example of a shader is:

```
// shader name
watermark/bluecherry/bc
{
        nocompress
        nomipmaps
        nopicmip
        {
                // image filename
                map watermark/bluecherry/bc.tga
                blendFunc blend
                rgbGen vertex
                alphaGen vertex
        }
}
```

Of course, replace bluecherry/bc.tga with your file name. Something to note is the watermark/ preceding the file. When you set a watermark, the game will automatically look in the watermark subdirectory for it, and then anything you specify. For example, g_watermark "clanfu.jpg" will really look for watermark/clanfu.jpg. Make sure you remember this when you make your .pk3.

For more information on using watermarks, check out Rain's posting on ETPro's forums at http://bani.anime.net/banimod/forums/viewtopic.php?t=2033 .

WatermarkFadeAfter
Synopsis:
g_watermarkFadeAfter "60"

Description:
Sets the amount of time in seconds before the watermark starts to fade. If you specify -1, the watermark will never fade.

WatermarkFadeTime
Synopsis:
g_watermarkFadeTime "60"

Description:
Sets the amount of time in seconds that the watermark takes to fade (once it has started to).

SmoothClients
Synopsis:
g_smoothclients "1"

Description:
Smoothclients, when enabled, will attempt to smooth out player movements when players are lagging. It does this by extrapolating (or predicting) what the player is going to do in the next few milliseconds. You will also notice that a lagging player will have a disconnected phone jack above their heads, so that players will know that the player is 'lagged out'.

TruePing
Synopsis:
g_truePing "1"

Description:
True ping takes the timestamps of commands sent by clients, stores them, and averages them. This is a better way of calculating latency between the client and the server. Though it does not affect actual lag or performance, ping numbers will usually be higher with this turned on. Keep this in mind when kicking players for high ping. This is not required to take advantage of the new antilag stuff.

MaxWarp
Synopsis:
g_maxWarp "1"

Description:
Warping is when a client has been lagged out, and the servers receives many commands from the client all at once. This results in the player warping, or jumping about on the screen. These players are usually hard to hit. Anti-warp is an attempt to further smooth clients when they're lagged out by processing backlogged commands from the client in steps rather than at once.

From the ETPub documentation:
This allows you to control the amount of "warping" that players with high packet loss can do. The [integer] is the number of server frames that you allow a player to miss before their next movement is put in check.

A server frame is 50ms on a typical server (sv_fps set to 20). This means that if you set g_maxWarp to 5 you won't allow players to warp from point A to point B if that distance takes an normal player 1/4 of a second to travel. Setting this to 1 is a good way to drive off just about everyone from your server.

Engineers
Synopsis:
g_engineers "0"

Description:
This allows tweaking of certain behaviors of things related to engineers. It is a bitflagged variable.

1	With friendly fire off, teammates do not trip your mines.
2	Teammates cannot disarm your dynamite if it is set near an enemy constructible or objective.

Medics
Synopsis:
g_medics "0"

Description:
This allows tweaking of certain behaviors of things related to medics. It is a bitflagged variable.

1	Not yet implemented.
2	Medics can't pick up their own health packs at all.
4	Medics regenerate health at 2HP/second until they reach their base health level, usually 110-125 HP, depending on number of medics/team They then regenerate at 1HP/second until they reach maximum health.
8	Medics regnerate health at 1HP/second until they reach their base health level, usually 110-125 HP, depending on numbers of medics/team then no regeneration after that.
16	Medics can share adrenaline if they have it. Use the revive needle to use on a live teammate.

Covertops
Synopsis:
g_covertops "0"

Description:
This allows tweaking of certain behaviors of things related to covert ops. It is a bitflagged variable.

1	Covert Ops will not lose their uniform when they class switch. This has been moved from g_misc flag 16.
2	You will not lose your uniform for throwing med packs and reviving.
4	You will not lose your uniform for throwing ammo packs.
8	You will not lose your uniform for laying mines or using pliers.

DynamiteTime
Synopsis:
g_dynamiteTime "30"

Description:
Set to the number of seconds the dynamite fuse should be set to. Default is 30.

Goomba
Synopsis:
g_goomba "0"

Description:
Set to the multiple of damage the victim should receive relative to the damage
the player who is falling would receive.

Setting this to 0 disabled goomba killing.

Headshot
Synopsis:
g_headshot "0"

Description:
This allows customizing of headshot behavior. It is bitflagged.

1	Only headshots do damage.
2	Headshots do an instant kill.

Shortcuts
Synopsis:
g_shortcuts "0"

Description:
Setting this to 1 enables Shrub-style text shortcuts.

PoisonSyringes
Synopsis:
g_poisonSyringes "1"

Description:
Setting this to 1 enables Poison Syringes. See the Poison Syringe section in this
documentation for information on them.

CampaignFile
Synopsis:
g_campaignFile "0"

Description:
Usually Enemy Territory will force a client to download any file on the server (either in the
mod directory or etmain) that contains a file that contains campaign information. If you
want to change this behavior, you can set g_campaignFile to the filename holding the
specific campaign you want to use. Note that you must set this to the campaign file, not
the pak file holding the campaign file.

Example: set g_campaignFile "mycampaign.campaign"

KillingSpree

Synopsis:
g_killingSpree 0

Description:
Turning to 1 turns on killing sprees.

KillingSpreeLevels

Synopsis:
g_killSpreeLevels "5 10 15 20 25 30"

Description:
The number of kills that trigger the various killing-spree levels. All 6 numbers must be provided.

LoseSpreeLevels

Synopsis:
g_loseSpreeLevels "10 20 30"

Description:
The number of consecutive deaths that trigger the various losing-spree levels. All 3 numbers must be provided.

KillSpreeSounds

Synopsis:
g_killSpreeSoundX "filename"

Description:
The sound file for the specific killing spree level. Replace 'X' by a number 1 – 6.

Omni-Bot Support

Jaymod natively supports the Omni-bot project. This allows servers to set up computer controlled bots with relative ease. There is nothing that you have to set up within Jaymod's configuration to use them. There is, however, some setup that needs to be done with the Omni-bot installation.

To get Omni-bot for your server, visit http://www.omni-bot.com. There, you can download the files needed to get Omni-bot running, and the documentation for installation and configuration is available.

Unlagged 2 Support

Jaymod implements Neil "Haste" Toronto's antilag scheme. Enemy Territory already has a partial implementation, but it is very limited to basic backwards reconciliation. Jaymod implements much more of the Haste's code, including optimized client-side prediction, true ping, client smoothing, and lag simulations in dev mode. The new antilag options are turned on by default, and can be disabled via the appropriate CVARS.

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.

NOTE: For shrubbot to work properly, you must have PunkBuster enabled on your server!

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^fegular ^xU^fser
flags     = iahCp
greeting =
```

[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. NOTE: You can use * to specify all permission. Also, * followed by flags means that lever has all permissions EXCEPT for the ones specified.
greeting	-	A greeting that is displayed when a player of this level enters. [player] gets replaced with the player name, and [level] gets replaced with the level name.

Admin

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

[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	-	Modifications to default privileges. For example, if you wanted to add a flag to a user beyond what his level was, you would add +flag. To take away a privilege, use -flag.
greeting	-	A greeting that is displayed when this specific player enters. [player] gets replaced with the player name, and [level] gets replaced with the level name.

An example, for a level 2 admin with added kick permissions and taken away time permission and a greeting:

```
[admin]
name      = ^xJay^4bird
guid      = <guid>
level     = 2
flags     = +k-C
greeting = Stand up! [player] (a [level]) has entered!
```

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

Command	Flag	Command	Flag
about	A	readconfig	G
admintest	a	rename	N
ban	b	reset	r
cancelvote	c	resetxp	R
crazygravity	M	restart	r
disorient	d	revive	v
fling	l	setlevel	s
flinga	L	shake	H
ftime	g	showbans	B
glow	z	shuffle	S
help	h	slap	l
kick	k	smite	U
launch	l	sniperwar	M
launcha	L	spec	e
listplayers	i	spec999	P
lock	K	splat	l
lol	x	splata	L
mute	m	swap	w
news	W	throw	l
nextmap	n	throwa	L
orient	d	time	C
panzerwar	M	unban	b
pause	Z	unlock	K
pip	z	unmute	m
pop	z	unpause	Z
putteam	p	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.   Does not need to specify the duration of a ban (permanent ban).
9.   Can run commands from team or fireteam chat.

Change Log

v1.4
Fixed banner print (bp). It will no longer scroll off the top of the screen.
Added console commands 'playsound' and 'playsound_env'.
Small touchups not worth mention.
Added Omni-bot support.
Expanded fireteams to 9 members max.
Made the fireteam select all to include the extra slots.
Added poison needles.
Added adrenaline sharing.
Improved playdead.
Changed the behavior of realhead support. If not enabled, skin packs are NOT required downloads.
Added !slap
Added !shake
Added !ftime
Added Neil "Haste" Toronto's Unlagged 2 code.
Added support for Omni-bots
Added g_covertops
Removed g_misc flag for covert ops uniform carryover (see g_covertops)
Changed many shrubbot flags. This was to provide better compatibility with the original shrub setup. PLEASE take the time to look over your levels to make sure your levels did not receive a flag they should not have with this change
Added admin greetings
Changed !help. It now has more verbose and helpful output, much like shrub did
Fixed doublejump. It is now predicted, and the notorious 'triple jump' is no longer possible. It feels MUCH better
Fixed issue where once you gain your thompson as a level 4 soldier, you would get awarded but still have handguns on next spawn
Added current time to log at game startup. It uses OSP's style of timestamp
Fixed !spec999. People in spec will not be placed into spec again
Fixed adrenaline carryover issue. Regardless of your class, it would always require the charge time of a medic. Now you can use adrenaline when your charge bar is full
Fixed a nasty buffer overflow bug (thanks @ Forty)
Changed number of XP Save slots. There are now double the slots (128)
Fixed g_spectatorInactivity
Fixed !resetxp bug
Added g_engineers
Added g_medics
Added !glow
Fixed g_weapons flag 1
Added silent responses for silent shrubbot command issuance
Added g_headshot, and flags 1 and 2
Added adrenaline to covert ops protected uniform weapons. They will no longer lose their uniform for using it.
Added g_goomba
Adjusted knife distance (should be easier to use)
Added g_dynamiteTime for custom fuse time
Added g_shortcuts - Tied this to a Cvar instead of always on.
Changed hitsounds. They are mostly client side and now only offer ETPro hitsounds. There are easily replace, however, through a sound pack.

<u>v1.3</u>
Reworked hitboxes. They are now based off of ETPro's "realhead" hitbox system, where the head hitbox follows the animation. Also lowered the standing hitbox to shoulder height, and lowered the prone and corpse hitboxes to a more reasonable height. The "realhead" mode is toggleable, the lowered body hitboxes are not. Major thanks to Zinx and Forty for their help in realizing this.
Moved obituaries location completely client side. g_logOptions has no affect on anything anymore, but is not removed. Some of the other functions of that cvar are still planned.
Removed the hitsounds cvars. Hitsounds have been moved client side, and are selectable by the client. Look for customizable hitsounds to be back in a future release.
Removed g_maxAirstrikes. g_maxArtillery controls both artillery and airstrikes.
Added !panzerwar and !sniperwar.
Added !nextmap to intermission.
Updated Jaymod menus.
Added g_wolfRof.
Added level name in !admintest.
Fixed a major issue in the XP Saver.
Added gibs.
Fixed double uniform steal bug.
Added mine naming.
Added customizable skill levels:
> g_defaultskills
> g_levels_battlesense
> g_levels_covertops
> g_levels_engineer
> g_levels_fieldops
> g_levels_lightweapons
> g_levels_medic
> g_levels_soldier

Added new HUD.
Charge icon now turns red when no artillery or airstrikes are available.
Removed grenades from sniperwar.
Fixed cross-map shove bug.
Added watermarks (including default Jaymod logo [Thanks @ Zendochi]).
Added g_moverscale.
Fixed random images on command map.

<u>v1.2</u>
Finished flags for g_weapons.
Added g_slashKill.
Added custom hitboxes.
Added most shrubbot commands (missing glow still, if anyone has ideas, email me.)
Added team_maxartillery.
Took match_readypercent out of intermission exit. (Was causing early exits depending on its value)
Added Shrubbot text shortcuts (case insensitive).
Numerous little bugfixes, see the website for details.
Updated server.cfg-sample.
Fixed an issue with the sample server config where hitsounds would reset themselves.
Added g_misc.
Removed g_fairrifles, see g_misc.
Removed g_bsrevive, see g_misc.
Added losing sprees to the killing spree mode.
Added * to shrubbot permissions.
Added chat censoring.
Added g_shoveNoZ.

Added map-specific configs.
Implemented most of the bugfixes in Project Bugfix (sponsored by Chruker).
Fixed issue with names appearing twice on the game status popup on large servers.
Added Sniper War.
Added mod_version and mod_url to the serverinfo string.

v1.1
Added flag 1 of g_logOptions.
Added !swap, !restart, !nextmap shrubbot commands.
Fixed XP Save to work in modes besides campaign mode.
Changed some of the shrubbot command flags.
NOTE: Please read through the flags and update your configs!

v1.0
Initial Release

Bugs & Other Problems

This has been tested on one of Enemy Territory's most popular servers and deemed stable enough to release. As with any program, there may be bugs that have no been discovered or surfaced at the time of release. 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.

My utmost, sincere thanks and appreciate go to Zinx, Bani, and Forty for their contributions.

Thanks to Mr. Mxyztplk for the idea of the poison syringe implementation and tips on getting them running.

Thanks to Jeremy "Dr. Evil" Swigart and Magick of the Omni-bot team for their continued help with the implementation and debugging of support of Omni-bot in Jaymod.

Thanks at Lazyphreak at the Jaymod forums for taking the time to get all the original Shrub flags.

Thanks to the ETPub team for the contribution to the ET community in general. Jaymod incorporates modified bits of code from their project.

There are several server admins that frequent the Jaymod forums assisting those that require it without hesitation or commission. They simply choose to contribute, and for that I thank all of you and hope you will continue what you do.

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.

A Word from the Author

Wow. I never thought this mod would become so robust. There are options in this mod I would never have even thought of, and there are a good deal of servers using this now. I hear players all the time who tell me they won't play anything BUT Jaymod. I'm proud to see the progress that Jaymod has made in the ET community. This wouldn't be possible, of course, without the support of every individual who hosts Jaymod servers, who frequents my forums, and who plays on servers running Jaymod.

As of today (September 9th, 2005), there are more servers running Jaymod than Shrub. I've been saying for a long time that was my first real landmark goal. If more people choose to run Jaymod than Shrub, then I must have done something right (ha!). This is merely a hobby of mine, of course, but it is very humbling to see something that I put my time into take off like this, especially when there are so many different mods freely available to people for use on their servers.

I hope that Jaymod's success continues, and that people keep feeding me useful suggestions so that I can provide a more exciting gaming experience for those that are willing to try it.

Thanks y'all!

-Jaybird