Quick Setup Guide
eXtreme+ v2.9

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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:

italic	Used to emphasize specific parts of the text. Also used liberally for annotations.
bold	Used to emphasize specific parts of the text.
maroon bold	Used for filenames, folder names, host names, names of commands, utilities, code and configuration file examples.
maroon bold italic	Used for variables and settings.
http://www.patmansan.com	Used for hyperlinks.

⚠	*Warning*	Indicates a warning.
ℹ	*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.patmansan.com
http://www.mycallofduty.com

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eXtreme for CoD UO is no longer maintained.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 not supported anymore.

eXtreme+ for CoD2 however is alive and kicking. The eXtreme+ developer and a very loyal users group are making the mod better and 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, nade 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
- Female Model (Diana)
- Forced auto assign
- G43 Sniper
- Grenade warning
- Gunship (25mm, 40mm, 105mm, nuke)
- Health bar & health packs
- Heavy flag, mobile mg's and panzers (no sprint)
- Helmet popping
- In-game statistics board
- In-game player stats dashboard
- Inactivity kick (players and/or spectators)

- In-game map vote (up to 160 maps)
- Knives (throwable)
- Laser dot
- Live stats
- Map rotation error correction
- Map voting
- Mobile 30cal & mg42
- Mustard Gas grenades
- Napalm grenades
- Pain and death sounds
- Panzerschrecks
- Parachutes
- Perks (quick messages specialty shop)
- 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 and end-game 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
- Weather effects (rain and snow)
- 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. Teams race to set up a radio and defend it for points. If the enemy team sets up a radio, you must destroy it.
CNQ *	Custom	Conquest. Score points and take ground for your team by eliminating players on the opposing team and advancing spawn points.
CTF	Stock	Capture The Flag. Gain points by stealing the enemy's flag and then touching your flag at your base. If your flag is stolen, you can return it by simply touching it.
CTFB	Custom	Capture The Flag Back. Gain points by stealing the enemy's flag and then touching your flag at your base. If your flag is stolen, you have to bring it back to your base.
DM	Stock	Death Match. Gain points by eliminating other players.
DOM	Custom	Domination. Your team must capture all known flags in order to defeat the enemy.
ESD	Custom	Enhanced Search & Destroy. mode 0: one active bomb site at a time. Attackers win when the bomb explodes. Defenders win if they defuse the bomb. mode 1: two active bomb sites. Attackers win when the first bomb explodes. Defused bomb removes the objective. mode 2: two active bomb sites. Attackers have to explode both bombs to win. Defenders win if they defuse a bomb. mode 3: two active bomb sites. Attackers win when the first bomb explodes. Defused bomb restores the objective. mode 4: two active bomb sites. Attackers have to explode both bombs to win. Defused bomb restores the objective.
FT	Custom	FreezeTag. Eliminate enemy players by freezing them. Unfreeze frozen teammates. Team wins a round when all enemy players are frozen.
HM	Custom	Hitman. A hitman must kill the Group Commander. Guards must protect the hitman.
HQ	Stock	Headquarters. Teams race to set up a radio and defend it for points. If the enemy team sets up a radio, you must destroy it. When you die as a defender, you have to wait until the HQ has been neutralized.

HTF	Custom	Hold The Flag. Get the flag and keep it within your team as long as possible to gain score.
IHTF	Custom	I Hold The Flag. Get the flag and keep it as long as possible to gain score.
LIB *	Custom	Liberation. Capture the enemy team in jail and free your teammates from enemy jail.
LMS	Custom	Last Man Standing. Be the last one alive to score.
LTS	Custom	Last Team Standing. Be the last team alive to score.
ONS	Custom	Onslaught. Your team must capture each flag, one after the other, in order to win. The next capturable flag is shown on the compass.
RBCNQ	Custom	Round based Conquest. Score points and take ground for your team by eliminating players on the opposing team and advancing spawn points.
RBCTF	Custom	Round based Capture The Flag. Gain points by stealing the enemy's flag and then touching your flag at your base. If your flag is stolen, you can return it by simply touching it.
SD	Stock	Search & Destroy. Attackers destroy targets by planting explosives. Defenders protect targets by defusing explosives.
TDM	Stock	Team Death Match. Gain points by eliminating enemy players.
TKOTH*	Custom	Team King of the Hill. Occupy the ZONE until your team's timer reaches the target time first.
VIP	Custom	Very Important Person. Kill the VIP of the other team while protecting yours.

* CNQ, LIB and TKOTH require custom maps especially made for these game types.
Get 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.patmansan.com
http://www.mycallofduty.com

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   Development and Maintenance

eXtreme+ for COD2 is currently developed and maintained by PatmanSan.

2.7   Special Thanks

We 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.

A big thank you to IAF (Sexy Dirty Sniper), DevilDogz (Sherman), Old Buggerz (Capt.Dan), Christian Snipers (dude4him), Mawash-ss, Outlaws (smithsonian) , NADF (Geronimo), LAPD, Tim and willbeend for beta testing the latest version of eXtreme+, and all the clans and server admins who participated in beta testing in the past. Without your testing, bug reports and comments, eXtreme+ would not be what it is today.

3   Preliminary Requirements

3.1   Game Support

This eXtreme+ modification, also known as X2, 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.

3.3   Operating Systems

The eXtreme+ mod runs on Windows and Linux servers. The same distribution package runs without modification on both operating systems.

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 the whole works, update to Call of Duty 1.3. Get the latest patch on one of the COD fan or clan sites.

> *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.patmansan.com
http://www.mycallofduty.com

> *This guide is based on eXtreme+ v2.9.*
> *Visit the eXtreme+ website regularly to see if new versions or patches (fixpack) are available for download. A newer guide will be included if necessary.*

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 Packages

If you not already did so, download the latest version of eXtreme+ from our website. One of the top (sticky) threads in the announcement section of the eXtreme+ COD2 forum will contain download links for the latest packages. The latest eXtreme+ versions (2.1+) are one package for both Windows and Linux.

To access the eXtreme+ Download Section on our forums, you may need the register first.

4.2.1 Advanced Setup

Windows and Linux : **extremev29-setup.zip**

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

*The advanced setup distribution package may be updated to include the latest fixes in the fixpack. In that case the package name will have an extension like "-f4" or "-f30", making it **extremev29-setup-f30.zip** for example. For simplicity sake we assume the default name without extension from now on.*

There are three good reasons why we distribute eXtreme+ as Advanced Setup only:

- 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 files extracted. You don't have to create an IWD file out of it.

4.2.2 Fixpack

File : **extremev29-fixpack.zip**

All official fixes for bugs found in eXtreme+ have been packaged as a convenient fixpack. Check the website for fixes regularly.

4.2.3 Optional Files

File : **extremev29-optional.zip**

Modifications and additions which are not part of the standard setup of the eXtreme+ mod are available as a separate download. You have to integrate them yourself. If you want to enable optional modifications, you must download and integrate the optional modifications before doing so.

You can find more information about optional modifications in a separate chapter.

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 Call of Duty 2 multi-player executable 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.

4.4 Magical IWD files

If you take a closer look at the contents of the **main** folder in the Call of Duty installation folder, you see a lot of **IWD** files. The client side part of the eXtreme+ mod is also **IWD** based.

When starting the server, the Call of Duty 2 multi-player engine 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, 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 (in memory) by files

that are read later. In fact, this is the principle of creating a mod: overriding 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. We recommend to use WinRAR or PakScape for **IWD** handling.

To customize eXtreme+ for your server or clan, you have to do some **IWD** editing. There is no way around that, but there is no need to panic. If you have a copy of **WinRAR** installed, it's pretty easy … sort of ;)

5 Installing eXtreme+ on a Rented Server

5.1 Game Installation

If you rented a COD2 game server, we may assume that COD2 is already installed, and ready to be used. Most likely as a plain vanilla (stock) COD2 server. You may have to apply COD2 patches separately. Most Game Server Providers (GSP) provide the options to switch COD2 patch levels via the control panel, so access your control panel, and check the current version of your COD2 installation. We recommend to install the latest COD2 patch v1.3.

Check the control panel or the GSP subscription emails for FTP access details. Although you might be able to manage your COD2 installation from the control panel's file manager (if provided), FTP access is far more convenient.
If you have FTP access to your game server, make sure you have an FTP client installed on your PC. There are several free and commercial FTP clients available on the web. Set up a connection profile for your game server, and check proper access by uploading a file, creating a folder, renaming a file or folder, and deleting a file or folder.

> *There are several Game Server Providers, and most of them have different control panels. Explaining how to use the control panel for your GSP is beyond the scope of this guide. We assume basic control panel functionality, like start server and stop server controls and command line access.*

5.2 Maintaining a Local Shadow Copy

One of the biggest challenges when maintaining a rented server online is to know exactly what is installed, and how it is configured. The safest way is to download files from the server, change them, and upload them again. However, for reference purposes and for disaster recovery it is advised to maintain a local shadow copy of the mod installation on the game server.

Also, you need a local workplace to customize the eXtreme+ mod. For example when changing localized strings, changing the logo image or adding optional modifications.
To facilitate this, we are going to create a folder structure.

```
<shadow copy base folder>
|
|-- <shadow copy client folder>
|-- <shadow copy fixpack folder>
|-- <shadow copy optional folder>
|-- <shadow copy server folder>
```

5.2.1 Prepare the Shadow Copy Base Folder

Create a folder on your PC's hard drive. Create it whereever you like, and call it whatever you like. In the examples below we used **x2**. From now on the guide will reference it as the "shadow copy base folder", which will be the base folder from which you make changes to the server. You will make changes to the local files in this shadow copy folder, before uploading them to the server. Make it a habit to work from this local folder when doing game server maintenance.

Step into the shadow copy base folder.

Create a folder called **client**. From now on the guide will reference it as the "shadow copy client folder", which holds the unpacked eXtreme+ **IWD** file.

Create a folder called **fixpack**. From now on the guide will reference it as the "shadow copy fixpack folder", which holds the latest, unpacked eXtreme+ fixpack.

Create a folder called **optional**. From now on the guide will reference it as the "shadow copy optional folder", which holds the latest, unpacked eXtreme+ optional modifications.

Create a folder called **server**. From now on the guide will reference it as the "shadow copy server folder", which holds an exact copy of the mod on the game server.
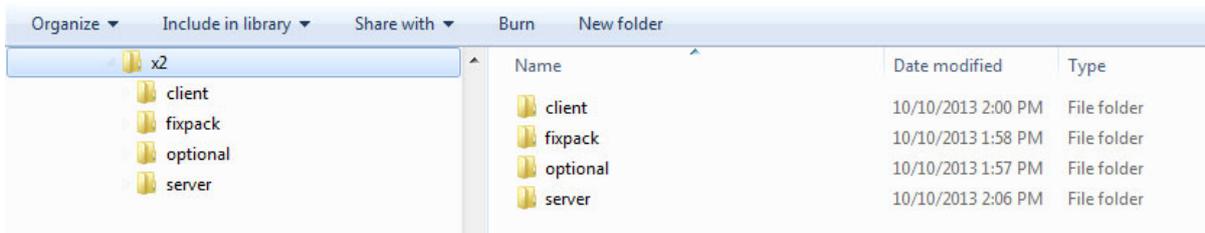
Figure 1: Preparing the shadow copy base folder

5.2.2 Prepare the Shadow Copy Server Folder

Download the eXtreme+ distribution package. Unpack it to the shadow copy server folder.
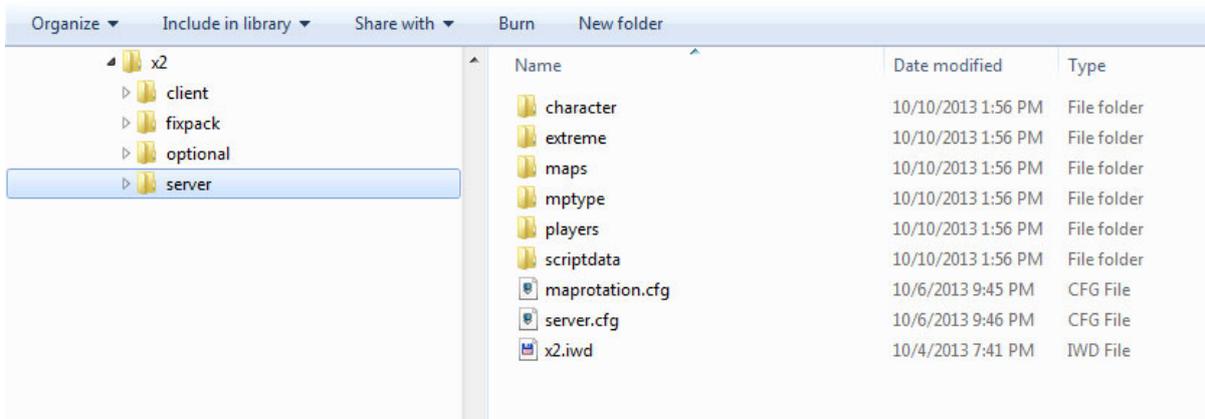
Figure 2: Preparing the shadow copy server folder

5.2.3 Prepare the Shadow Copy Fixpack Folder

Download the eXtreme+ fixpack. Unpack it to the shadow copy fixpack folder.
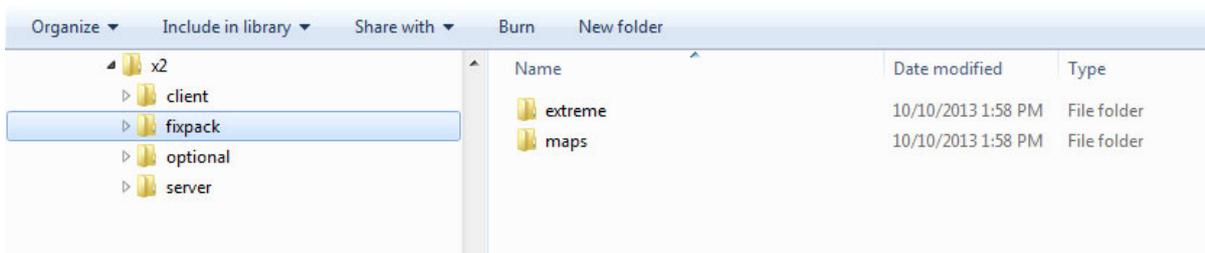
Figure 3: Preparing the shadow copy fixpack folder

5.2.4   Prepare the Shadow Copy Optional Folder

Download the eXtreme+ optional modifications package. Unpack it to the shadow copy optional folder.
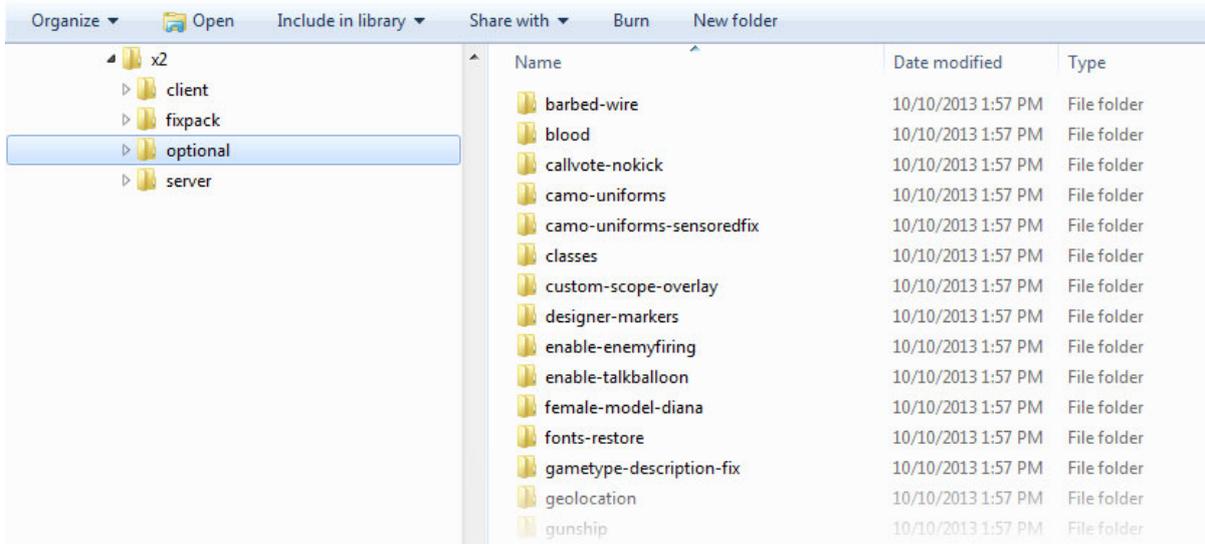
Figure 4: Preparing the shadow copy optional folder

5.2.5   Prepare the Shadow Copy Client Folder

Open the mod's **IWD** file in the shadow copy server folder using WinRAR, and unpack it to the shadow copy client folder.
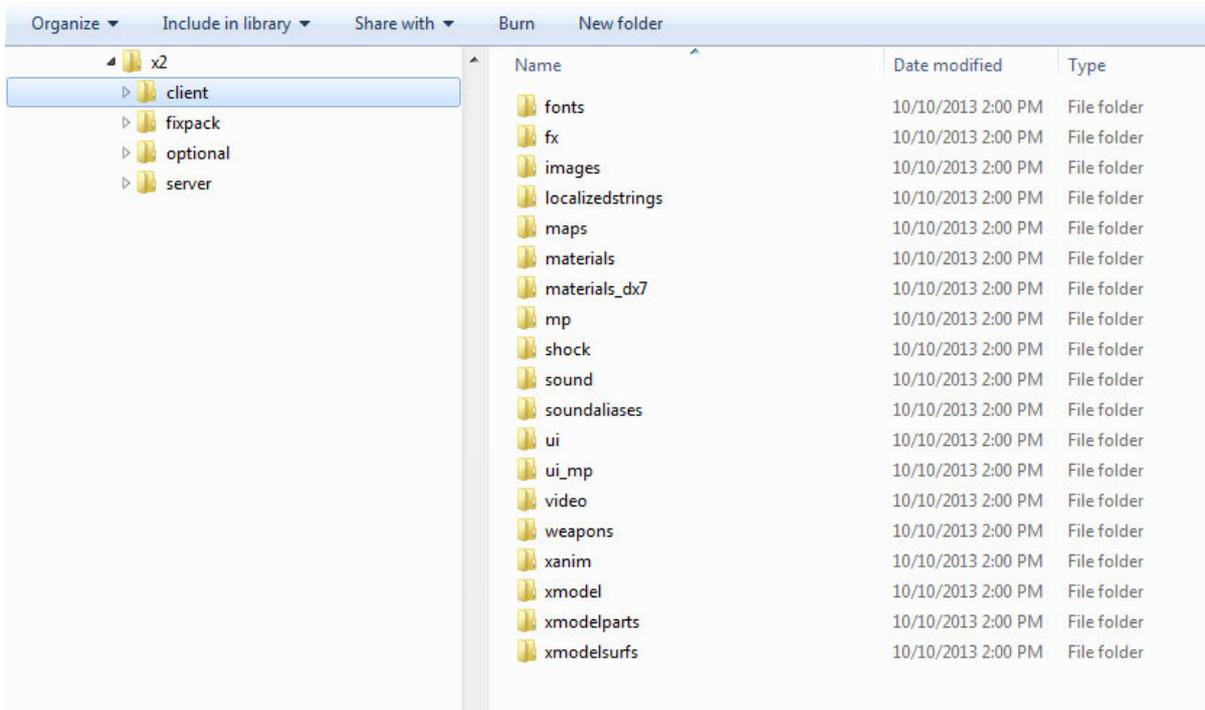
Figure 5: Preparing the shadow copy client folder

You might want to create several subfolders in the shadow copy client folder, so you can manage several **IWD** versions. For simplicity sake we stick to a single folder in this guide.

5.3   Update Shadow Copy Server Folder With Fixpack

Copy the folders from the shadow copy fixpack folder to the shadow copy server folder. Overwrite if needed.
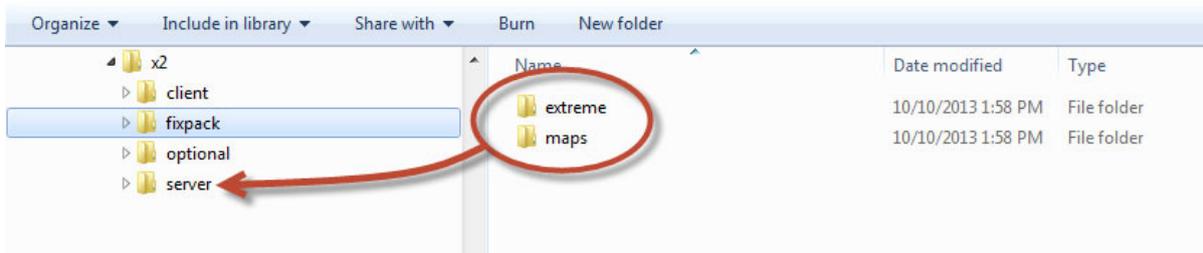
Figure 6: Updating shadow copy server folder with fixpack

5.4   Applying Optional Mods

Open the folder of the optional mod of your choice. Open the readme.txt in your favorite text editor (notepad will do), and read the instructions, prerequisites and limitations (if any). If everything is OK, copy the folders within the optional mod folder to the shadow copy client folder. Overwrite if needed.
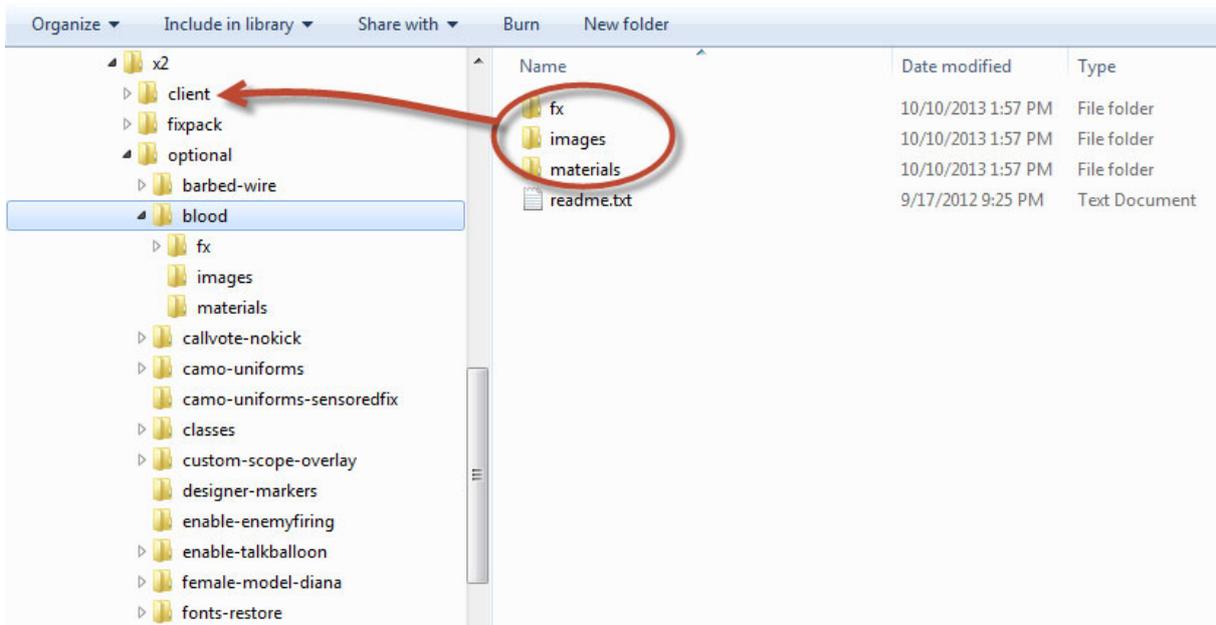
Figure 7: Applying optional mods

5.5   Updating the Client IWD

Every time you modify the files and folders in the shadow copy client folders, you have to update the mod's iwd file. Small changes can be applied directly to the **IWD**, by opening the existing **IWD** file in WinRAR, copying all changes into WinRAR, and saving the iwd. If the changes are too extensive, or you just want a fresh iwd, create one using PakScape. Open PakScape, click the New File button, and drag all folders from the shadow copy client folder into the PakScape window. This can take a while (trying to access the PakScape interface when it's busy saving could make it show the "Not Responding" message in the PakScape window caption. Just wait and let it finish). Click the Save button, and save the file in the shadow copy server folder. If PakScape saved the file as a **ZIP** file, rename the file so it has an **IWD** extension.

5.6 Creating the Mod Folder

Use your FTP client to access your game server. Depending on your GSP, the FTP home folder can be the COD2 base folder, or some folder that holds the COD2 base folder.

In the screenshot below you see the initial screen after connecting to a ClanWarz COD2 server using the FileZilla FTP client. In this case we are not dropped into the folder where we can install eXtreme+.
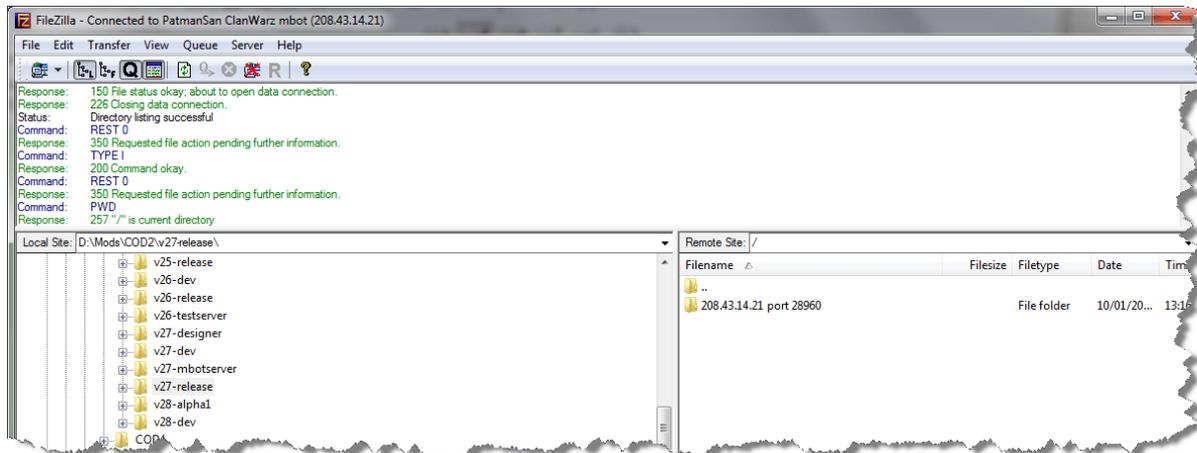
Figure 8: Accessing game server (FTP)

Navigate to the COD2 base folder. That is the folder where you can see the **main** folder. Folder **main** holds all stock **IWD** files, like **iw_00.iwd** and **iw_01.iwd**. If you have COD2 patch v1.3 installed, you will have 16 of these, up to **iw_15.iwd**. You will also see localized **IWD** files, like **localized_english_iw00.iwd** and **localized_english_iw01.iwd**. On patch v1.3, you will have 12 of these, up to **localized_english_iw11.iwd**.
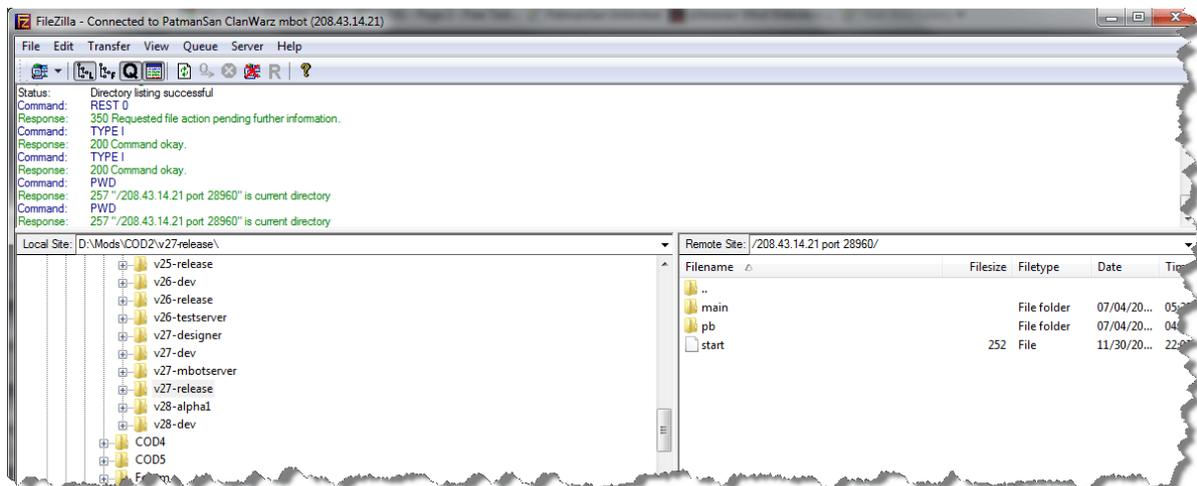
Figure 9: Identifying the base folder (FTP)

Now we are going to create the mod folder; the folder in which we are going to install the mod. We will use it as the "fs_game" folder in the command line later on.
Figure out how to create a remote folder from within the FTP client that you are using. In most FTP clients, like FileZilla, you can right-click on some white space in the remote site pane (right side in our case), and select to create a folder. When prompted for a folder name, enter the name of the mod folder. Keep it small and simple, yet try to be unique at the same time. Do not use special characters if you don't have to; try to stick to the regular alphabet, numbers, underscore (_) and hyphen (-).
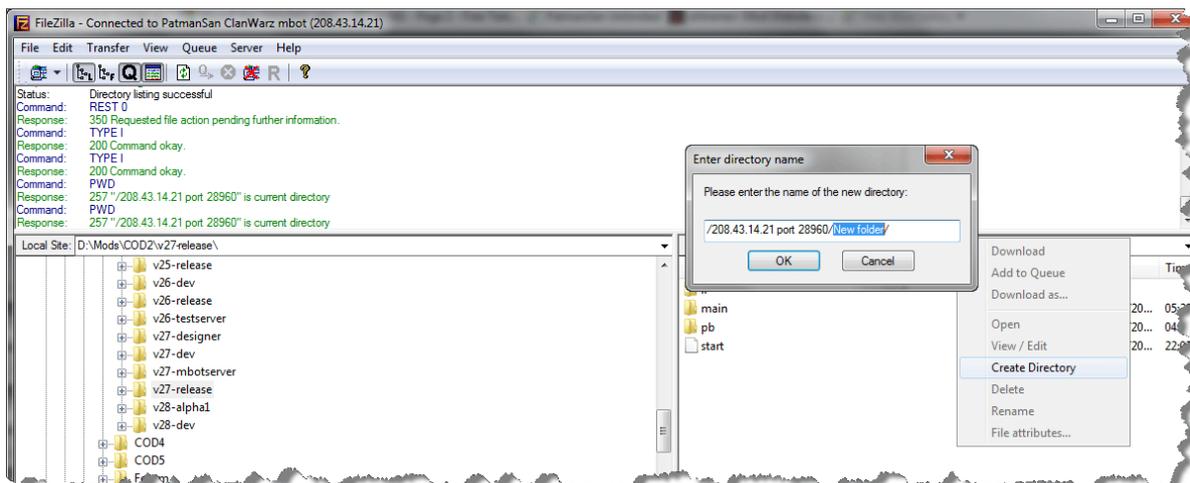
Figure 10: Creating the mod folder (FTP)

For simplicity sake, we created the less unique folder named **e29**. Keep in mind that players connecting to your server will have this folder created locally on their PC by COD2. Every COD2 server that is using this mod folder name will share the same folder on the player's PC. This could cause problems for servers not running in pure mode, so again, small, simple and unique are key.

Screenshots are from an older version. In this case v2.7 with a mod folder called e27. Replace e27 with the mod folder name you came up with!
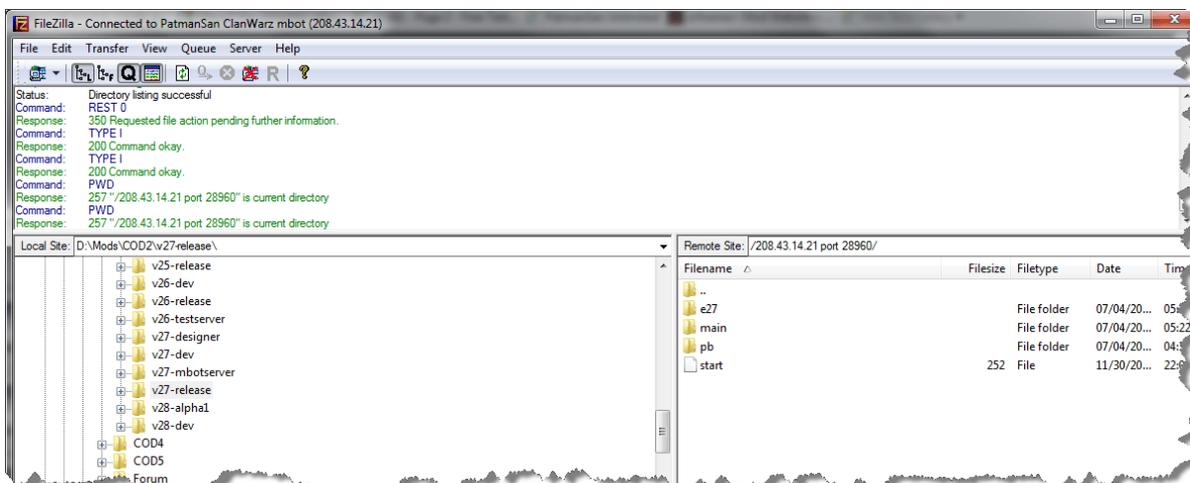
Figure 11: The empty mod folder (FTP)

5.7   Installing eXtreme+

Step into the newly created mod folder **e29**.
Navigate to the shadow copy server folder (holding the unpacked eXtreme+ files and folders, including the eXtreme+ fixpack) in the local site pane (left side in our case).
Select all files and folders, and click and drag the selection to the remote site pane (right side in our case).
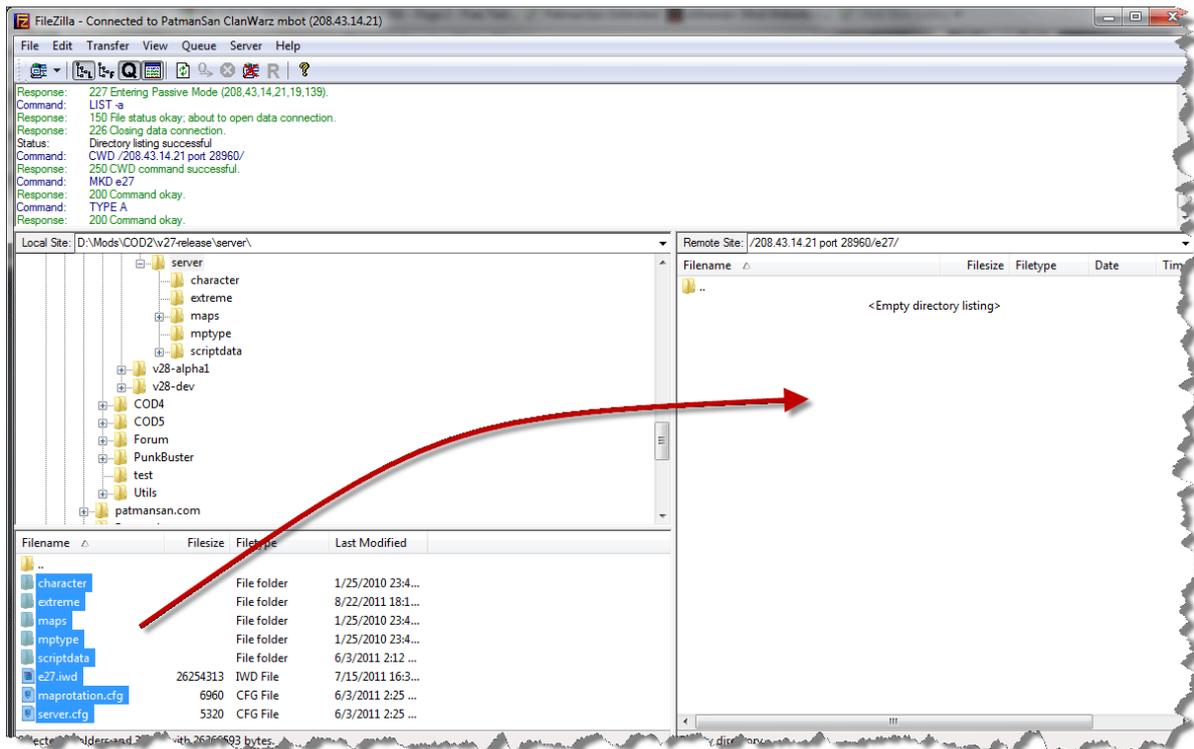
This will most likely start the file transfer right away. If you are using an FTP client that only puts the files and folders in a transfer queue, without sending it, you will have to perform an additional action to start the transfer. Let the upload finish.

Make sure there are no transfer errors. Check the transfer log, and retransmit all files that did not make it. If in doubt, redo the entire batch. Better safe than sorry.
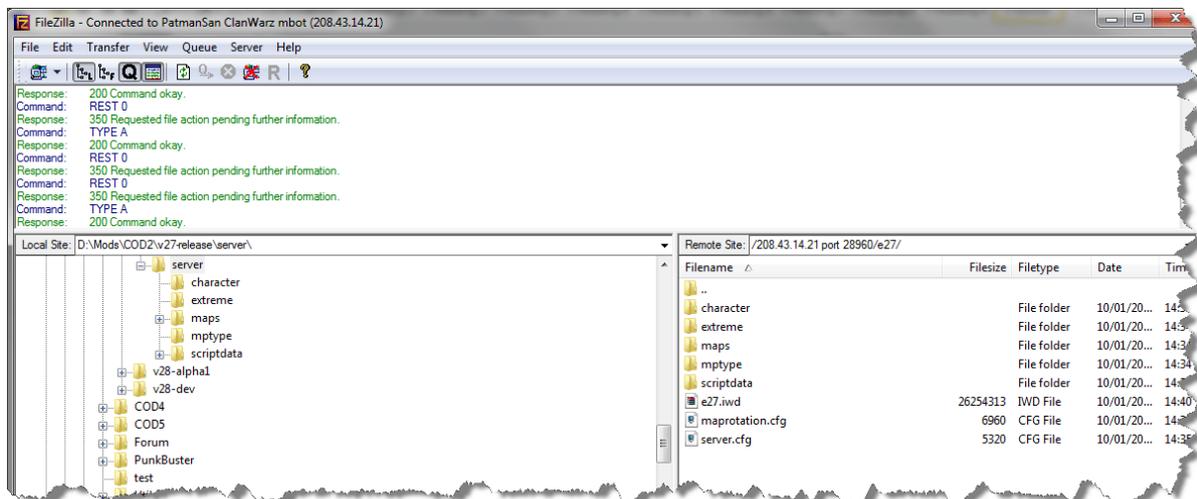
Figure 13: Copied mod to mod folder (FTP)

5.8   Creating a Player Profile for the Server

Your server needs a player profile in order to load maps, otherwise it will refuse to start and issue the error "*Can't load a map without a player profile selected*". Your GSP may provide an automated way of creating the player profile for your game server, but it won't hurt to create it anyway.

Do the following:

- Make sure you are in your shadow copy server folder.
- Create a folder called **players**.
- Step into the **players** folder.
- Create a text file **active.txt**. On the first and only line type **default**. Save the file. You have created the file **players\active.txt**.
- Create a folder called **default**. You have created the path **players\default**.
- Step into the **default** folder.
- Create a text file **config_mp.cfg**. On the first and only line type:
  Unbindall
- Save the file. You have created the file **players\default\config_mp.cfg**.
- Upload the **players** folder to the game server's mod folder.
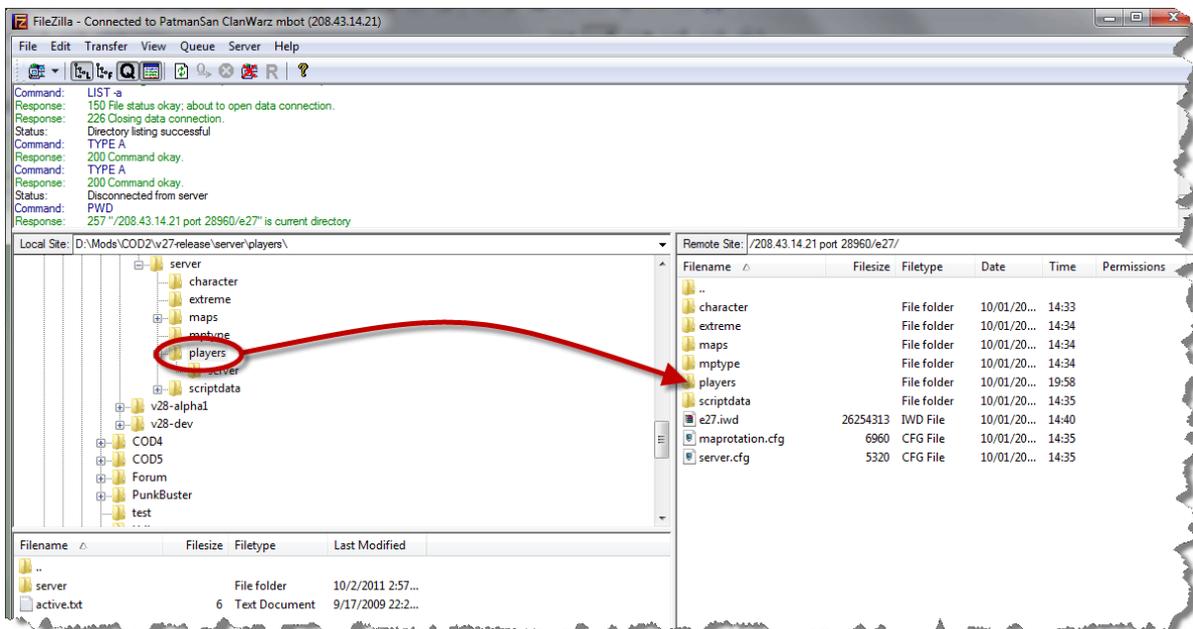
Figure 14: Copying the server's player profile

5.9   Setting Up the Command Line

In the GSP control panel, locate the Command Line Changer. It doesn't have to look like the screenshot below, and it may be named differently. You will be looking for the tools that allow you to configure how the server is behaving. Basically we need to set some parameters to tell the server that we want to use a mod folder (fs_game) and that we want to execute the main configuration file to launch the mod (server.cfg).
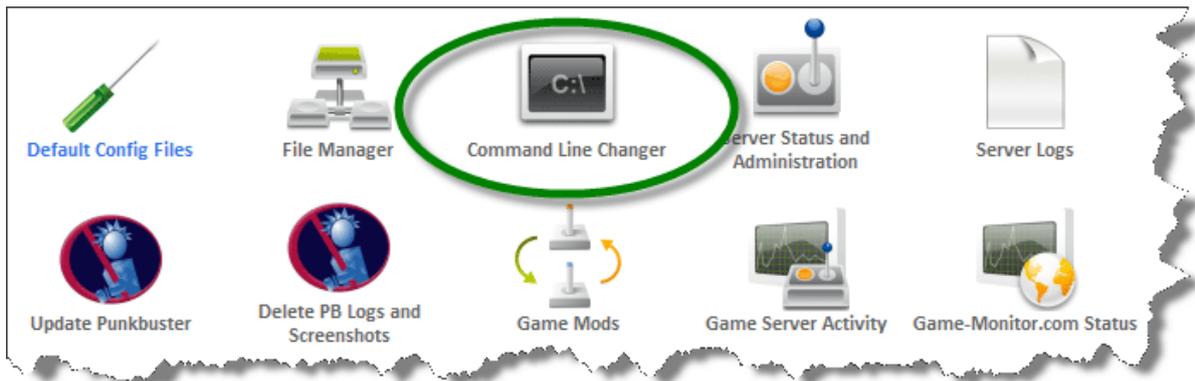
Most likely there will be a default command line available in the control panel. This will fire up the COD2 server as a stock server, without a mod. If you have the option to maintain several command lines, create a new one. If you are limited to one command line only, edit the existing one.

See chapter "Additional GSP Control Panels" for instructions on how to configure the command line for other Game Server Providers.
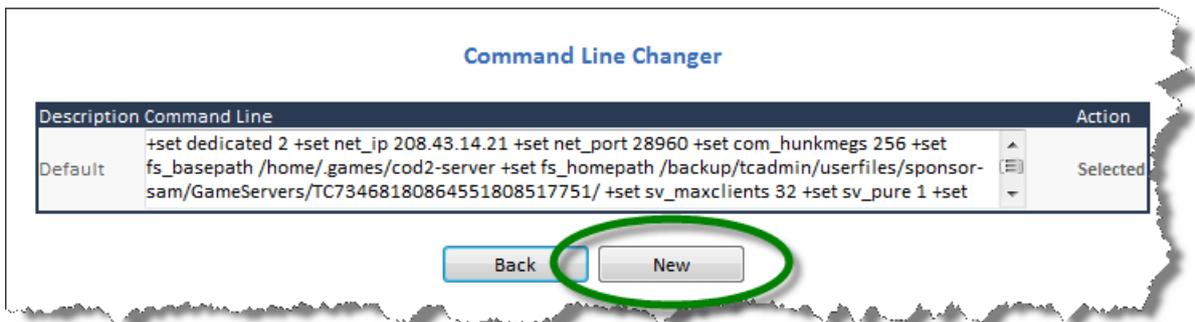
If you have the option to give this command line configuration a descriptive name, do so. It's for housekeeping purposes only. Most important are the ability to set the fs_game variable and the main configuration file. There might be other variables to set, like running your game server with PunkBuster enabled or disabled, or an option to run your game server in pure or impure mode.

The fs_game setting
Set fs_game to the name of the mod folder that you created earlier. In our example that would be **e29**.

The exec setting
We need to execute the mod's main configuration file, which is **server.cfg**.

The sv_pure setting
If you have this option, set your server to pure (1), unless you have a good reason not to.

The PunkBuster setting
If you have this option, disable PunkBuster for now (0).

Other settings

If your GSP offers other parameters to set, don't touch them unless you know what you are doing. Consult the GSP helpdesk, FAQ or forums to figure out what they are, before making any changes to them.

Save your changes.
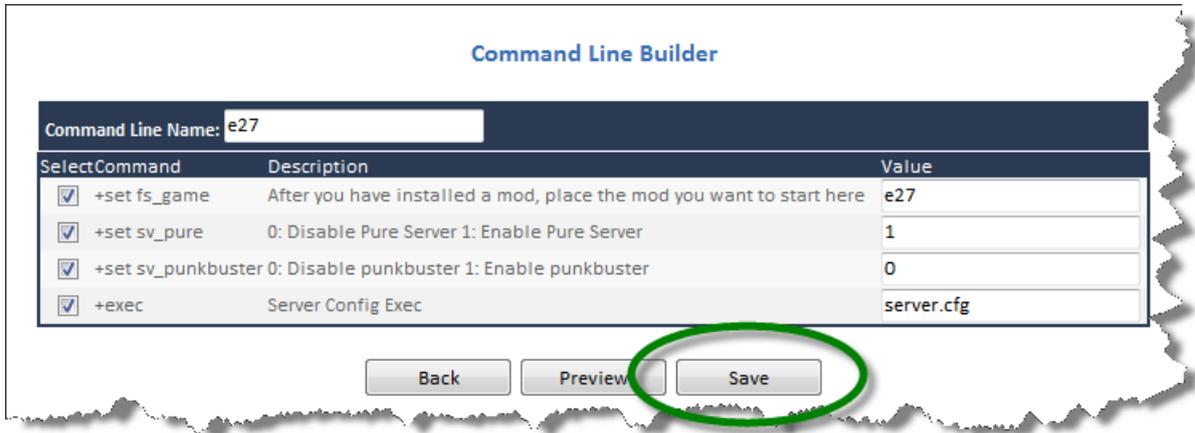
Please remember: the screenshots are from an older version, and are using e27 as the mod folder (fs_game). Make sure you are using the correct fs_game folder name!

The command line that is shown in the control panel might have several additional parameters that you have no control over. They are added automatically by the GSP to match certain game server account settings, like file system paths, number of slots, IP address and port.

If you have the ability to maintain several command line configurations, you will automatically have to ability to switch from one command line to another. Make sure the newly configured command line for the **e29** mod folder is the active one.
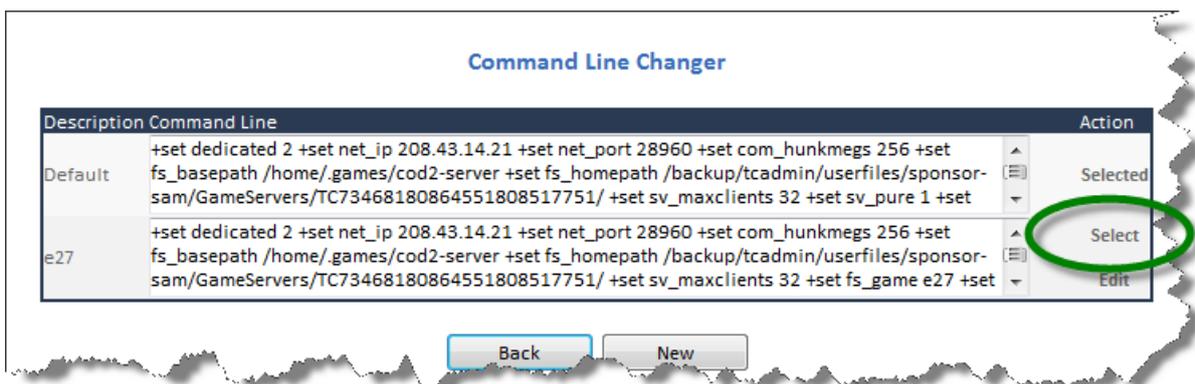
Again, mileage may vary. Figure out how it works for your GSP. If you can't figure it out, contact the GSP for assistance.

Command Line Changer

The game server's command line has been set to 'e27'.

Description	Command Line	Action
Default	+set dedicated 2 +set net_ip 208.43.14.21 +set net_port 28960 +set com_hunkmegs 256 +set fs_basepath /home/.games/cod2-server +set fs_homepath /backup/tcadmin/userfiles/sponsor-sam/GameServers/TC734681808645518085517751/ +set sv_maxclients 32 +set sv_pure 1 +set	Select
e27	+set dedicated 2 +set net_ip 208.43.14.21 +set net_port 28960 +set com_hunkmegs 256 +set fs_basepath /home/.games/cod2-server +set fs_homepath /backup/tcadmin/userfiles/sponsor-sam/GameServers/TC734681808645518085517751/ +set sv_maxclients 32 +set fs_game e27 +set	Selected Edit

Back   New

Figure 19: New command line selected (GSP)

Selecting a new command line may trigger a server restart. In any case, navigate to the start server/stop server controls, and STOP the game server if it is running. We're not done yet!

5.10 Basic Server Settings

Fire up you favorite text editor. Notepad will do, but we strongly recommend using a more advanced text editor, like notepad++ or psPad. Search the web to find one that suits your needs. Open **server.cfg** from your shadow copy server folder.

5.10.1 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"
```

Change it to your liking.

5.10.2 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 (most likely when renting a game server), you can keep the settings as they are (disabled; two forward slashes in front of them make it a comment line), like in the example below. Otherwise, remove the double slashes, and set the correct information.

```
// Network options
//set net_ip "1.2.3.4"
```

```
//set net_port "28960"

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

5.10.3   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 "32"
set sv_privateclients "0"
```

Also remember that you should not exceed the number of slots for your rented game server (the slots that you've paid for). You can make it match, or set it to a lower value here though. If the **sv_maxclients** setting is on your command line, you can disable the setting by placing two forward slashes in front of it (//).

5.10.4   Password Settings

Set the password for RCON (**rcon_password**). If you have configured private client slots, also set the private slot access password (**sv_privatePassword**), otherwise leave it blank. If you want to set up a private server, set that password too (**g_password**), otherwise leave it blank.

```
// 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 "<password>"
```

5.10.5   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 12-15 KB/s, which is terribly slow. You are strongly advised to set up a download redirect site, which enables downloads at greater speed. Players will appreciate that.

Check if your GSP provides a download redirect service. If that's not the case, you should consider getting some webspace. You can try one of the free webspace providers, but you will soon discover that you will get what you pay for. If you are serious about setting up a game server, consider paying some bucks for quality, speed and reliability.

The settings responsible for download redirection are:

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

The variable **sv_allowdownload** controls the ability to download directly from your game server; not the download redirect. If you want it enabled as a fail-safe feature in

case your www redirect is offline, set it to "1". The variable **sv_wwwDownload** controls the ability to download from the download redirect server. This must be set to "1".

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 holds two subfolders. One with the same name as the mod folder on your CoD2 server, which will hold the mod's client side IWD file(s), and a folder called **main**, which will hold custom map iwd files. For the mod folder we use **e29** in this example, but again this could be named differently in your case.

http://**yourwebsite**/cod2/main
http://**yourwebsite**/cod2/**e29**

The **main** folder is where the custom maps or map packs are stored. We advice not to add custom maps before you have eXtreme+ up and running without problems.
The **e29** folder is where you store the latest client side part of eXtreme+.
Always make sure the files on the download redirect 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.

We create a base folder called **cod2** that holds all our COD2 mods, and step into it. We create the **main** folder, and consistent with this guide, we create the mod folder called **e29** that holds the mod's IWD file(s).

http://**yourwebsite**/cod2/main
http://**yourwebsite**/cod2/e29

Your download redirect server only has to hold the **IWD** files that reside on your game server. You should not upload eXtreme+ folders or **GSC** files (scripts) to your download redirect server. It would only take space.
In our case we would only upload **e29.iwd** to the **cod2\e29** folder on the download redirect server. We have no files to upload to the **main** folder yet.
You can test if the file is available by opening your favorite web browser and paste the full URL in the address field:

http://**yourwebsite**/cod2/e29/e29.iwd

If the browser prompts you to save the file somewhere, you're good to go! No need to finish the download. Cancel the download, and quit the browser.

5.10.6   Disable PunkBuster Setting

Scroll towards the end of **server.cfg**. You will have to disable the PunkBuster command by placing two forward slashes in front of that line:

//pb_sv_enable

Obviously, after modifying files in your shadow copy server folder you should update the game server to reflect the changes. Don't forget to save the changed **server.cfg** and upload it to your game server.

For changes in server.cfg and maprotation.cfg to take effect, the server needs to be restarted! For changes in the other mod configuration files (the cfg files in the scriptdata folder) to take effect, the server only needs to rotate to the next map, or the current map needs to be restarted (not a fast restart, but a normal map restart).

5.11   Start Your Game Server and Connect

After setting up you download redirect, and uploading the personalized **server.cfg** to the game server, you are ready to launch the mod for the first time. Exciting!
If not open already, access you GSP control panel, and fire up the server.

We are going to access the game server from the COD2 console prompt. It opens with the tilde (~) key on US keyboard. Depending on your keyboard layout, there might be a different character assigned to the key's scancode. Try the key right below the **Esc** key if the tilde key is not working.

Syntax for accessing game servers directly from the in-game console is:

/connect <**ip address**>[:<**port number**>] [;password <**password**>]

What you have to type in depends on the game server configuration. If it operates on the default port a COD2 game server listens on (28960), you don't have to provide the semicolon and port number. If it does not have a private server password set, you don't have to provide the password info.

Connect to server on IP address 1.2.3.4, default port, no private password:

/connect 1.2.3.4

Connect to server on IP address 1.2.3.4, custom port 28980, no private password:

/connect 1.2.3.4:28980

Connect to server on IP address 1.2.3.4, custom port 28980, with private password **scrim**:

/connect 1.2.3.4:28980 ;password scrim

Start you local COD2 multi-player executable, open the console, and type one of the commands above, depending on how you configured your server. Obviously, make sure that you provide the correct IP address, port and password.

eXtreme+ should run "out of the box" on your game server, so you should be able to connect to it and play on whatever map is currently active.

5.12   To PunkBuster or Not To PunkBuster

Besides policing your game server 24/7 by spectating players on your game server, and manually kick or ban suspect cheaters, you can enable PunkBuster to do it for you.

PunkBuster has some known flaws. The most notorious issue is that it can kick innocent and honest players for no obvious reason, with errors like "Losing Key Packets" or "Invalid Program or Driver", although the player's connection seems fine, and nothing changed on the player's PC. When PunkBuster works overtime, it can clean out a busy server in minutes. Obviously that is not a good thing. Some server admins take it for

granted; for some it's enough reason to operate a COD2 game server without PunkBuster. It's entirely up to you.

COD2 is PunkBuster-ready, but it needs PunkBuster server files. Most likely your GSP's control panel has an option to install and update PunkBuster server files. Consult your GSP for additional information. PunkBuster can also be installed manually. Check out the following web site for additional information:

http://www.evenbalance.com

If you decide to enable PunkBuster on your server:
- Stop the game server.
- Make sure the server files are installed on the game server.
- Make sure it is enabled on your command line.
- Edit **server.cfg** in your shadow copy server folder, and enable the PunkBuster command by removing the two forward slashes in front of that line:

pb_sv_enable

- Don't forget to save the changed **server.cfg** and upload it to your game server.
- Start the game server.

EvenBalance dropped PB support for COD2, but some COD2 server admins were able to get COD2 back into PB Setup. You might need to Google it.

5.13 eXtreme+ Configuration

Please refer to the following sections in this guide for information on how to personalize your copy of eXtreme+ for COD2.

5.14 Updating the eXtreme+ Fixpack

Download the latest eXtreme+ fixpack. Navigate to the shadow copy fixpack folder, and remove all files and folders. Unpack the eXtreme+ fixpack in the (now empty) shadow copy fixpack folder.

Open your FTP client software. Navigate to the shadow copy fixpack folder in the local site pane (left side in our case). Select all folders, and click and drag the selection to the remote site pane (right side in our case).
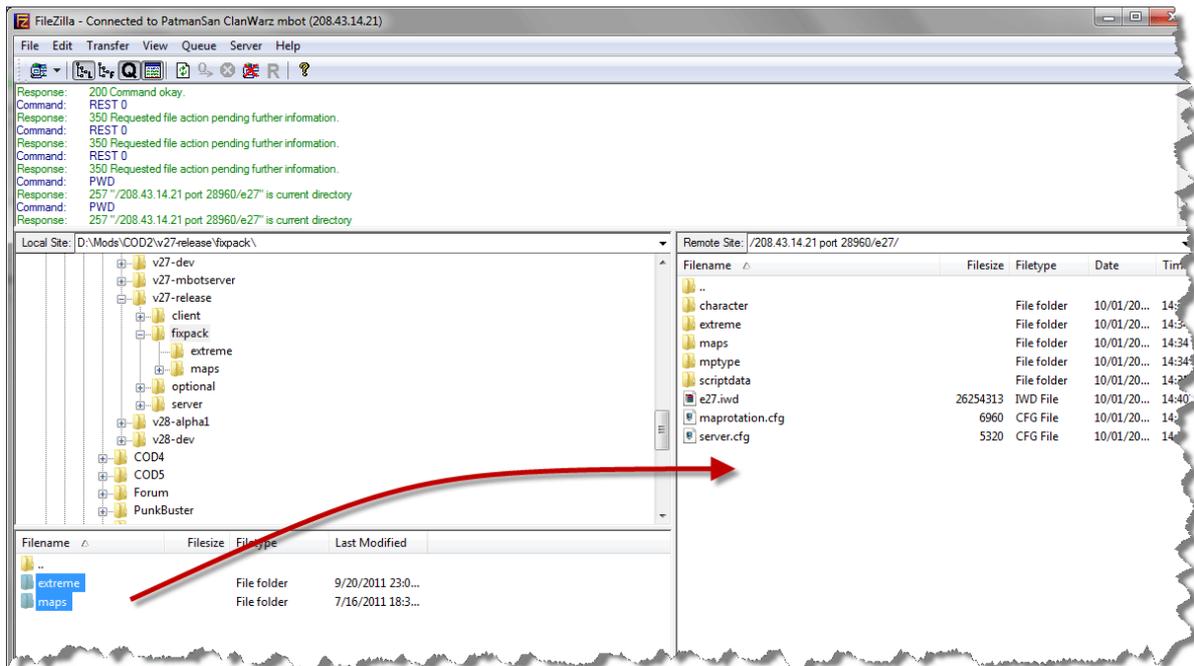
Figure 20: Updating server with latest fixpack (FTP)

Let the upload finish. Overwrite if needed.

Make sure there are no transfer errors. Check the transfer log, and retransmit all files that did not make it. If in doubt, redo the entire batch. Close the FTP client.

To make the shadow copy server folder match the game server, copy the folders from the shadow copy fixpack folder to the shadow copy server folder. Overwrite if needed. When done, your shadow copy server folder holds an exact copy of the game server.
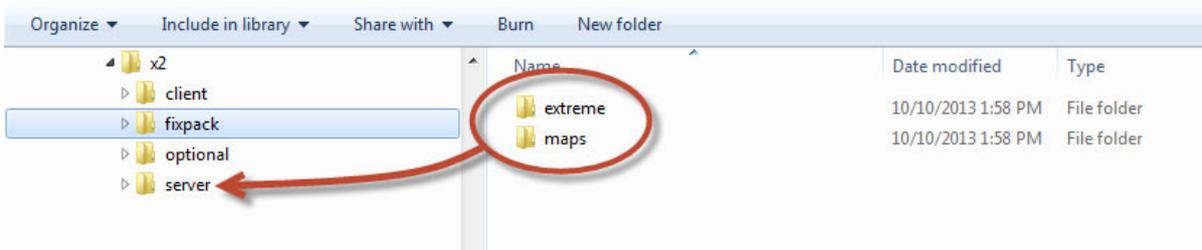
Figure 21: Updating shadow copy server folder with fixpack

6 Installing eXtreme+ on a Windows Dedicated Box

This chapter will describe the installation process on a Windows dedicated server; either a local server or a rented dedicated box on which you have full access.
If you want to install eXtreme+ on a Linux dedicated server, see the chapter "Installing eXtreme+ on Linux Dedicated Box". If you want to install eXtreme+ on your own PC, see the chapter "Installing eXtreme+ on Your PC".

> *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

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.

6.2 Creating the Mod Folder

In your servers COD2 installation folder, typically

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

Next to 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, underscore (_) and hyphen (-).*
> *In our examples we use **modfolder** as the mod folder. Try to avoid that one too.*

6.3 Installing eXtreme+

Download and unzip the eXtreme+ distribution package (**extremev29-setup.zip**) to an empty temporary folder, and copy its content to your mod folder.

6.4 Installing the eXtreme+ Fixpack

Download and unzip the eXtreme+ fixpack (**extremev29-fixpack.zip**) to an empty temporary folder, and copy its content to your mod folder.

6.5 Creating a Player Profile for the Server

Your server needs a player profile in order to load maps, otherwise it will refuse to start and issue the error "*Can't load a map without a player profile selected*".

*Later versions of eXtreme+ may include a minimal player profile for easy deployment. Check you eXtreme+ distribution package. If it includes a **players** folder, you can skip this step.*

Do the following to create a player profile for the server:

- Navigate to **<COD2_installation_folder>\<modfolder>**.
- Create a folder called **players**.
- Step into the **players** folder.
- Create a text file **active.txt**. On the first and only line type **default**. Save the file. You have created the file **players\active.txt**.
- Create a folder called **default**. You have created the path **players\default**.
- Step into the **default** folder.
- Create a text file **config_mp.cfg**. On the first and only line type **unbindall**. Save the file. You have created the file **players\default\config_mp.cfg**.

6.6 Creating Server 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 "Creating the Mod Folder".

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

6.7 Advanced Startup Shortcut

You can add several optional parameters to the start file:

Put the logs and load PunkBuster from another folder:

```
+set fs_homepath D:\COD2\Home
```

Define the IP address and port the server binds to:

```
+set net_ip 1.2.3.4
+set net_port 28960
```

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

```
"C:\Program Files\Activision\Call of Duty 2\CoD2MP_s.exe" +set fs_homepath
D:\COD2\Home +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 now continue with the chapter "Basic Configuration", and start to configure the server and the eXtreme+ mod.

7 Installing eXtreme+ on a Linux Dedicated Box

This chapter will describe the installation process on Linux dedicated server; either a local server or a rented dedicated box on which you have full access.
If you want to install eXtreme+ on Windows dedicated server, see the chapter "Installing eXtreme+ on a Windows Dedicated Box".
If you want to install eXtreme+ on your own PC, see the chapter "Installing eXtreme+ on Your PC".

> *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.*

7.1 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.

7.2 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, underscore (_) and hyphen (-).*
> *In our examples we use **modfolder** as the mod folder. Try to avoid that one too.*

7.3 Installing eXtreme+

Download and unzip the eXtreme+ distribution package (**extremev29-setup.zip**) to an empty temporary folder, and copy its content to your mod folder.

7.4 Installing the eXtreme+ Fixpack

Download and unzip the eXtreme+ fixpack (**extremev29-fixpack.zip**) to an empty temporary folder, and copy its content to your mod folder.

7.5 Creating a Player Profile for the Server

Your server needs a player profile in order to load maps, otherwise it will refuse to start and issue the error "*Can't load a map without a player profile selected*".

*Later versions of eXtreme+ may include a minimal player profile for easy deployment. Check you eXtreme+ distribution package. If it includes a **players** folder, you can skip this step.*

Do the following to create a player profile for the server:

- Navigate to **<COD2_installation_folder>\<modfolder>**.
- Create a folder called **players**.
- Step into the **players** folder.
- Create a text file **active.txt**. On the first and only line type **default**. Save the file. You have created the file **players\active.txt**.
- Create a folder called **default**. You have created the path **players\default**.
- Step into the **default** folder.
- Create a text file **config_mp.cfg**. On the first and only line type **unbindall**. Save the file. You have created the file **players\default\config_mp.cfg**.

7.6 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!

7.7 Creating a Server Startup File

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 "Creating the Mod Folder".

Make it executable:

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

7.8　Creating an Advanced Server Startup File

You can add several optional parameters to the start file:

Put the logs and load PunkBuster from another directory:

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

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

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

Defines the IP address and port the server binds to:

```
+set net_ip
+set net_port 28960
```

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 &
```

7.9　Creating a Server Stop File

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>
```

7.10　Creating a Server Status File

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

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

Next, make it executable:

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

8   Installing eXtreme+ on Your PC

8.1   Game Server Installation

Setting up a local server for testing purposes is quite easy. This will only work on a Windows PC, which has an existing COD2 game installation.

You can run a COD2 server from your regular COD2 installation, but we strongly recommended against this setup. The mods, maps and map packs that you picked up from other game servers in the "**main**" folder of your default COD2 installation folder can and most likely will interfere with normal server operation and cause lots of headaches later on. You can also make a copy of your default COD2 installation, and clean it up afterwards, but it's much easier to copy some files and folders.

Let's assume you are setting up the local server in **D:\COD2SRV**.
Do the following to create the local stock COD2 server as our base installation:

- Make folder **D:\COD2SRV**.
- Copy the following files from the COD2 installation folder to **D:\COD2SRV**:

```
CoD2MP_S.exe
codlogo.bmp
gfx_d3d_mp_x86_s.dll
mss32.dll
localization.txt
```

- Make a "**main**" folder in this folder, so you get **D:\COD2SRV\main**.
- Copy the following files from the "**main**" folder in the COD2 installation folder to **D:\COD2SRV\main** (16 files):

```
iw_00.iwd ... iw_15.iwd
```

- Copy the following files from the "**main**" folder in the COD2 installation folder to **D:\COD2SRV\main** (12 files):

```
localized_english_iw00.iwd ... localized_english_iw11.iwd
```

- Copy the "**miles**" folder in the COD2 installation folder to **D:\COD2SRV**, so you get **D:\COD2SRV\miles**.
- We will disable PunkBuster in the local server, so there is no need to copy the "**pb**" folder over.

8.2   Creating the Mod Folder

Let's assume you are setting up a mod folder called **e29test** in **D:\COD2SRV**.
Open your favorite file manager (Windows Explorer will do), navigate to **D:\COD2SRV** and create the mod folder **e29test**.

You now have **D:\COD2SRV\e29test**.

8.3 Installing eXtreme+

Assuming you have downloaded the eXtreme+ distribution package, and unpacked it somewhere on your PC's hard drive, navigate to the unpacked eXtreme+ files and folders. Select all files and folders, and copy the selection to **D:\COD2SRV\e29test**.

8.4 Installing the eXtreme+ Fixpack

Assuming you have downloaded the eXtreme+ fixpack, and unpacked it somewhere on your PC's hard drive, navigate to the unpacked eXtreme+ fixpack. Select all folders, and copy the selection to **D:\COD2SRV\e29test**. Select to overwrite if asked for.

8.5 Creating a Player Profile for the Server

Your server needs a player profile in order to load maps, otherwise it will refuse to start and issue the error "*Can't load a map without a player profile selected*".

> *Later versions of eXtreme+ may include a minimal player profile for easy deployment. Check you eXtreme+ distribution package. If it includes a* **players** *folder, you can skip this step.*

Do the following to create a player profile for the server:

- Open Windows Explorer, navigate to **D:\COD2SRV\e29test**.
- Create a folder called **players**.
- Step into the **players** folder.
- Create a text file **active.txt**. On the first and only line type **default**. Save the file. You have created the file **players\active.txt**.
- Create a folder called **default**. You have created the path **players\default**.
- Step into the **default** folder.
- Create a text file **config_mp.cfg**. On the first and only line type **unbindall**. Save the file. You have created the file **players\default\config_mp.cfg**.

8.6 Creating Server Shortcuts

Your local server installation can be used to run a COD2 local dedicated server and to run a local listen server. We will create a shortcut for both.

8.6.1 Local Dedicated Server Shortcut

Perform the following steps to create a local dedicated server shortcut:
- Open Windows Explorer, navigate to **D:\COD2SRV**, right-click once on **CoD2MP_s.exe** to select, hold and drag it to the desktop.
- Select "*Create Shortcuts here*" from the pop-up menu.
- Rename the shortcut to "*COD2 Dedicated Server*".
- Right-click the shortcut and select Properties.
- Change the Target line to read:

```
D:\COD2SRV\CoDMP_s.exe +set dedicated 2 +set sv_punkbuster 0 + set fs_game
e29test +exec server.cfg
```

> *In the example above, the command line could span multiple lines. This is due to page limitations. All command lines are ONE line.*

Path to the exe can be different, depending on where you created to local server folder. Change **e29test** if you created another mod folder (fs_game).

8.6.2 Local Listen Server Shortcut

Perform the following steps to create a local listen server shortcut:
- Open Windows Explorer, navigate to **D:\COD2SRV**, right-click once on **CoD2MP_s.exe** to select, hold and drag it to the desktop.
- Select "*Create Shortcuts here*" from the pop-up menu.
- Rename the shortcut to "*COD2 Listen Server*".
- Right-click the shortcut and select Properties.
- Change the Target line to read:

```
D:\COD2SRV\CoDMP_s.exe +set sv_punkbuster 0 + set fs_game e29test +exec
server.cfg
```

In the example above, the command line could span multiple lines. This is due to page limitations. All command lines are ONE line.

Path to the executable file can be different, depending on where you created to local server folder.
Change **e29test** if you created another mod folder (fs_game).

8.7 Basic Server Settings

Navigate to the mod folder, and open server.cfg in your text editor.
Disable the "dedicated" line by placing two forward slashes in from of the line, like this:

```
//set dedicated "2"
```

Disable the PunkBuster activation command:

```
//pb_sv_enable
```

8.8 Configuring eXtreme+ for Spawn Point Designer Mode

Copy the map you want to edit to **D:\COD2SRV\main**.

Copy the pre-made designer-markers optional mod **IWD** file (**z_designer.iwd**) to the mod folder **D:\COD2SRV**e29test.

Change **server.cfg** and enable developer dvars:

```
set developer "1"
set developer_script "1"
```

Check **serversettings.cfg** and make sure the MeatBots are disabled.

```
set ex_mbot "0"
```

Change **mapcontrol.cfg** and enable the Waypoint Designer:

```
set ex_designer "1"
```

Double-click the *COD2 Listen Server* shortcut to start the local server.
Select "Start New Server", select the game type, select map from list, and click "Start".

See chapter "eXtreme+ Spawn Point Designer Mode" for more information.

8.9   Configuring eXtreme+ for MeatBot Waypoint Designer Mode

Copy the map you want to edit to **D:\COD2SRV\main**.

You will need the mbots optional mod. You can integrate the **mbots** optional mod into the mod's **IWD** file, or you can create an separate **IWD** file containing the folders from the **mbots** optional mod, like **z_mbots.iwd**. You would place that additional **IWD** file in the mod folder **D:\COD2SRV**e29test. See chapter "eXtreme+ Optional Modifications" for more information about integrating optional mods.

Copy the pre-made designer-markers optional mod **IWD** file (**z_designer.iwd**) to the mod folder **D:\COD2SRV**e29test.

Change **server.cfg** and enable developer dvars:

```
set developer "1"
set developer_script "1"
```

Change **serversettings.cfg** and enable the MeatBots and the MeatBot Waypoint Designer:

```
set ex_mbot "1"
set ex_mbot_dev "1"
set ex_mbot_devname "<yourplayername>"
```

Setting ex_mbot_dev will automatically enable the variable ex_designer, so you don't have to enable it manually. Consequently, when MeatBot Waypoint Designer is enabled, the Spawn Point Designer is automatically disabled.

Double-click the *COD2 Listen Server* shortcut to start the local server.
Select "Start New Server", select TDM as game type, select map from list, and click "Start".

See chapter "eXtreme+ MeatBot Waypoint Designer Mode" for more information.

9 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 an extension 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.*

9.1 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**. 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.

Since version 2.4 some of the settings in the **server.cfg** file have been moved to a DRM compatible file called **serversettings.cfg** in the **scriptdata** folder.

9.2 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 mislead 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.

You might get the impression that we commented out all variables to take the default settings. Nope! Some variables could be 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. For example:

```
// 0 = disabled (default)
// 1 - 10 = tracers
set ex_tracers "3"
```

9.2.1 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 the 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"
```

9.2.2   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 if for small maps.

```
// 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"
```

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 or more players = large rotation/maps

These settings will also affect player based rotation and the player based filter of the end-of-game voting system.

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"
```

eXtreme+ can control settings based on the number of players in the server. It uses three variable extensions which are linked to the thresholds as defined above:

_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.

```
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.

```
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.

```
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 with a lower priority in the order of processing, or its default value.

9.2.3   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
```

9.3   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
Ambientfx.cfg	Weather effects (rain and snow)
Clancontrol.cfg	Clan Settings
Clancontrol.cfg	Clan Tag No.1 through No. 4
Clancontrol.cfg	Clan member check
Classes.cfg	Class Settings
Gametypes.cfg	Arcade style HUD points and shaders
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	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
Monitoring.cfg	Log monitor
Playercontrol.cfg	Anti-run / Anti-hip
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	Diana (female model)
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)

Specials.cfg	Specialty store Perks
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 rifles
Weaponcontrol.cfg	Long range rifles HITLOC settings
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	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	Gunship
Wmdcontrol.cfg	WMD additional control

9.4 Basic Server Settings

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

9.4.1 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"
```

9.4.2   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 the settings by placing two forward slashes in front of 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"
```

9.4.3   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 "32"
set sv_privateclients "0"
```

9.4.4   Password Settings

Set the password for RCON (**rcon_password**). If you have configured private client slots, also set the private slot access password (**sv_privatePassword**), otherwise leave it blank. If you want to set up a private server, set that password too (**g_password**), otherwise leave it blank.

```
// 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 "<password>"
```

9.4.5   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.

You download redirect server only has to hold the **IWD** files that reside on your game server. You should not upload eXtreme+ folders or **GSC** files (scripts) to your download redirect server. It would only take space.

9.5   Basic Mod Settings

9.5.1   Clan Logo Text

The **scriptdata** folder inside you 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 that could be 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, and preventing the server from starting.
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 /////
}
```

9.5.2   Welcome Messages

Using WinRAR, open the file called **e29.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**!*

9.5.3   Server Messages

Using WinRAR, open the file called **e29.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**!*

9.5.4   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 chapter "Basic Server Settings" for more information).

If you are running custom maps, and intent to use the eXtreme+ call vote extensions (ex_ingame_vote_allow_gametype, ex_ingame_vote_allow_map in **mapcontrol.cfg**), the end-game voting system (ex_endgame_vote in **mapcontrol.cfg**), or the map rotation server messages (ex_svrmsg_rotation in **miscfeatures.cfg**), you will have to maintain a list of all custom maps in a game script that is made for this purpose.

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, and takes care of precaching all stock and custom maps descriptive names.

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.

```
init()
{
        // WHAT IS THIS FILE:
        // Actually this is a game script, so DO NOT mess it up or it will prevent
        // your server from running! This file is used for the end-game voting system
        // and the map rotation server messages.
        //
        // HOW TO USE THIS FILE:
        // 1. Copy the template for each CUSTOM map you want to add.
        // 2. Uncomment the lines by removing the double slashes.
        // 3. In the "mapname" field, replace the text between quotes with the map's
        //    rotation name (the name you would put in the rotation string).
        //    Do NOT add color codes in this field!
        // 4. In the "longname" and "loclname" fields, replace the text between quotes
        //    with the map's descriptive name. You can add color codes if you like.
        // 5. The "gametype" field is used in map vote mode 4, 5, 6 and 7
        //    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).
        // 6. The "playsize" field is used in map vote mode 4, 5 and 6
        //    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".
        // 7. If you enabled weapon mode voting in the end-of-game voting system, you
        //    can add the optional "weaponmode" field, in which you set the weapon modes
        //    that players can select for this specific map. You MUST set the default
        //    allow list ex_endgame_vote_weaponmode_allow in mapcontrol.cfg for this
        //    to work. If you don't specify the "weaponmode" field, the default allow
        //    list is used.

        // 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. It needs to be there.
        // - DO NOT ADD COLOR CODES TO THE GAME TYPES. It will mess up the system.
        // - DO NOT ADD TOO MANY CUSTOM MAPS AT ONCE!
        //   Although 160 maps (including stock maps) is the maximum for the in-game
        //   and end-game voting systems, your server will run out of precached
        //   strings much sooner. The actual limit depends on the feature set you have
        //   enabled, so add a couple of maps at once, and test before continuing.

        // 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";

                <partially removed for clarity>

                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";

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

Add each custom map, by copying the template (the 6 lines below the line that says **"// TEMPLATE:"**, removing the double slashes in front of the copied lines, and replacing the placeholders information with information about that custom map. The bold section is a copied template, with slashes removed, ready to be changed:

```
          <partially removed for clarity>

          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";

    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";

    // 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 map's **IWD** and check the arena file in the **mp** folder.

```
{
    map         "mp_port"
    longname    "mp_port"
    gametype    "dm tdm sd ctf"
}
```

The string referenced by "map" in the arena file can be copied into the ".mapname" string space of _ex_votemaps.gsc.

The string referenced by "longname" in the arena file can be copied into the ".longname" *AND* ".loclname" string space of _ex_votemaps.gsc. The fact that you have to enter the long name twice, is a trade-off for getting all strings server side. If you don't like the descriptive name of the map, you can change it.

The string referenced by "**gametype**" in the arena file holds the game types the map supports. Remove any game type in the "**.gametype**" string space of _ex_votemaps.gsc that is not supported by the map. Remember that certain custom game types in eXtreme+ are based on stock game types, and can stay in the "**.gametype**" string, even if they are not explicitly mentioned in the map's arena file.

```
            <partially removed for clarity>

            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";

level.ex_maps[level.ex_maps.size] = spawnstruct();
level.ex_maps[level.ex_maps.size-1].mapname  = "mp_port";
level.ex_maps[level.ex_maps.size-1].longname = "Port";
level.ex_maps[level.ex_maps.size-1].loclname = &"Port";
level.ex_maps[level.ex_maps.size-1].gametype = "ctf ctfb dm esd sd tdm";
level.ex_maps[level.ex_maps.size-1].playsize = "all";

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

9.5.5 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 (mostly client side, like models, sounds, materials and images) are distributed separately. If you want to use features which are linked to optional mods, you will have to download the optional mods distribution file, and put the required mods on your server BEFORE you enable these features.

9.5.6 On-demand Download of Custom Maps

After adding custom maps to the server, you will notice that clients connecting to the server will not only have to download the client part of the eXtreme+ mod, but also 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.

- Assuming you have a shadow copy server folder of the mod's installation on the game server, navigate to the shadow copy server folder and create a **soundaliases** folder. If you do not maintain a shadow copy server folder, just create a **soundaliases** folder somewhere on your hard drive.
- Use WinRAR to open a custom map's **IWD** or map pack's **IWD**, and navigate to the **soundaliases** folder.
- Copy (do NOT move!) the **.csv** file(s) to the **soundaliases** folder in your shadow copy server folder (or the folder you created for this purpose). If there is

no **soundaliases** folder in the **IWD**, or no **.csv** file(s) in the soundaliases folder, simply skip the map.

- Repeat this process for all custom maps or map packs.
- copy the local **soundaliases** folder to the mod folder on your game server.
- Every time you add a map or map pack to the game server, you add the new sound aliases to the game server. If you have a large amount of map packs, and you rotate map pack series every couple of weeks or so, you are advised to maintain several soundaliases folders, one for each map pack collection. When switching map pack collection, you also replace the **soundaliases** folder with the one that matches the map pack collection.

10 Close Encounter of the Third Kind

10.1 Map Loading Screen

Figure 22: Map loading screen

This thin black/white loading bar is the mod's default loading bar. The stock loading bar and other custom loading bars are available as optional mods.

10.2 Cinematic Intro

Figure 23: Cinematic intro

Cinematic Intro settings can be found in **scriptdata\miscfeatures.cfg**.
If you want to include your own cinematic intro, check out the chapter "Creating Your Own Cinematic Intro".

10.3 Server Information Menu
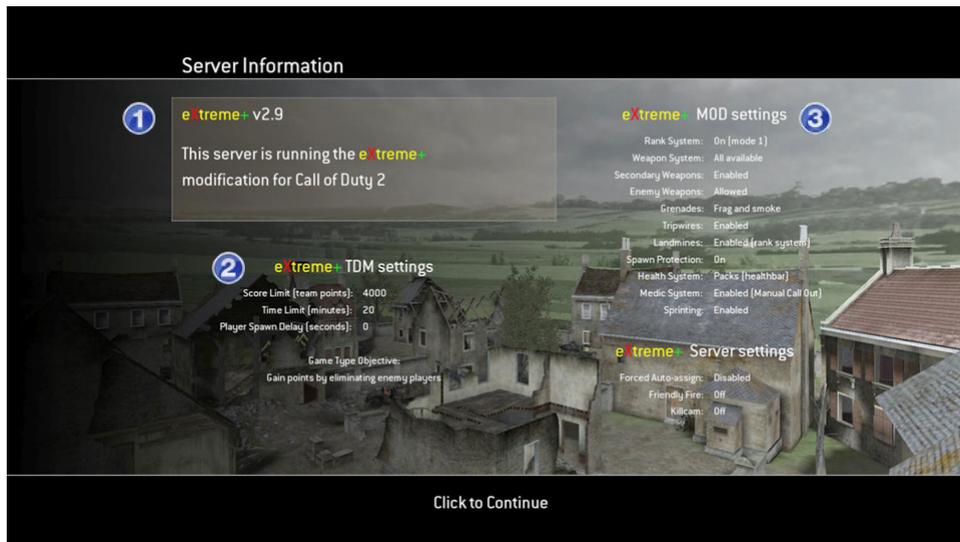
Figure 24: Server information menu

① This boxed section will show the server's name (the **sv_hostname** setting in **server.cfg**), and the Message of the Day, either a fixed MOTD (**scr_motd** in **server.cfg**) or a rotating MOTD (**ex_motd** settings in **scriptdata\miscfeatures.cfg**).

② Every game type has it's own Server Information screen. Depending on the active game type, it will display game type mode, score limit, time limit, round limit, round length, spawn tickets (game type settings can be changed in **scriptdata\gametypes.cfg**).

③ The MOD and SERVER sections show a couple of the global settings, which are taken from several configuration files in the **scriptdata** folder.

10.4 Team Selection Menu
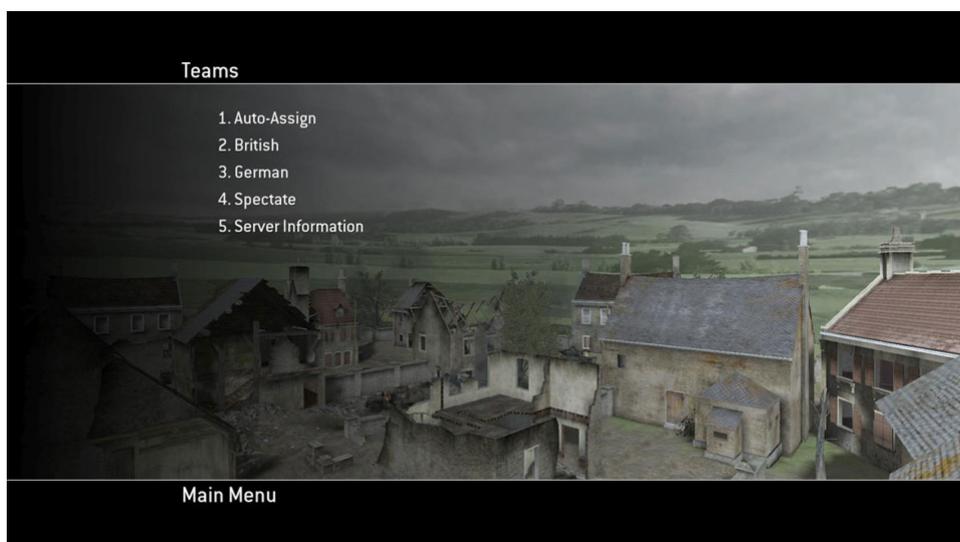
Figure 25: Team selection menu

10.5   Classes Menu

Figure 26: Class selection menu

(pre-production screenshot without proper class descriptions; the class system is in development)

> *The Classes feature is still in development. Full mode classes are not available yet. You can however configure attachment mode (**ex_classes** set to 2 in classes.cfg), which disables the Classes menu, and only puts class attachments on the player's back.*

The Classes menu will only show if you enabled the full mode class system in **scriptdata\classes.cfg**.

Figure 27:Team selection menu with classes

When full mode classes are enabled (**ex_classes** set to 1 in **classes.cfg**) an extra option is added to the team selection menu to change classes.

10.6 Weapon Selection Menu

10.6.1 The All Weapons Menu
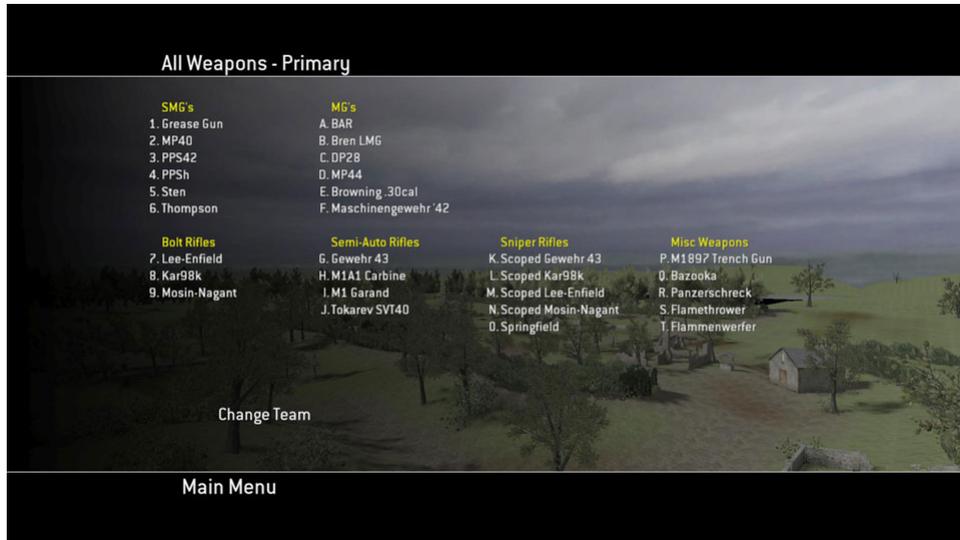
Figure 28: All-weapons selection menu

(pre-production screenshot without the unscoped springfield)

All-weapons mode can be enabled in **scriptdata\weaponcontrol.cfg**.

10.6.2 The Modern Weapons Menu
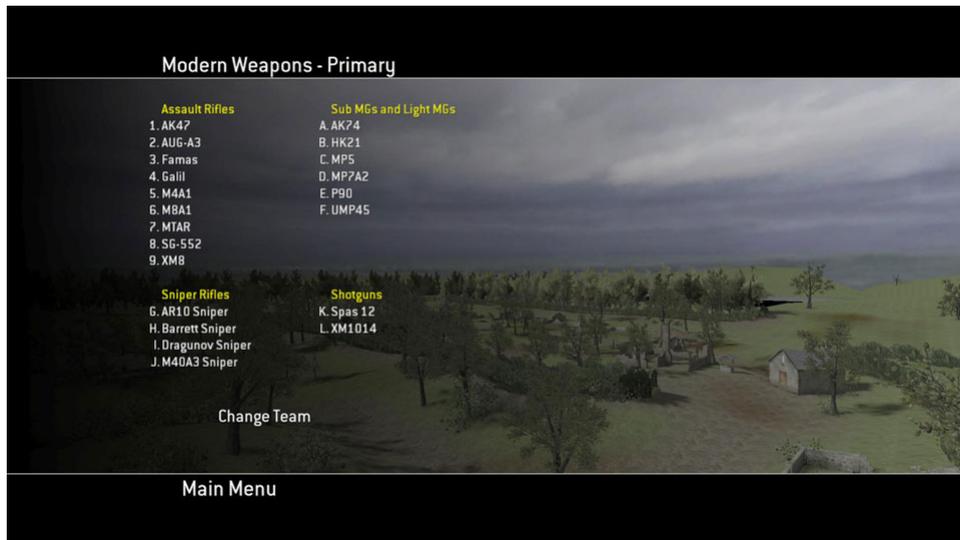
Figure 29: Modern weapons selection menu

Modern weapons mode can be enabled and configured in
scriptdata\weaponcontrol.cfg.

10.6.3 All From Team Weapons Menu
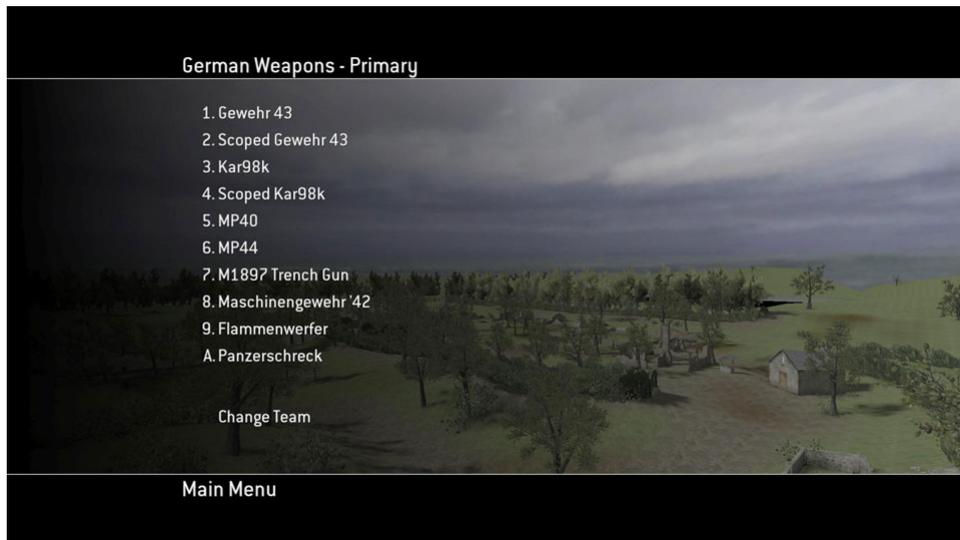
Figure 30: All-from-team weapons selection menu

All-from-team weapons mode can be enabled and configured in
scriptdata\weaponcontrol.cfg.

10.6.4 Weapon Classes
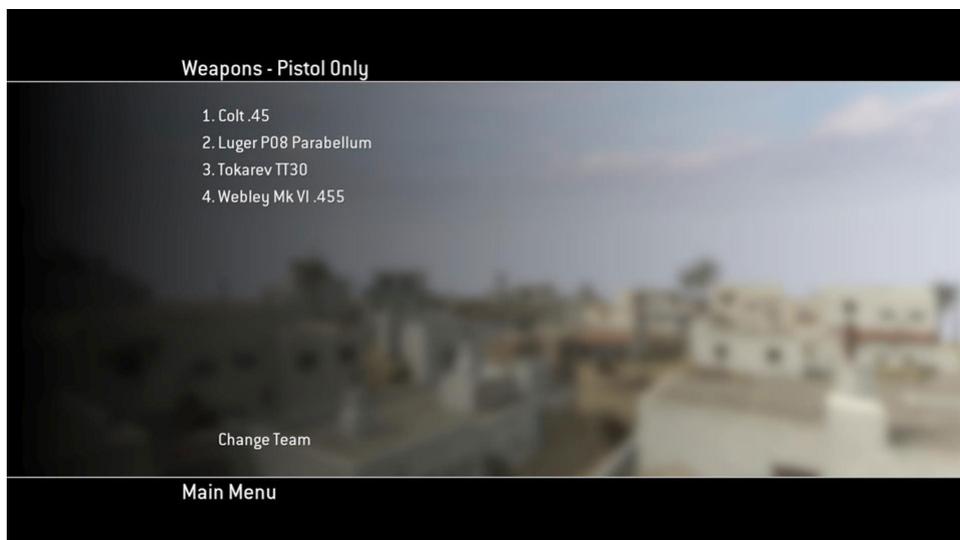
Figure 31: Weapon class selection menu

Weapon classes can be enabled and configured in **scriptdata\weaponcontrol.cfg**.

There are 10 weapon classes to choose from: pistols only, sniper only, machine gun only
(assault rifles for modern weapons), submachine gun only (sub MGs and light MGs for
modern weapons), rifles only (not for modern weapons), bolt action rifles only (not for
modern weapons), shotgun only, rocket launcher only (panzerfaust, panzerschreck and
bazookas), bolt action and sniper rifles only (not for modern weapons) and knives only.

10.7   In-game Menu
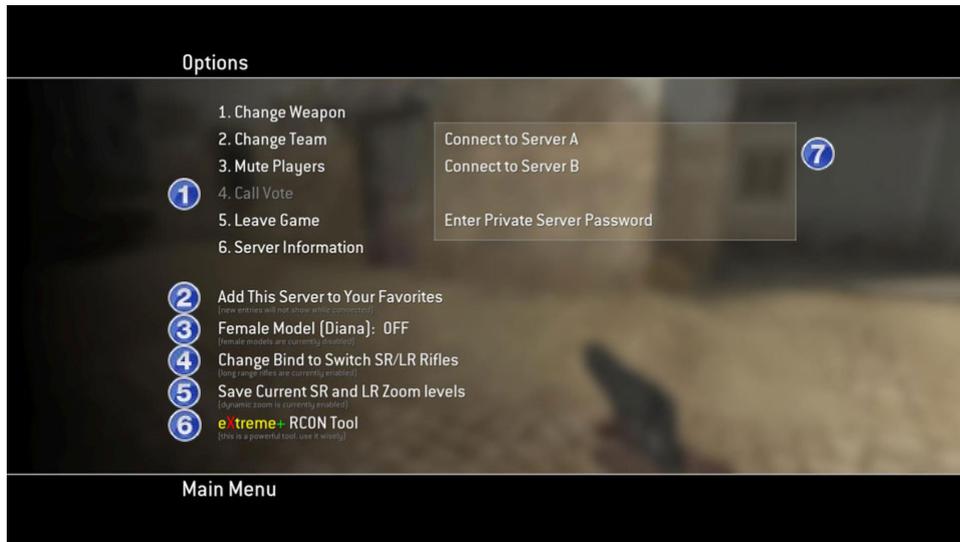
Figure 32: In-game menu

①   The Call Vote feature can be configured in **scriptdata\serversettings.cfg**.

②   Button to add this server to your favorites. The related settings are in **scriptdata\miscfeatures.cfg**.

③   Button to change to female model Diana. The related settings are in **scriptdata\playercontrol.cfg**.

④   Button to change bind that switches SR to LR rifles, and vice versa. The related settings are in **scriptdata\weaponcontrol.cfg**.

⑤   Button to save current SR and LR zoom levels. The related settings are in **scriptdata\weaponcontrol.cfg**.

⑥   Button to access the eXtreme+ in-game RCON tool. It will only show if you enabled and configured in-game RCON in **scriptdata\security.cfg**.

⑦   Server Connection Hub, which can be enabled and configured in **scriptdata\miscfeatures.cfg**.

10.8   Call Vote Menu
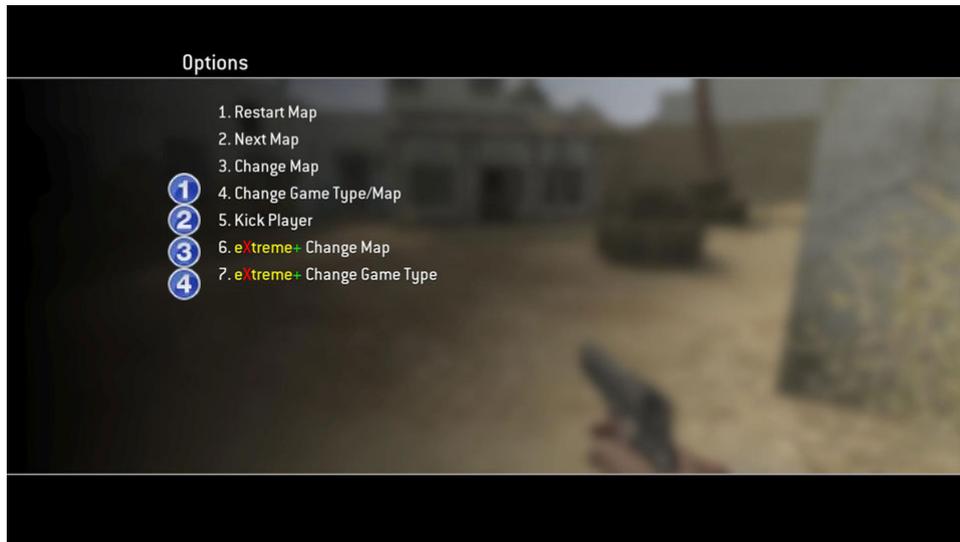
Stock button to vote for another game type and/or map. It can be disabled. The related settings are in **scriptdata\mapcontrol.cfg**.

The menu item to call a vote to kick a player can be removed by applying the **callvote-nokick** optional mod.

eXtreme+ feature. The settings are in **scriptdata\mapcontrol.cfg**. The list of maps is read from **scriptdata_ex_votemaps.gsc**.

eXtreme+ feature. The settings are in **scriptdata\mapcontrol.cfg**.

10.8.1   eXtreme+ Change Map
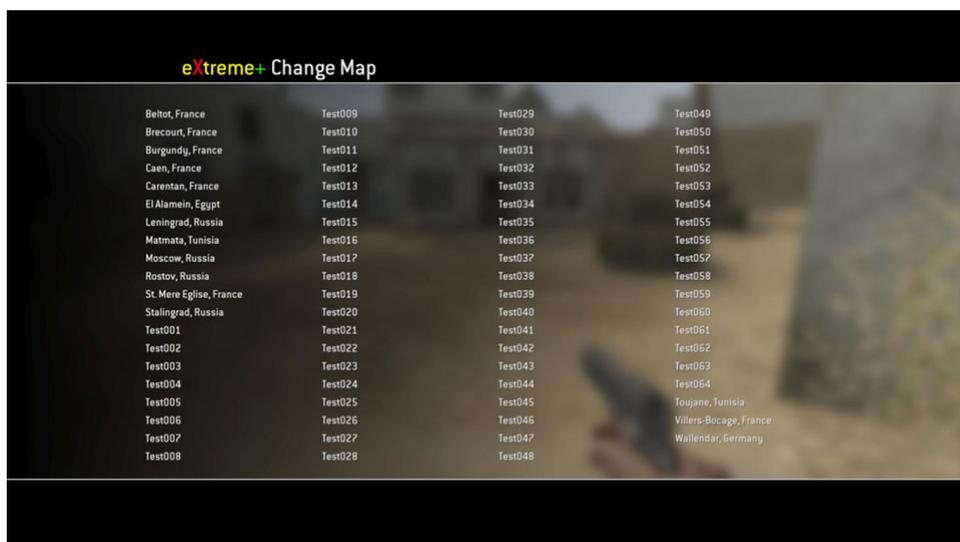
Figure 34: Call vote eXtreme+ change map

10.8.2 eXtreme+ Change Game Type
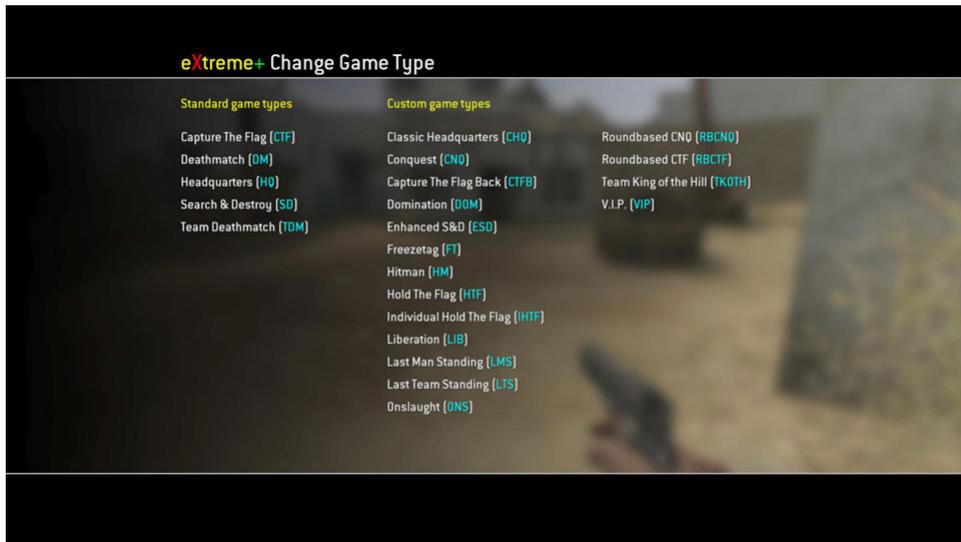
Figure 35: Call vote eXtreme+ change game type

10.9 eXtreme+ RCON Menu

10.9.1 eXtreme+ RCON PIN Entry
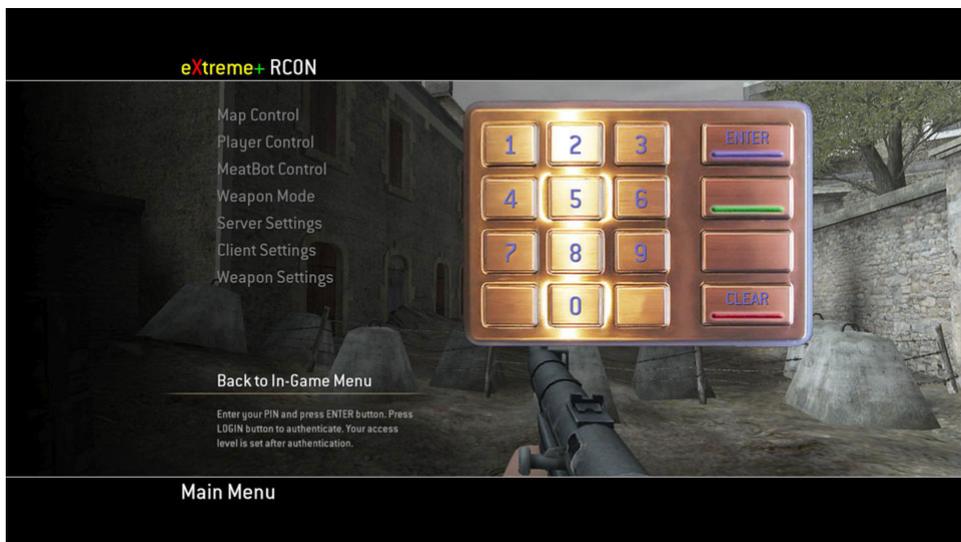
Figure 36: In-game RCON PIN entry

10.9.2   eXtreme+ RCON Main Menu
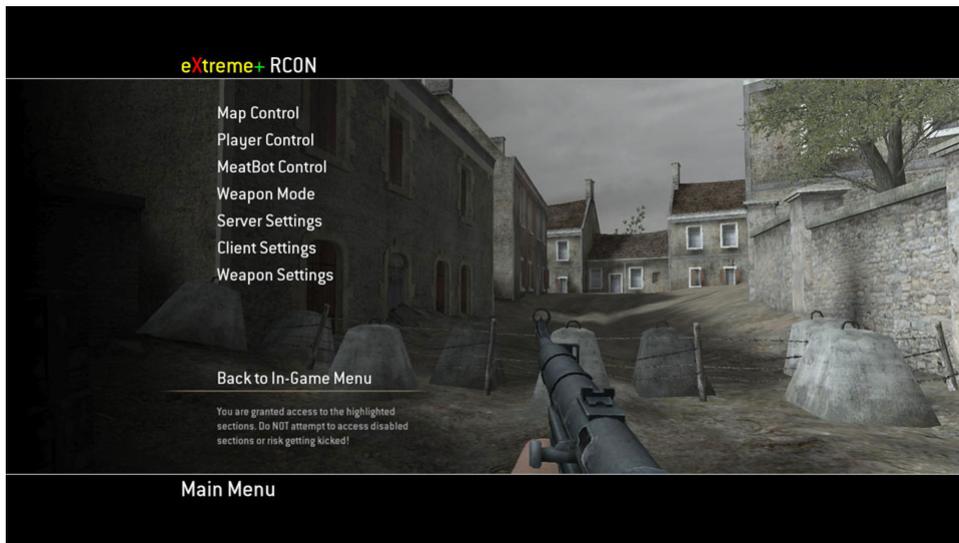
10.9.3   eXtreme+ RCON Map Control
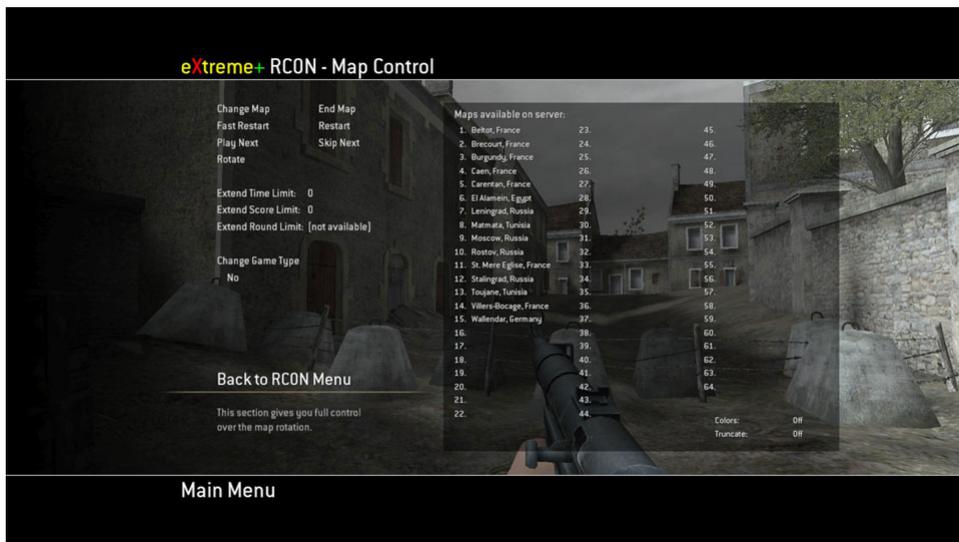
10.9.4   eXtreme+ RCON Player Control
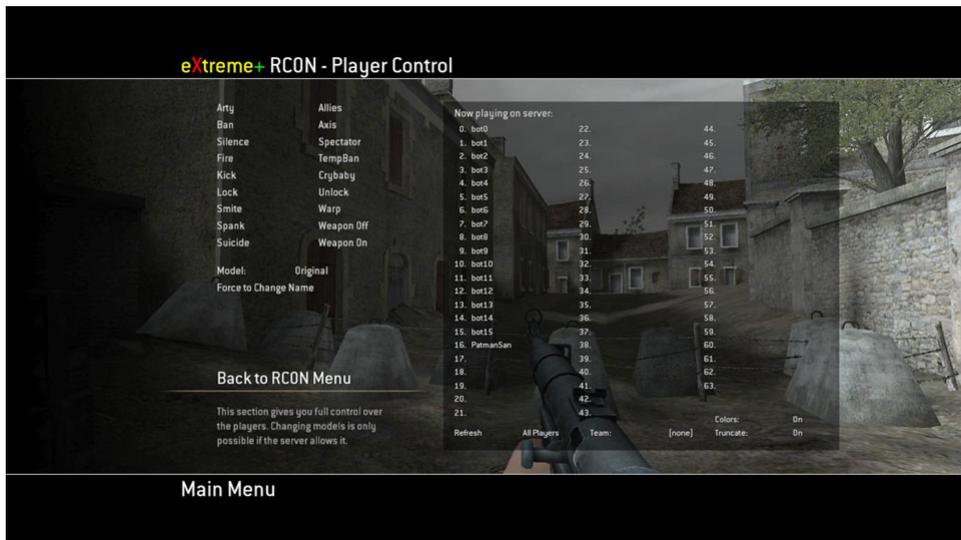
Figure 39: In-game RCON player control

10.9.5   eXtreme+ RCON MeatBot Control
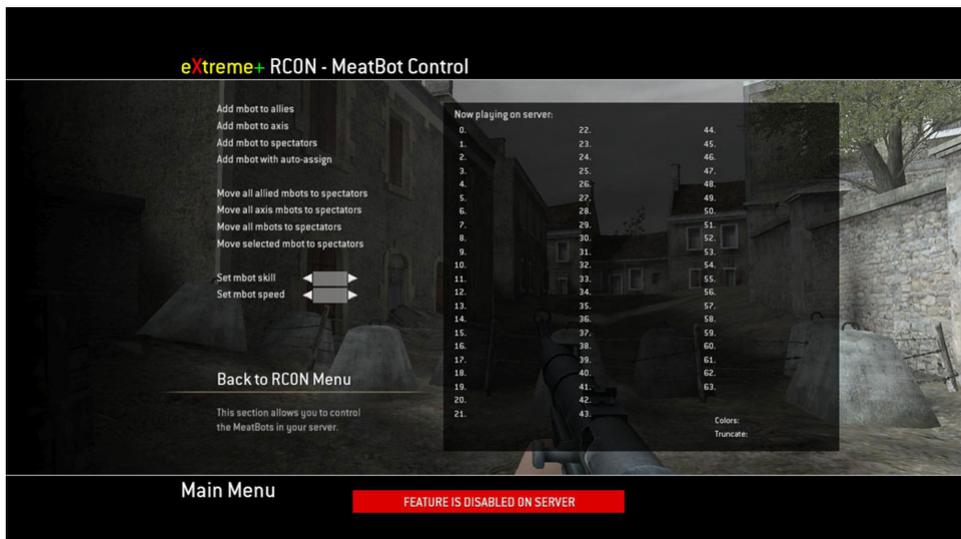
Figure 40: In-game RCON meatbot control

10.9.6   eXtreme+ RCON Weapon Mode
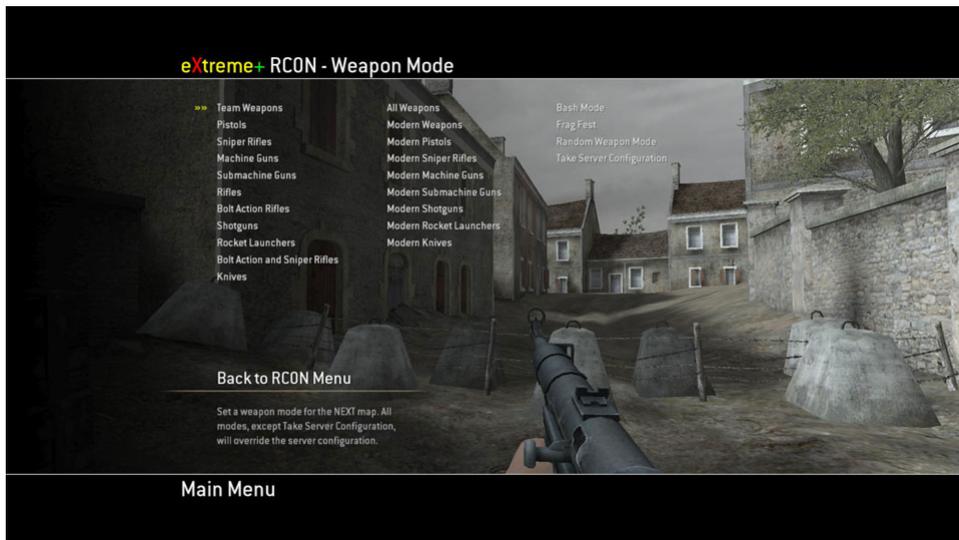
Figure 41: In-game RCON weapon mode

10.9.7   eXtreme+ RCON Server Settings
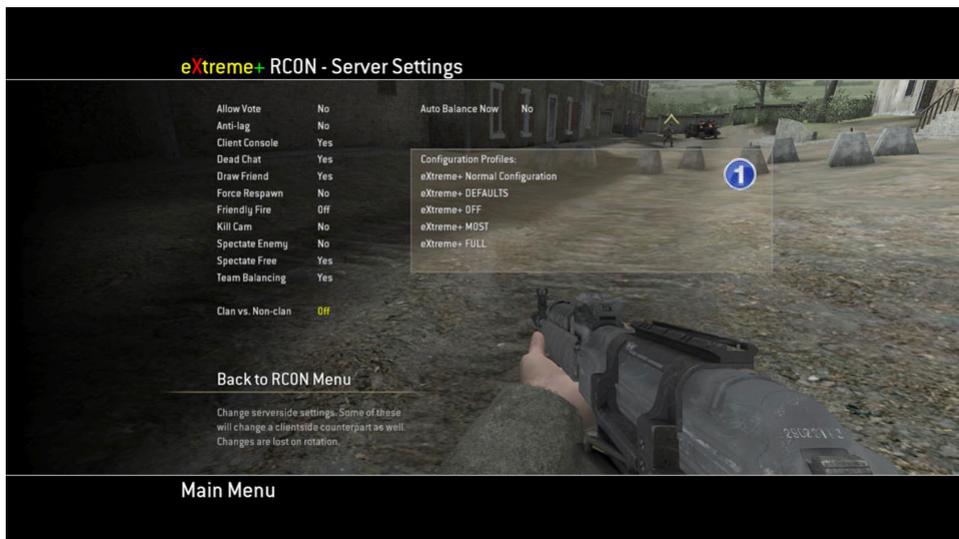
Figure 42: In-game RCON server settings

> **①** Server configuration profiles can be enabled and configured in **server.cfg**.
> Originally a developer-only feature, but left in to share.

10.9.8 eXtreme+ RCON Client Settings
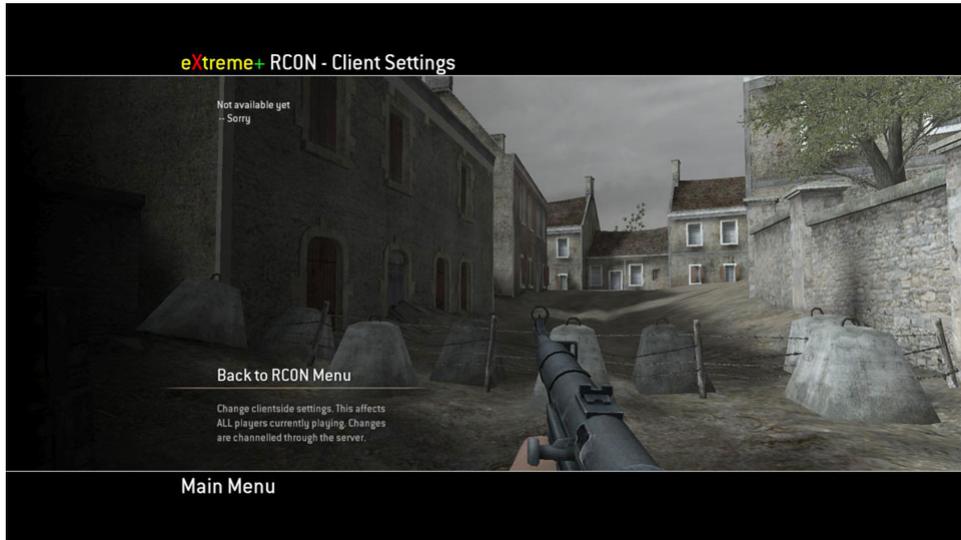
Figure 43: In-game RCON client settings

10.9.9 eXtreme+ RCON Weapon Setttings
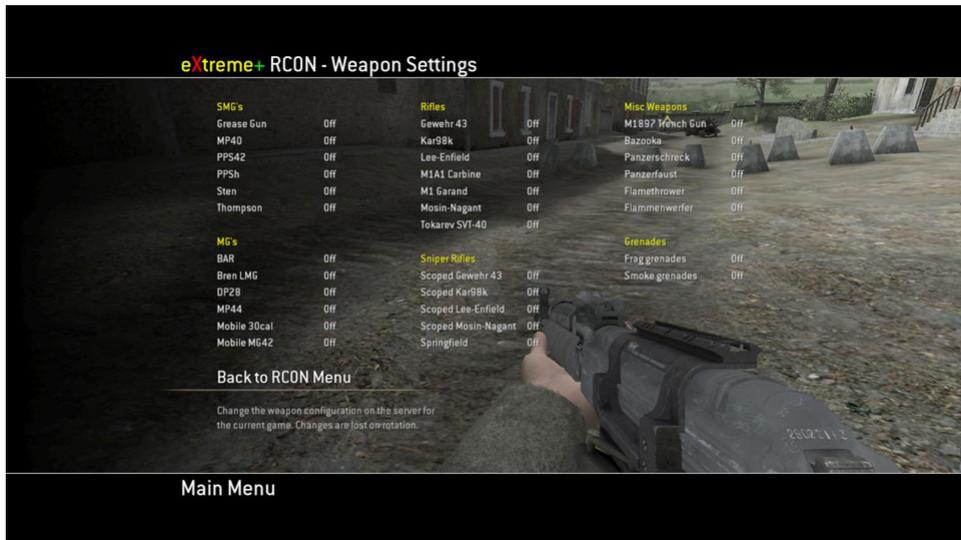
Figure 44: In-game RCON weapon settings

10.10   Map Voting System

TODO

10.10.1   Voting for Map

Figure 45: Map voting system - Map

Thumbnails for stock maps are in the optional mod **mapvote-thumbnails**.
Additional thumbnails can be made by using the **thumbnail-factory** optional
mod. Alternatively, you can check out the thumbnails-pack made by the
{NADF} clan; they have over 700 ready made thumbnails.

10.10.2   Voting for Game Type

Figure 46: Map voting system – Game Type

10.10.3 Voting for Weapon Mode

Figure 47: Map voting system – Weapon Mode

10.10.4 The Winner Is

Figure 48: Map voting system - Winner

10.11 Main Menu
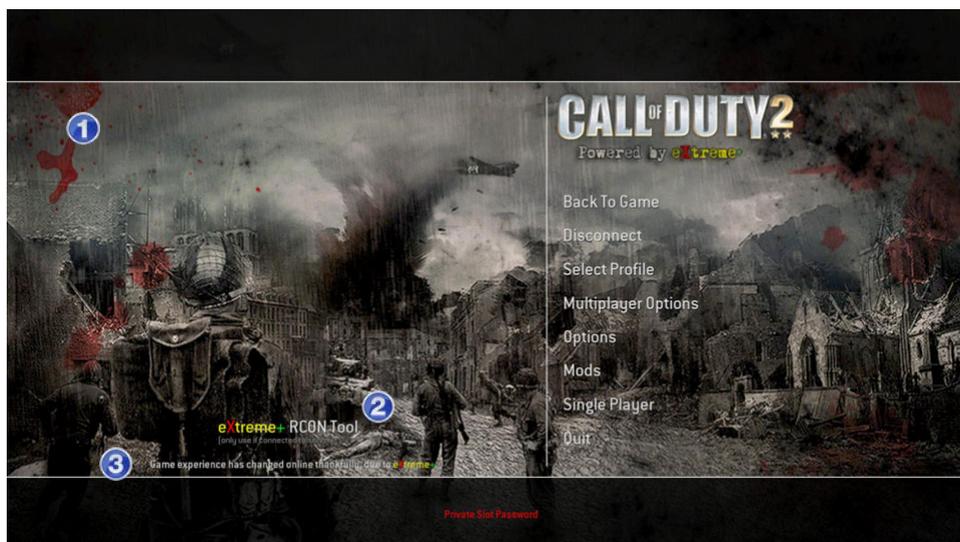
Figure 49: Main menu

①   Customized background image. This cannot be changed via the configuration files.

②   Button to access the eXtreme+ in-game RCON tool. It will only show if you enabled and configured in-game RCON in **scriptdata\security.cfg**.

③   Customized message. This is a string from **localizedstrings\menu.str** (GAME_EXPERIENCE_MAY_CHANGE), which resides in the client side iwd file.

11 eXtreme+ Specialty Store (Perks)

11.1 Set Up the Specialty Store

TODO

11.2 Available Perks

TODO

11.3 How to Configure Perks

TODO

11.4 How to Buy Perks

If the specialty store is enabled, and at least one perk registered successfully, you can access the store via the Quick Messages menu system. By default the Quick Messages can be accessed by pressing the **V** key after spawning into the map.
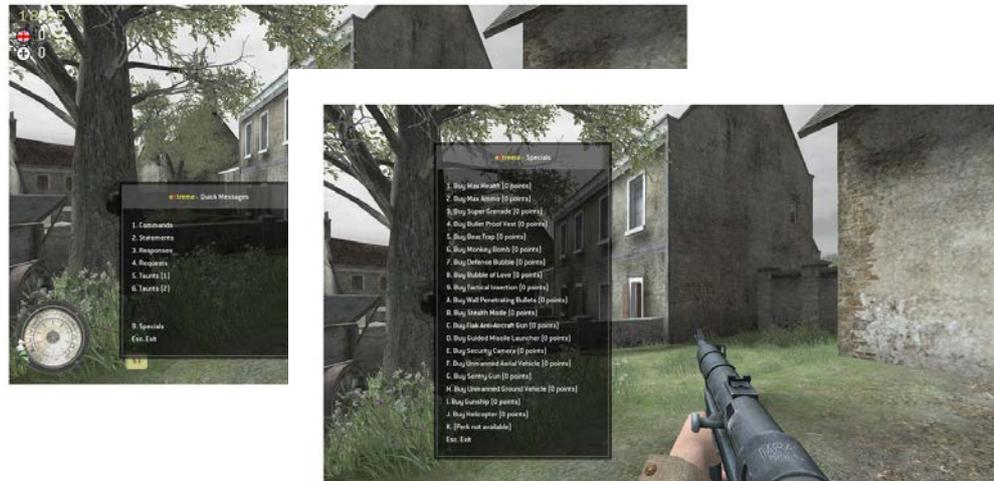
Figure 50: Specials (perks) selection menu

The specialty store can be accessed by pressing the **9** key.

11.5 How to Activate Perks

TODO

11.6   Damage Table

Weapon ► ▼ Target	GML Missile	Flak Shell	Gunships				Heli		Planes Ambient Lethal	Planes WMD	Players
			25 mm	40 mm	105 mm	Nuke	Missiles	Grenade Launcher			
Flak	500	100	*	250	500	1000[2]	1000	*	500	500	Nades
GML	500	100	*	250	500	1000[2]	1000	*	500	500	Nades
Gunship	500	100	*	*	*	*	1000	*	*	*	RL: 500
Heli	500	100	50	250	500	Instant Crash[1]	*	*	*	*	Shoot: 5-100 RL: 500
Planes (Ambient)	1000	1000	*	*	*	Instant Crash[1]	1000	*	*	*	*
Planes (WMD)	1000	1000	*	*	*	Instant Crash[1]	1000	*	*	*	RL: TODO
Sentry Gun	*	*	*	*	*	*	*	*	*	*	Nades
UGV	*	*	*	*	*	*	*	*	*	*	Nades
Players	50-150 Radius 300	30-150 Radius 200	10-500 Radius 32	50-600 Radius 200	300-1200 Radius 512	300-1200 Radius 5000[3]	50-200 Radius 400	Instant Death	400-500 Radius ~600	400-500 Radius ~600	Weapon file

[1] When gunship_wipeout is set to 1, 2 or 3.
[2] When gunship_wipeout is set to 2 or 3.
[3] When gunship_wipeout is set to 3.

12 eXtreme+ Optional Modifications

This chapter will cover the basics for integrating one or more optional modifications into eXtreme+.

⚠️ *Do not turn on features that rely on optional mods, unless you have the required optional modifications downloaded, integrated and uploaded to the fs_game folder on your server. If you fail to do so, the features will not work properly and will (most likely) crash your server at some point in time!*

Each optional mod folder contains a readme.txt, which describes the optional mod and the instructions on how to enable it.

Feature	Optional Modification
Barbed Wire	barbed-wire
Replaces certain xmodels (barbed wire and roadblocks) so the UGV perk is able to stay within the playing field.	
Blood (Gore)	blood
Enables extra blood and blood pools	
Callvote no-kick	callvote-nokick
Removes kick option from callvote menu	
Camouflage uniforms	camo-uniforms
Unlocks camouflage uniforms (playercontrol.cfg)	
Classes (NOT FINISHED)	classes
Files needed for the class system (classes.cfg)	
Enemy Fire on compass	enable-enemyfiring
Enables enemy fire ping on compass	
Female model Diana	female-model-diana
Unlocks female model Diana (playercontrol.cfg)	
Font restore	font-restore
Restore the original COD2 fonts	
Geo Location	geolocation
Unlocks log monitor geo location feature (monitoring.cfg)	
Gunship	gunship
Unlocks the gunship (wmdcontrol.cfg)	
Head icons	headicons

Reduce head icon size

Jukebox	jukebox

Unlocks the jukebox
(jukebox.cfg)

Loading Bar	loadingbar

Custom loading bars

Long range rifles base	lr-rifles-base

Removes projectile explosion fx
(weaponcontrol.cfg)

Long range rifles extra	lr-ww2-rifles-extra

No-sway and fullscreen scope for LR rifles
(weaponcontrol.cfg)

Mac sounds	mac-sound

Replaces mp3 sounds with wave sounds so players
on MacOS can hear all sounds

Map vote thumbnails	mapvote-thumbnails

Unlocks end-game map vote thumbnails
(mapcontrol.cfg)

MeatBots	mbots

Unlocks the AI players called MeatBots
(serversetting.cfg)

Missing Xmodels	missing-xmodels

Adds a couple of xmodels that are missing from
several custom maps

Modern weapons	modern-weapons

Unlocks the modern weapons
(weaponcontrol.cfg)

Modern weapons – snipers only	modern-weapons-snipers

Unlocks the modern sniper weapons only
(weaponcontrol.cfg)

Screenshot Mode	screenshot-mode

Disables spectator HUD elements for screenshot
mode (miscfeatures.cfg)

Short range rifles extra	sr-ww2-rifles-extra

No-sway and fullscreen scope for SR rifles
(weaponcontrol.cfg)

Spawn Point and Waypoint Designer Mode	designer-markers

Unlocks the spawn point designer and mbot
waypoint designer modes
(serversetting.cfg)

Specials/Perks	specials

Unlocks the specialty store perks
(specials.cfg)

Talk balloon	enable-talkballoon

Enables the over-head talk balloon (lightbulb) again

Thumbnail Factory	thumbnail-factory

For creating mapvote thumbnails or an HTML Gallery

12.1 Adding Optional Mods to Main IWD

TODO

12.2 Optional Mods in Separate IWD

TODO

13 eXtreme+ Spawn Point Designer Mode

In this chapter you will learn how to manipulate spawn points and flag points in Spawn Point Designer Mode.

13.1 Enabling Spawn Point Designer Mode

Follow the instructions in chapter "Installing eXtreme+ on Your PC" to configure eXtreme+ for Spawn Point Designer Mode.

13.2 Welcome to Egg-land

TODO

13.3 Adding Spawn Points

TODO

13.4 Moving Spawn Points

TODO

13.5 Deleting Spawn Points

TODO

13.6 Adding Flags

TODO

13.7 Moving Flags

TODO

13.8 Saving Your Changes

TODO

13.9 Testing Your Spawn Points

TODO

14 eXtreme+ MeatBot Waypoint Designer Mode

In this chapter you will learn how to create waypoints for MeatBots by using the MeatBot Waypoint Designer Mode.

14.1 Enabling MeatBot Waypoint Designer Mode

Follow the instructions in chapter "Installing eXtreme+ on Your PC" to configure eXtreme+ for MeatBot Waypoint Designer Mode.

14.2 Welcome to Egg-land

TODO

14.3 Quick Message Control Panel

TODO

14.4 Creating and Manipulating Waypoints

TODO

14.5 Changing Waypoint Types

TODO

14.6 Checking for Errors

TODO

14.7 Activating and Manipulating BuddyBot

TODO

14.8 Saving Your Changes

TODO

14.9 Testing Your Waypoints

TODO

14.10 Creating Easy Access Binds

Binding keys to frequently used menu items can make your life easier. Binds are defined in the active player's profile.

Locate the player profile. It has to be the one the server is using. If you are using e29 as the fs_game folder, the profile is here:

```
<path_to_cod2_server>\e29\players\<profile>\config_mp.cfg
```

If you have more than one profile in the profile folder, open the file **active.txt**. It will tell you which one is active.

The syntax of the bind command we are going to use is:

```
bind [key] "openScriptMenu [menu] [item]"
```

where
    [key] = key on your keyboard to use for bind
    [menu] = mbot menu to address
    [item] = number of the menu item to call

Open **config_mp.cfg** in your favorite text editor. You will probably see other bind commands. Just insert a new line, and add a bind. For example, if you want to bind key 0 on your keyboard to the Waypoint Action menu's "Place" command (menu item 1), your bind would look like this:

```
bind 0 "openScriptMenu quickmbot_wpact 1"
```

Valid numbers for menu items are listed below:

Waypoint Selection menu

```
bind [key] "openScriptMenu quickmbot_wpsel [item]"
```

where **[item]** is one of the following numbers:
1: go to selected
2: go to next same type
3: go to first waypoint
4: go to last waypoint
5: go to next junction
6: go to previous junction
7: go to next spawn point
8: go to previous spawn point
9: clear selections

Waypoint Type menu

```
bind [key] "openScriptMenu quickmbot_wptype [item]"
```

where **[item]** is one of the following numbers:
1: camp [my angles]
2: fall
3: grenade [my angles]
4: jump
5: ladder
6: mantle up (mode 0)
7: mantle over (mode 1)
8: waypoint

Waypoint Action menu

bind [key] "openScriptMenu quickmbot_wpact [item]"

where **[item]** is one of the following numbers:
1: place [my origin]
2: move up and down
3: move parallel
4: move perpendicular
5: delete
6: set to ground level
7: set origin [my origin]
8: set angles [my angles]
9: set origin and angles

Buddy Bot menu

bind [key] "openScriptMenu quickmbot_buddy [item]"

where **[item]** is one of the following numbers:
1: toggle test start
2: toggle test end
3: send bot to test start
4: send bot to first
5: send bot to last
6: toggle freeze bot
7: spawn bot into game
8: spawn teams into game
9: move bots to spectators

File Menu menu

bind [key] "openScriptMenu quickmbot_file [item]"

where **[item]** is one of the following numbers:
1: show errors
2: go to error
3: save
4: save numbered [debug]
5: toggle auto-save
6: reload [last saved]
7: reposition starting points

Miscellaneous menu

bind [key] "openScriptMenu quickmbot_misc [item]"

where **[item]** is one of the following numbers:
1: toggle waypoint filter
2: toggle connector filter
3: toggle pointer
4: toggle follow-me
5: toggle kill mode

6: toggle kill developer

Other handy binds (or not so handy if you hit them by mistake):
Disconnect without confirmation (but stay in COD2):

```
bind [key] "disconnect"
```

Quit COD2 without confirmation:

```
bind [key] "quit"
```

15 Troubleshooting

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

15.1 eXtreme+ Troubleshooting Tools

The mod has several features to troubleshoot map problems.

15.1.1 Problem Map Setting

Some maps are problematic. They can cause all kinds of game engine overflows, like entity, material, string or model overflows. Instead of adding feature overrides for specific maps all over the place, you can override a whole bunch of features using the ex_problemmap setting.

The ex_problemmap setting in **mapcontrol.cfg** offers several levels to fight a specific problem area, which can be combined for very stubborn maps. The resulting value is used in a bitwise AND operation, so the levels are powers of two. It's just so you know why level 3, 5, 6, 7 and 9-15 are not there:

2^0	2^1	2^2	2^3	2^4	2^5	2^6	2^7	2^8
00000000	00000001	00000010	00000100	00001000	00010000	00100000	01000000	10000000
0	**1**	**2**	**4**	**8**	**16**	**32**	**64**	**128**
Disabled	Entity overflow	Material overflow	Model overflow	String overflow	Effect overflow	Not used	Not used	Not used

0 = disabled (default)
1 = entity overflow
2 = material overflow
4 = model overflow
8 = string overflow
16 = effect overflow
-- +
.. = override level

To fight entity errors on map "mp_mymap", you would set the variable to override level 1 (entity overflow):

set ex_problemmap_mp_mymap "1"

To fight entity and model errors, you would add up level 1 (entity overflow) and level 4 (model overflow), and set the variable to override level 5:

set ex_problemmap_mp_mymap "5"

To try the most aggressive mode, add up level 1 (entity overflow), level 2 (material overflow), level 4 (model overflow) and level 8 (string overflow):

set ex_problemmap_mp_mymap "15"

Entity Overflow Level
Enabling the entity overflow level will automatically modify the following features:
- Disable ammocrates

- Disable dead body FX
- Disable designer mode
- Disable first-aid kit dropping
- Disable helmet popping
- Disable tracers
- Enable the entity management feature to remove unused entities
- Enable the indoor feature, which will automatically modify:
    - Disable ambient WMD (artillery, airstrikes and mortars)
    - Disable flak FX
    - Disable flares
    - Disable gunship (standard and perk)
    - Disable helicopter (perk)
    - Disable parachutes (players and ammo crates)
    - Disable planes
    - Disable ranksystem WMD
    - Disable tracers

Material Overflow Level

Enabling the material overflow level will automatically modify the following features:
- Disable arcade shaders
- Disable blood on screen
- Disable bullet holes
- Disable camouflage
- Disable compass changer
- Disable crybaby punishment
- Disable female model diana
- Disable helmet popping
- Disable mapvote thumbnails
- Disable player stats HUD
- Disable ranksystem
- Disable tripwires
- Disable turrets
- Disable weather effects

Model Overflow Level

Enabling the model overflow level will automatically modify the following features:
- Limit player models to 1
- Disable all weapons mode
- Disable command monitor model changer
- Disable meatbots (including meatbot development)
- Disable modern weapons mode
- Disable weapons on back
- Enable the indoor feature, which will automatically modify:
    - Disable ambient WMD (artillery, airstrikes and mortars)
    - Disable flak FX
    - Disable flares
    - Disable gunship (standard and perk)
    - Disable helicopter (perk)
    - Disable parachutes (players and ammo crates)
    - Disable planes
    - Disable ranksystem WMD
    - Disable tracers

String Overflow Level

Enabling the string overflow level will automatically modify the following features:
- Disable end-of-game mapvote
- Disable landmines

- Disable mobile MG's
- Disable statsboard
- Disable tripwires
- Disable welcome messages

Effect Overflow level
Enabling the effect overflow level will automatically disable the following features:
- Turret overheating
- Ambient flares
- Ambient flak effects
- Flak effects when planes approaching
- Ambient tracers
- Aiming rig
- Flagbase animations
- Surface Penetrating Bullets perk (wallfire)

15.1.2   Entity Management Feature

On a busy server, during the course of a game, the COD2 engine and the mod are creating a lot of entities. You can look at an entity as a dynamic object - something that you can interact with, like players, planes, grenades, flags - but that's not always the case. Spawn points are entities. HQ radio's can be entities if embedded in a map, SD bombzones are entities. Each player spawning into the map will have 10 to 15 entities attached. Some maps are developed for both single-player and multi-player, and can contain a vast amount of single-player entities. The amount of entities in the map, combined with the entities created during gameplay can cause problems. The COD2 server can run out of entities and crash.

Every entity takes up space in an entity table. Space that can not be used by other entities, unless the entity is deleted and its entry freed in the table. There is no point in keeping DM spawn points on a map playing TDM, unless some other feature is using them. There is certainly no point in keeping single-player entities in a multi-player environment.

The Entity Management Feature allows you to remove unused entities from a map before the game begins. It also features an entity monitor to keep track of entities in the entity table, and to disable other mod features dynamically to maintain stability, up to the point that it ends a map gracefully before the server crashes due to an entity overflow.

Just like the Problem Map Setting above, the ex_entities setting in **mapcontrol.cfg** offers several levels in a bitwise fashion:

2^0	2^1	2^2	2^3	2^4	2^5	2^6	2^7	2^8
00000000	00000001	00000010	00000100	00001000	00010000	00100000	01000000	10000000
0	**1**	**2**	**4**	**8**	**16**	**32**	**64**	**128**
Disabled	Cleanup entities	Dump to log	Monitor entities	Not used	Not used	Not used	Not used	Not used

0 = disabled (default)
1 = clean up unused spawn points
2 = dump entities list to log
4 = monitor entities
-- +
.. = entity control level

Entity Clean-up Level

Enabling the entity clean-up level will automatically remove unused entities from the map. It's a very useful and reliable feature, and for that reason it is enabled in **mapcontrol.cfg** out of the box.

To give you an impression of its effectiveness, the following statistics are taken from the games_mp.log after starting TDM on the map **mp_karushville** with the clean-up and dump levels enabled.

```
set ex_entities_mp_karushville "3"
```

```
0:00 BEFORE: entities_array holds 630 records (highest entity_no = 1014)

0:00 ENTITIES: removed 032 entities of "mp_ctf_spawn_allied"
0:00 ENTITIES: removed 023 entities of "mp_ctf_spawn_axis"
0:00 ENTITIES: removed 027 entities of "mp_sd_spawn_attacker"
0:00 ENTITIES: removed 032 entities of "mp_sd_spawn_defender"
0:00 ENTITIES: removed 034 entities of "info_grenade_hint"
0:00 ENTITIES: removed 044 entities of "node_concealment_crouch"
0:00 ENTITIES: removed 014 entities of "node_cover_crouch_window"
0:00 ENTITIES: removed 014 entities of "node_cover_left"
0:00 ENTITIES: removed 017 entities of "node_cover_right"
0:00 ENTITIES: removed 001 entities of "node_cover_stand"
0:00 ENTITIES: removed 060 entities of "node_pathnode"
0:00 ENTITIES: removed 298 classname entities
0:00 ENTITIES: removed 017 entities of "lantern_glowFX_origin"
0:00 ENTITIES: removed 001 entities of "flash_dark"
0:00 ENTITIES: removed 010 entities of "flash_bright"
0:00 ENTITIES: removed 001 entities of "nv_flash"
0:00 ENTITIES: removed 029 targetname entities
0:00 ENTITIES: removed a total of 327 entities

0:00 AFTER: entities_array holds 269 records (highest entity_no = 1014)
```

Going from 630 to 269 entities, cleaning up 327 entities, is pretty darn impressive! Remember that the entity limit is 1024. Picture some players playing on a 50 slot server, taking 10 entities per player. Without cleaning up, the server would crash when player 40 joins the server (630 + (40 * 10) = 1030).
If we would have disabled the features that rely on DM spawn points, it would have removed an additional 64 entities from the map, totalling 391 removed entities… that's even more impressive.

For the attentive reader: the remaining 34 entities (327 + 269 = 596, not 630) that were removed, are from in-map weapons and SD bombzones. These were removed by other scripts.

Entity Dump Level
Enabling the entity dump level will dump the entity table to the **games_mp.log** file. If combined with the entity clean-up feature, it will dump the table before and after the clean-up, and also log statistics.

Entity Monitor Level
Enabling the entity monitor level will start monitoring entities dynamically, and optionally disable features temporarily when passing a predefined threshold of allocated entities. This will prevent the server from crashing when hitting the limit of allocated entities (1024). The mod has four defense condition levels, defcon for short:

	Defcon 4	Defcon 3	Defcon 2	Defcon 1
Number of entities	0 - 799	800 - 849	850 - 899	900+
HUD element color *	Green	Yellow	Red	(Red)
Actions **	None	Disable: • Ambient airstrikes • Ambient artillery • Ambient flares • Ambient mortars • Parachutes	Additionally disable: • Dead body FX • Death icons • First Aid kit drop • Grenades (any) • Helmet popping • Ranksystem WMD • Specialty store	End map gracefully

*   ) If variable ex_entities_debug is set to "1" (enabled).
**) If variable ex_entities_act is set to "1" (enabled).

15.2   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, you could hit the limit for pre-cached models and trigger this error. It will crash your server if it encounters such a map on rotation. If you try to start your server, but the first map in rotation is 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.

Set this map as a problematic map using the problemmap setting, which will turn off several setting at once (see Problem Map Setting above):

weaponcontrol.cfg:
set ex_problemmap_mp_salerno_beachhead "4"

You can also switch off individual settings instead. 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 6 models)

monitoring.cfg:
set ex_cmdmonitor_models_mp_salerno_beachhead "0"

Switch off weapons on back (saves about 20 models for stock loadout)

playercontrol.cfg:
set ex_weaponsonback_mp_salerno_beachhead "0"

Switch off long range rifles (saves 4 models)

weaponcontrol.cfg:
set ex_longrange_mp_salerno_beachhead "0"

15.3 ERROR: G_FindConfigStringIndex: overflow

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, sin bin and spawn protection (saves up to 45 localized strings)

healthcontrol.cfg:
set ex_firstaidmsg "0"

monitoring.cfg:
set ex_tkmsg "0"
set ex_protection_msg "0"

Switch off the statsboard completely (saves up to 31 localized strings)

miscfeatures.cfg:
set ex_stbd "0"

Alternatively, only switch off the statsboard's kills/deaths categories (saves up to 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"

15.4   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 LiveStats (**miscfeatures.cfg** - ex_livestats), Sprint HUD (**playercontrol.cfg** - ex_sprint_hud) and Sprint HUD Hint (**playercontrol.cfg** - ex_sprint_hud_hint), saving 9 HUD elements in one go.

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

16 Additional GSP Control Panels

16.1   Gameservers.com

Below you will find a couple of screenshots of the gameservers.com control panel. They have been sanitized to hide personal information.

After logging in you will see your active subscriptions.

Figure 51: Gameservers.com active subscriptions

The INFO screen holds the start/stop/restart controls, and information on how to access your game server using FTP.
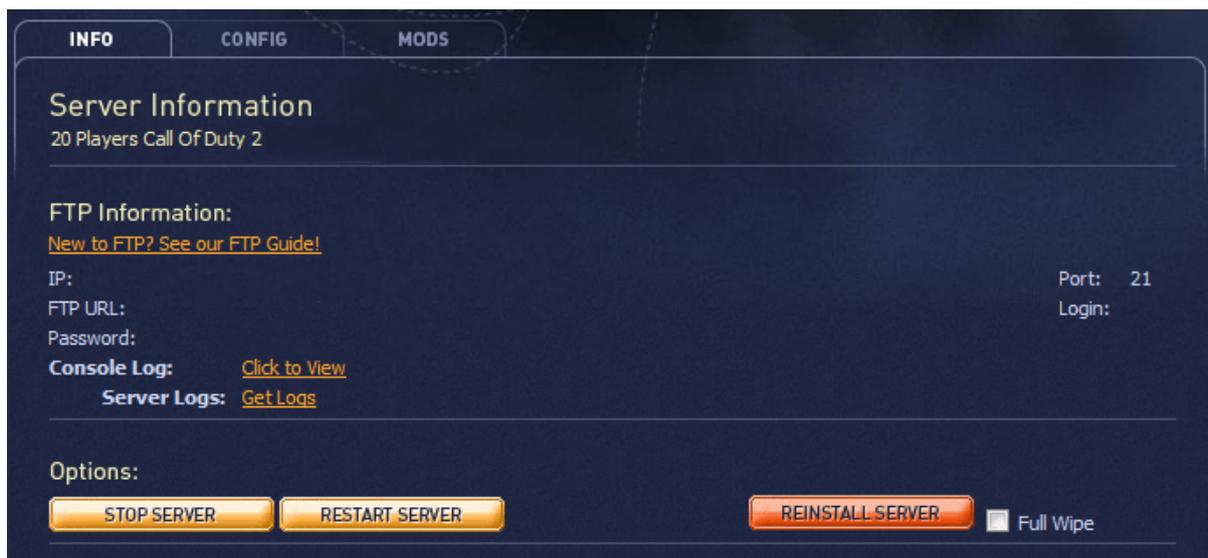

Figure 52: Gameservers.com server information

Use this information to configure your FTP client software. You will be needing it when uploading the mod, fixpack and configuration changes to your server.

The CONFIG Novice View allows you to change and assign a basic configuration file. This is for running a stock server, so skip this screen. This is not where you configure the mod.
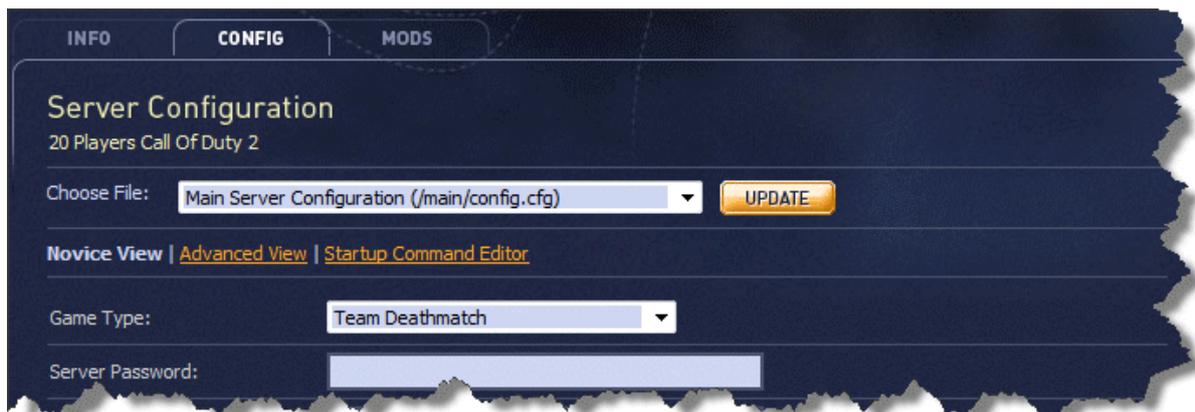
Figure 53: Gameservers.com server configuration (novice)

Same is true for the CONFIG Advanced View, which allows you to change the basic configuration file directly. Again, this is for running a stock server, so skip this screen. This is not where you configure the mod.
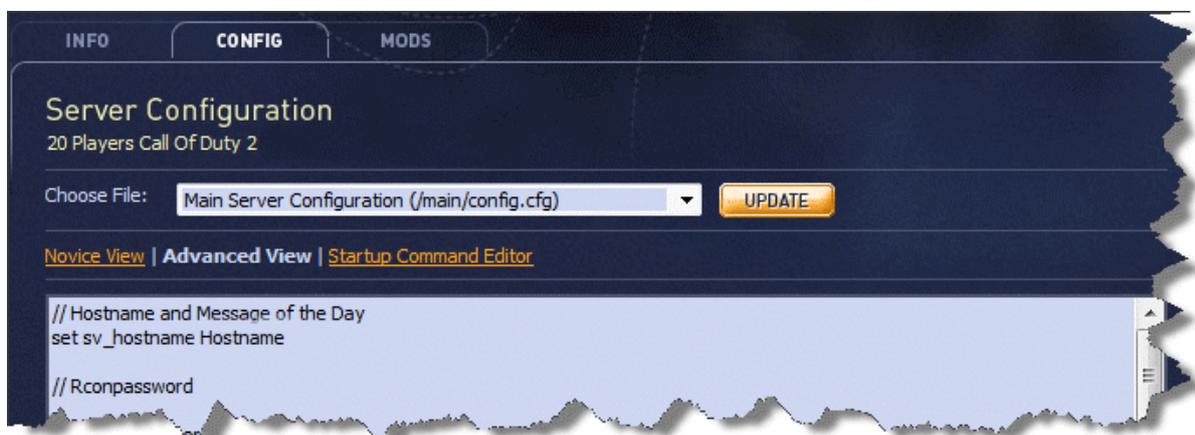
Figure 54: Gameservers.com server configuration (advanced)

The CONFIG Startup Command Editor is where you want to be!
In the Command Line Startup Options edit field you set the variables

Setting the mod folder:
+set fs_game <mod folder>

Setting dedicated server type:
+set dedicated 2

Setting server IP address:
+set net_ip <server IP address>

Setting server listen port:
+set net_port <server listen port>

Setting number of slots:
+set sv_maxclients <slots>

Executing mod's server.cfg:
+exec server.cfg

PunkBuster ON or OFF (use one):
+set sv_punkbuster 1

Initial rotation:
+map_rotate

Some or all settings could be pre-populated by gameservers.com. Make sure to use the correct mod folder name, and make sure the +exec server.cfg is set after the +set fs_game setting.
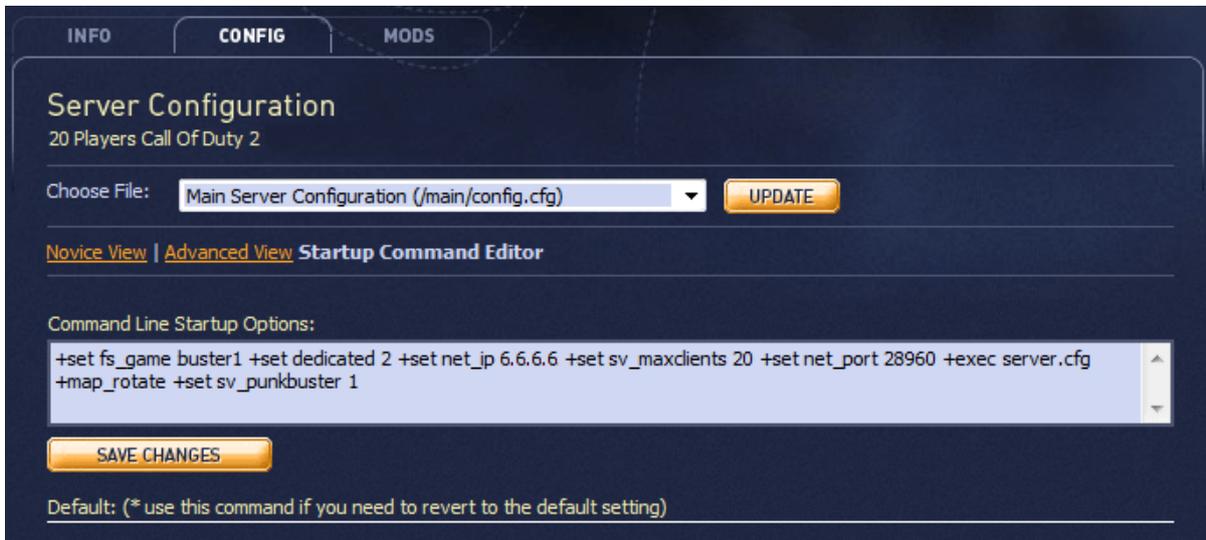
Figure 55: Gameservers.com server configuration (editor)

Do not install any mod from the MODS screen! This will break your existing eXtreme+ installation. So don't touch anything on this screen.

Figure 56: Gameservers.com installable mods

17 Adding CTF to a Map

Version 2.8 and up have the ability to add CTF to maps that don't support it by default. The lack of CTF spawn points and flag points means that you have to go through the lengthy process of creating them, but it is pretty simple and straightforward.

If the map already supports CTF, and you only want to add player spawn points, or you only want to move the flags to another position, you should read on.
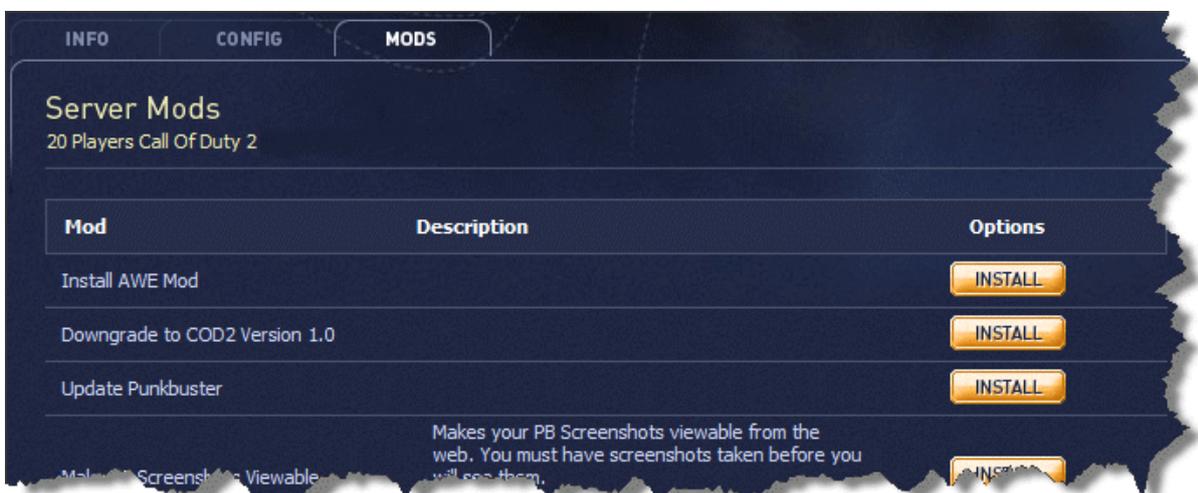
17.1 Creating Flag and Spawn Locations

First you set up the toolbox to display your location and angles while in the game. Open **miscfeatures.cfg** and locate the toolbox section. Enable the toolbox, add you in-game name (including clan and color tags), and set tools to "1", enabling the "show position and angles" tool.

```
// Toolbox main switch
// 0 = disabled (default)
// 1 = enabled
set ex_toolbox "1"

// Activate toolbox for specific player(s)
// In-game player name including colors
set ex_toolbox_name_0 "your_ingame_playername"

// Enable tools for specific player
// Make sure that numbers match (name_0 and tools_0 for example)!
//  0 = disabled (default)
//  1 = show position and angles
//  2 = third person mode
//  4 = model testing
//  8 = effect testing
// -- +
// .. = tooling level
set ex_toolbox_tools_0 "1"
```

Fire up the server, position yourself where you want the Allied flag to be, and write down the coordinates (top line) that are displayed on your screen. Remember where you put it, because you can't see it!
Position yourself where you want an Allied spawn point to appear, and write down the coordinates and angles (bottom line) that are displayed on your screen.

TIP: if you hold the MELEE key for 1 second (not ADS or planting/defusing something), the coordinates and angles are written to **games_mp.log**.

Record plenty of spawn points around the Allied flagpoint, and enough spawn points scattered around the map. Players will spawn on CTF spawn points assigned to their team (mp_ctf_spawn_allied for Allies; mp_ctf_spawn_axis for Axis), but always close to their teammates, so that could be far away from their flag base if you have enough spawn points across the map.

Do the same for the Axis flag, and Axis spawn points.

17.2   Preparing for Insertion

Open **extreme_ex_spawnpoints.gsc** in your favorite text editor. There is an example of adding CTF to mp_currab_aim. It's just placing flags, adding one Axis spawn point, and one Allied spawn point. Of course you need enough CTF spawn points on both sides to prevent players stacking up.

```
// Set new spawnpoints for specific map
if(level.ex_currentmap == "mp_currab_aim")
{
    // Add flags to map (for non-CTF maps only)
    createFlagAllies( (x, y, z) );
    createFlagAxis( (x, y, z) );

    // Add spawnpoints for CTF based game types (CTF, CTFB and RBCTF)
    if(isSubStr(level.ex_currentgt, "ctf"))
    {
            level.ex_spawnpoints = [];
            // add CTF spawnpoints for allies
            i = level.ex_spawnpoints.size;
            level.ex_spawnpoints[i] = spawn("script_origin", (x, y, z));
            level.ex_spawnpoints[i].angles = (p, y, r);
            level.ex_spawnpoints[i].custom_classname = "mp_custom_spawn";
            level.ex_spawnpoints[i].targetname = "mp_ctf_spawn_allied";
            level.ex_spawnpoints[i] placeSpawnpoint();

            // add CTF spawnpoints for axis
            i = level.ex_spawnpoints.size;
            level.ex_spawnpoints[i] = spawn("script_origin", (x, y, z));
            level.ex_spawnpoints[i].angles = (p, y, r);
            level.ex_spawnpoints[i].custom_classname = "mp_custom_spawn";
            level.ex_spawnpoints[i].targetname = "mp_ctf_spawn_axis";
            level.ex_spawnpoints[i] placeSpawnpoint();
    }
}
```

Copy that entire block of code, and paste it underneath it. Make sure you don't break the format; you are editing a script that will be executed by the server. If you break the format, the server won't start. If you are adding CTF to multiple maps, the format should be like this:

```
// Set new spawnpoints for specific map
if(level.ex_currentmap == "map1 ")
{
    . . .
}

// Set new spawnpoints for specific map
if(level.ex_currentmap == "map2 ")
{
    . . .
}

// Set new spawnpoints for specific map
if(level.ex_currentmap == "map3")
{
    . . .
}
```

Change "mp_currab_mp" to the map you are adding CTF to, in lowercase.

```
if(level.ex_currentmap == "name_of_map_in_lowercase")
```

17.3   Adding the Flags

If the map already supports CTF, and you only want to add spawn points, you should skip this step. If the map already supports CTF, but you want to move the flags to another position, you can use this method.

Change the coordinates in createFlagAllies() to the **Allied** flag position you recorded earlier.

```
    createFlagAllies( (x, y, z) );
```

Change the coordinates in createFlagAxis() to the **Axis** flag position you recorded earlier.

```
    createFlagAxis( (x, y, z) );
```

Watch the parentheses; one set is embedded in the other!

17.4   Adding the Spawn Points

Change the coordinates and angles of the one and only **Allied** spawn point in the example code to x,y,z and p,y,r (pitch, yaw, roll).

```
        i = level.ex_spawnpoints.size;
        level.ex_spawnpoints[i] = spawn("script_origin", (x, y, z));
        level.ex_spawnpoints[i].angles = (p, y, r);
        level.ex_spawnpoints[i].custom_classname = "mp_custom_spawn";
        level.ex_spawnpoints[i].targetname = "mp_ctf_spawn_allied";
        level.ex_spawnpoints[i] placeSpawnpoint();
```

Now copy this block of code, and paste it as many times as you need (number of Allied spawn points you recorded earlier).
Go back up, and change the x,y,z coordinates and p,y,r angles for every block copied to the next Allied spawn point coordinates and angles on your list.

Change the coordinates and angles of the one and only **Axis** spawn point in the example code to x,y,z and p,y,r.

```
        i = level.ex_spawnpoints.size;
        level.ex_spawnpoints[i] = spawn("script_origin", (x, y, x));
        level.ex_spawnpoints[i].angles = (p, y, r);
        level.ex_spawnpoints[i].custom_classname = "mp_custom_spawn";
        level.ex_spawnpoints[i].targetname = "mp_ctf_spawn_axis";
        level.ex_spawnpoints[i] placeSpawnpoint();
```

Now copy this block of code, and paste it as many times as you need (number of Axis spawn points you recorded earlier).
Go back up, and change the x,y,z coordinates and p,y,r angles for every block copied to the next Axis spawn point coordinates and angles on your list.

When done, set up the map rotation to start CTF for the map you added CTF to. Fire up the server, and join.

18 Thumbnail Factory

The Thumbnail Factory optional mod is NOT a mod that has to be integrated into the client side iwd file; it's a framework for creating map thumbnails for the end-of-game map voting system.

18.1 Unpacking the Thumbnail Factory Archive

Unpack the **x2_thumb_factory.zip** archive to a local hard drive. Preferably the root folder, but if you want to put it in a folder, create a folder without spaces or special characters in it. The archive already contains a folder called **factory**, so if you extract it to **D:** for example, you should get **D:\factory**. If you extracted it in a folder called **C:\X2**, you should get **C:\X2\factory**. The factory folder should have a couple of script files and 3 subfolders:

- The **bin** folder holds all the files that are needed for the creation and conversion processes. Except for creating the stamp images (explained later), you should not touch any file in this folder.
- The **mod** folder holds an IWD file, which is needed for creating clean screenshots for maps in COD2. This process is explained later.
- The **repository\maps** folder is where you MAY store map and map pack IWD files. This is not mandatory, as your project file could point somewhere else to get arena files from (that is, if you want to scan at all).
- The **repository\pictures** folder is where you MUST store screenshot images. It is the central repository for all stock and custom map images, so all your projects can and will use this location (**repository\pictures\stock** for stock maps; **repository\pictures\custom** for custom maps). 15 high resolution images (1920x1080) have been provided for all stock maps, and 1 custom map test image has been provided as well. You can store "jpg" or "png" images. Image format and dimensions must be the same for all maps used in a project.

18.2 Creating Your Own Text Stamp

Navigate to the **factory\bin\stamp** folder, and open **stamp.cmd** in your favorite text editor. Change the text assigned to the XTEXT_STAMP variable. Keep it small and simple. Try to keep it within 30 characters to make it fit.

```
set XTEXT_STAMP=<your_stamp_text_goes_here>
```

- Do NOT change anything else in this script (yet)!
- Save the file.
- In Windows Explorer, double-click **stamp.cmd** to execute the script.
- Check out the **test-out.png** and **test-out-gallery.png** images.
- Your stamp should be visible between the "This is a Test" text and the grey border.

If the text doesn't fit horizontally, adjust the text assigned to XTEXT_STAMP, and try again. If the stamp is not properly located between text and border, open **stamp.cmd** again, and adjust the XSTAMP_Y (for ingame thumbnails) and XSTAMP_GAL_Y (for gallery thumbnails) variables. Increasing the number will move the text up; decreasing the number will move the text down. Adjust until you are pleased with the result.

```
set XSTAMP_Y=27
set XSTAMP_GAL_Y=30
```

Default Y location has been tuned to fit the high resolution images already provided (1920x1080). If you start collecting your own screenshots, make sure they all have the same format ("jpg" or "png") and dimensions, so the stamp can be applied properly.

Your done! The stamp templates have been made automatically in this folder, and are ready to be applied by the thumbnail and gallery creation processes.

18.3 Creating Your Own Image Stamp

By default a watermark will be placed based on text set during the stamp initialization process (see section above "Creating Your Own Text Stamp"). If you rather have an image stamped on the images, you will have to edit your project file. Project file? Yes, we're getting a bit ahead of ourselves. Setting up your own project file is covered later. You might want to skip this section until you finished reading the entire chapter, and executed the tests successfully.

Navigate to the **factory** folder, and open **project.cmd** in your favorite text editor. There's a couple of variables you can change, and one of them is XMARK_IMG. To switch to an image based stamp, point XMARK_IMG to an image:

```
set XMARK_IMG=watermark.png
```

Do NOT include a path; the thumbnail creation process will look for the image in the **bin\stamp** folder automatically. Also remember that placing an image stamp will automatically disable the text stamp, so it's text OR image, not text and image.
The fixed image stamp location is the upper right corner.
If you change your mind, and want to get the text based stamp back, just remove the image name again:

```
set XMARK_IMG=
```

A **watermark.png** test image has been included in the **bin\stamp** folder of the optional mod. You can replace or modify this file to your liking. A PhotoShop template called **watermark-base.psd** has been included for your convenience. It's a 64 x 64 pixels image template, which was used to create the test image. Image dimensions can be changed at will, but keep it small enough to fit the thumbnail images nicely and discreetly.

18.4 First Test: Creating Thumbnails

Do not change any other file yet! We are going to do a test first.
Either open a Command Prompt window (Start, Run, type "cmd", <enter>), navigate to the **factory** folder, type **make** and hit enter. Alternatively, use Windows Explorer to navigate to the **factory** folder and double-click the **make.cmd** file.

When prompted to scan for arena files, answer Yes (type "Y", press <enter>). You should see "Processing CoD2maps.arena" and "Processing mp_test.arena". When prompted to proceed, answer Yes (type "Y", press <enter>). You wil see a lot of processing going on. Let it finish.

If you manually opened a Command Prompt window, you will be able to scroll up to see what happened (if you like, you can increase the screen buffer to see more). If you double-clicked **make.cmd** the Command Prompt window will close automatically when the process finishes.

Explore your newly created project

A **projects** folder has been created within the factory folder. The projects folder should now have a project subfolder called **x2**. Open the x2 folder.

- The file **maps.txt** has been created by the arena scanning process. It links the maps name to a description, which will be printed on the maps's image.
- The file **maps.txt.checked** is created and used by the thumbnail and gallery creation processes. It is a validated version of the **maps.txt** file, with all invalid characters converted or filtered out.
- The **arena** folder is where the arena extraction process put all arena files.
- The **tag** folder is where your framed, tagged and resized screenshots will be saved. Stock maps are in the **stock** folder. Custom maps in **custom** folder.

- The **psd** folder is where the tagged screenshots in the **tag** folder are converted to photoshop format, with an alpha channel applied to them.
- The **dds** folder is where the photoshop files in the **psd** folder are converted to the DDS format; ready to be converted again.
- The **pack\images** folder is where the DDS files from the "dds" folder are converted to the IWI format; the format COD2 understands.
- The **pack\materials** folder is where COD2 material files for the IWI images are stored; there is a 1:1 relation between material and image.
- The **pack** folder is converted to the **z_thumb.iwd** COD2 archive, ready to be used on the COD2 game server.
- The file **_ex_votethumb.gsc** is automatically created, and can be copied to the **scriptdata** folder on the game server. It enables the server to get the corrent image for a particular map. If the map is not listed, the catch-all image will be presented.
- The file **maps-pic.txt** lists all maps of which an ingame image was created successfully.
- The file **maps-ref.txt** lists all maps and the ingame image assignment. As the ingame counterpart are either sXXX (stock maps) or cXXX (custom maps), where XXX is a number from 0 to 999, this file makes it easier for you to keep track of images.
- Later, if you process your own project files, you could end up with a file called **maps-nopic.txt**. This file lists all maps of which there was an entry in the maps.txt file, but an image could not be found for them.

You can completely remove a project folder if you want. It will be recreated if necessary, but remember that you should also remove the **maps.txt** file. To clean up a project folder, preserving the **maps.txt** file, you can also issue the "+clean" command. You will have to open a Command Prompt window, navigate to the **factory** folder, and type:

make +clean
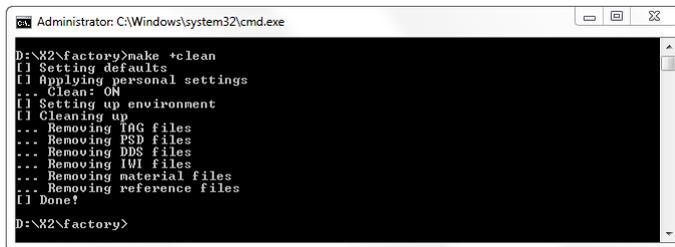
18.5 Second Test: Creating an HTML Gallery

In this second test we will create our first HTML Gallery.

*Make sure you finished the abovementioned test to create thumbnails before doing this. The first test will create a map list, which is needed here (*maps.txt*).*

Either open a Command Prompt window (Start, Run, type "cmd", <enter>), navigate to the **factory** folder, type **make-gallery** and hit enter. Alternatively, use Windows Explorer to navigate to the **factory** folder and double-click the **make-gallery.cmd** file. Again, you should see some "Processing" going on. Let it finish.

Explore your newly created gallery

An HTML gallery has been created for the current project ("x2"). Navigate to the **factory\projects\x2** folder. You will notice that a **gallery** folder has been added. Open the **gallery** folder, and double-click the **gallery.html** file. If prompted for script execution, press the Allow Blocked Content button; this will allow the "highslide" javascript to run, which makes the gallery look nice.

There will be 15 stock maps, and 1 custom map (mp_test) in the gallery. Click the thumbnails for a larger image. A larger image should show on top of the other images, along with some gallery control buttons. If they don't, you either blocked script execution yourself, or something else is preventing the scripts from running.

- The file **maps-gallery-pic.txt** lists all maps of which a gallery image was created successfully. Normally it is the same as **maps-pic.txt**.
- You could end up with a file called **maps-gallery-nopic.txt**. This file lists all maps of which there was an entry in the **maps.txt** file, but an image could not be found for them. Normally it is the same as **maps-nopic.txt**.

You can completely remove the **gallery** folder if you want. It will be recreated if necessary. To clean up the gallery folder, you can also issue the "+clean" command. You will have to open a Command Prompt window, navigate to the factory folder, and type:

make-gallery +clean

Before you can go on, and create your own thumbnail pack or web gallery, you will have to capture some nice, clean and crisp screenshots from your favorite COD2 maps.

18.6　Making Clean and Crisp Screenshots

18.6.1　Setting Up the Server

Easiest way is to set up a local dedicated server (instructions can be found in this Quick Setup Guide). Otherwise, use your rented server. Lock it with a password during the screen capture process.

You need the screenshot-mode optional mod from the optional mods archive. The screenshot-mode optional mod holds the game archive **z_sshot.iwd**. Put **z_sshot.iwd** in your server's mod folder. This will remove the spectator HUD elements from the screen. Also copy it to your local mod folder (client) to avoid having to download it from the game server. If you don't mind downloading it, and you have set up download redirection, make sure you copy the **z_sshot.iwd** to you download redirect server too.

Set up a TDM map rotation for the maps you want to take screenshots of:
Open **maprotation.cfg**, and add these maps to the rotation:

```
set sv_MapRotation "gametype tdm map <mapname> map <mapname> …"
```

eXtreme+ v2.8 and newer
For eXtreme+ v2.8 and newer you simply open **miscfeatures.cfg**, and switch off interfering features by enabling screenshot mode:

```
set ex_screenshot_mode "1"
```

eXtreme+ v2.7 and older
For older versions of eXtreme+, you will have to switch off features individually.
Open **gametypes.cfg**, and disable time limit for TDM, so it won't show a clock:

```
scr_tdm_timelimit "0"
```

Open **serversettings.cfg**, and make sure you don't have bots hanging around:

```
set ex_testclients "0"
set ex_mbot "0"
```

Open **miscfeatures.cfg**, and disable the mod info and clan info HUD elements:

```
set ex_mod_txt "0"
set ex_clan_txt "0"
```

Still in **miscfeatures.cfg**, disable the server messages:

```
set ex_svrmsg "0"
```

Still in **miscfeatures.cfg**, disable logo display:

```
set ex_mylogo "0"
```

Open **mapcontrol.cfg**, and turn off flak, flares, planes, etc. in one go, by setting the indoor feature:

```
set ex_indoor "1"
```

Start your server with the new settings applied.

18.6.2 Setting Up the Client

Use COD2 on a system with a high resolution monitor, like a full HD monitor. Set COD2 graphics to the native resolution of your monitor, and set COD2 graphics to medium or high detail specs. Then join the server, and join spectators. You should see a clean map; no clock, no HUD elements, and no messages.

- Find a nice spot to make a screenshot. Find a spot that captures the essence of the map, while not showing untextured areas (black spots). See remarks below.
- Press F12 to make a screenshot. COD2 puts it in the "screenshots" folder of the client sided mod folder.
- Switch to Windows, and rename the screenshot to the map's rotation name, for example rename **shot0001.jpg** to **mp_toujane.jpg** if playing Toujane.
- Switch back to the game, and rotate to the next map. Login to RCON is you did not do that already (only needed once): /rcon login <rcon_password>. To rotate to the next map, type: /rcon map_rotate.

Repeat above steps for every map.

Remarks
Many maps will require you to remove the fog to allow for a clear snapshop to be taken. You can copy the level script to the server, and comment out the lines with "setcullfog" and "setExpFog":

```
//setCullFog
//setExpFog
```

Just open the maps's IWD file in WinRAR, and extract the level script (typically **maps/mp/<mapname>.gsc**). Open it in your favorite text editor, disable the fog, save it, and copy it to the **maps\mp** folder on your server". After making the screenshot you can remove the modified level script from the server.

In some cases it might be necessary to remove some or all visual effects from a map, like extensive smoke, fire or rain (snow is unlikely, unless you are making screenshots in DirectX 9). The process to remove these effects is a bit harder to describe, as the effects can be applied to a map in several ways. Most common is to launch a separate "fx" script from within the level script, so you should be looking for something like this:

```
maps\mp\<mapname>_fx::main();
```

You can comment out the call to this script entirely, by placing // in front of it, like this:

```
//maps\mp\<mapname>_fx::main();
```

Or you open the fx script, look for lines that activate the effects, and comment out these lines, for example:

```
//maps\mp\_fx::loopfx("smokebank_S",(0,0,0),1,(0,0,0));
//maps\mp\_fx::loopfx("thin_black_smoke_S",(0,0,0),1,(0,0,0));
```

The name of the effects file ("smokebank_S" and "thin_black_smoke_S" above) can be different. This is trial and error, until you disable the effects that mess up your perfect screenshot.

18.7   Setting Up Your Own Project

After capturing all map screenshots, you should copy or move the images to the factory repository, which is **factory\repository\pictures**. If you created new images for stock maps, put them in the **stock** folder. Images from custom maps should go in the **custom** folder.

Navigate to the **factory** folder, and open **project.cmd** in your favorite text editor. There's a couple of variables you can change. Read the descriptions included in the file.

Create your own project definition, by setting XPROJECT to a new project code.

```
set XPROJECT=test
```

If you want to scan maps and map packs for arena files, in order to make a fresh map list (**maps.txt**), you have to set up your project for the arena scanning process. You MAY copy maps and map packs to the **factory\repository\maps** folder (while leaving XPROJECT_MAPS set to its default value), but you don't have to!
You can point XPROJECT_MAPS to the place where you have your maps or map packs. That could be the **main** folder of your local COD2 server (copy), or just a folder where you keep all your maps and map packs.

```
set XPROJECT_MAPS=D:\Games\COD2SRV\main
```

If you plan to create and maintain the map list yourself, you should skip the arena scanning process. In that case you don't have to set up the XPROJECT_MAPS variable, and you probably want to disable the prompt to scan for arena files. To disable the prompt, set the XPROJECT_ARENA variable to 0 (also useful if you executed the arena scan already, and don't want to get prompted again):

```
set XPROJECT_ARENA=0
```

The XRESIZE variable has been tuned to fit the example images. You might want to review its setting, or simply disable it by putting the word "rem" in front of it (stands for "remark", so commenting the line out).

```
rem set XRESIZE=960x540
```

Save the file when finished, and use the instructions above to start the scripts to create a thumbnail archive or HTML gallery.

18.8   Maintaining the Map List Yourself

This thumbnail creation process relies on a list of maps (maps.txt), which links a map's rotation name to a description, and sets the origin of the map. Both the thumbnail and the gallery process use this list in order to know which maps you want to process, and what map's descriptive name to print on the thumbnails. The gallery also needs the origin in order to group thumbnails together as a logical unit, which could be as simple as "stock" and "custom", but the origin field can be used to group thumbnails together based on map packs.

You can make this list by starting the arena file extraction process during the execution of the "make" script. This will extract and convert arena files from the iwd files found in the folder pointed to by the XPROJECT_MAPS variable in your project file, and automatically make the list for you. You can also skip the arena scanning process, and create and maintain the list yourself. Or maybe you have done the arena scanning

process once, and want to maintain the list manually from that time on. The list is linked to a project, and can be found at:

factory\projects\<projectcode>\maps.txt

The file can be created with and/or edited in your favorite text editor.
The format is <mapname>#<description>#<origin>.

<mapname> - This MUST be the rotation based name of the map. Do NOT change this ever, or you will break it!

<description> - This is the "long name" of the map; a description of the map, which is more friendly to the eye. You can edit this description, but keep in mind that certain characters are not allowed. They will be filtered out or converted by the thumbnail and gallery creation processes:

- COD2 color codes are removed.
- Ampersand characters are replaced by "and".
- (back)slashes, pipe and caret characters are replaced by whitespace.
- Brackets (), <> and {} are replaced by hooked brackets [].
- Repeated hooked brackets, like [[and]], are replaced by single ones.
- Repeated spaces are replaced by single ones.

<origin> - must be "stock" for stock files. It will default to "custom" for all other maps, but this can be changed to something else. You can set it to the name of the map pack for example, enabling enhanced features in the map gallery.

The file **maps.txt** file will be overwritten when relaunching the arena scanning process! If you did extensive editing, keep a copy somewhere else, and consider switching off the arena scanning prompt by setting XPROJECT_ARENA to 0 in your project file:

set XPROJECT_ARENA=0

18.9   Thumbnail Factory Version History

v1.4
Added option to add image stamp instead of text stamp.
Added **im-composite.exe** to **factory\bin** folder.
Added instructions to eXtreme+ Quick Setup Guide PDF.

v1.3
Added chapter Thumbnail Factory to Quick Setup Guide.
Updated **readme.txt**.

v1.2
Removed **composite.exe** from **factory\bin** folder.
Added required library **VCOMP100.DLL** to the **factory\bin** folder.
Updated **readme.txt**.

v1.1
Updated **readme.txt**.

v1.0
Initial Release.

19 Creating Your Own Cinematic Intro

19.1 Software Needed

Video creation software with AVI export capabilities.
If you plan to create an animated intro video, your video editing software should support animation, obviously. I used BluffTitler.

ROQ video creation software.
There are several tools available to create roq video files, like Quake Video Maker and RoqMaker, but most of them do not support the video dimensions required by COD2. SwitchBlade 4 does. I used SwitchBlade version 4b1, downloaded from this location:

http://icculus.org/~riot/

Sound editing tool with WAV export capabilities.
I used Adobe Audition.

19.2 Creating the Video Clip

Create a short (animated) video clip with 512 x 512 dimensions. Keep it short, like 5 to 10 seconds, because a video will add considerable weight to your client side iwd file. The default powered-by video clip included with eXtreme+ is 6 seconds.
Save it to uncompressed AVI, 30 fps, high quality. For simplicity sake call it **poweredby.avi**.

19.3 Creating the Sound Clip

Make a soundclip of EXACTLY the same length as your video clip. Trim or add silence if necessary. The original sound clip to create the default powered-by video clip included with eXtreme+ is, like the video clip, 6 seconds. Save as WAV (22050Hz, 16-bit, Stereo, Windows PCM). Name doesn't matter, but let's call it **poweredby.wav**.

19.4 Creating the ROQ Video Clip

In Windows Explorer drag **poweredby.avi** over **sbcodebooks4.exe** (part of SwitchBlade) and drop it. Let it finish.

In Windows Explorer drag **poweredby.avi** over **sbvideo4.exe** (part of SwitchBlade) and drop it. Use the default bits per second rate. Let it finish. It will create a ROQ file from your AVI, adding **_video** to the file name, so it will be **poweredby_video.roq**.

In Windows Explorer drag the **poweredby_video.roq** file over **sbmux4.exe** (again, part of SwitchBlade) and drop it. It will prompt for the audio file. Select your WAV sound clip **poweredby.wav** and press Open (or double-click the sound clip). It will prompt for the output file. Name it **poweredby.roq**, and press Save.

You should now have a working cinematic intro.

19.5   Activating Your Intro

Place it in the **video** folder of the cliend side iwd. Overwrite the existing file.

Please check the Cinematic Intro mod settings in **scriptdata\miscfeatures.cfg**. By default it will play once for every player joining your server. The mod will remember that it has played the intro before, and will never play it again, unless you change the settings or remove the player's memory file from the **scriptdata\memory** folder.

```
//*******************************************************************
// Cinematic Intro
//*******************************************************************
// Play animation once when player joins server
// HINT: the cinematic intro file is about 2MB big. Every byte matters, so if
// you want to get rid of it, we fully understand. To remove the file, open the
// client iwd file, and remove the video folder (which contains poweredby.roq).
// and keep this setting turned off.
// 0 = disabled
// 1 = enabled - play once (default)
// 2 = enabled - play once per server session
// 3 = enabled - play on every map rotation
//set ex_cinematic "1"
```

A   Version History

2.9:

Added: option to set delay for ready-up simple mode aka GTSDelay (gametypes.cfg).
Added: "play next" and "skip next" options to in-game RCON Map Control.
Added: option to ignore spectators for map vote filtering.
Added: option to define weapon modes in map list _ex_votemaps.gsc, so you can set and vote for specific weapon modes on a per-map basis.
Added: monkey bomb perk (specials.cfg).
Added: quadrotor perk (specials.cfg).
Added: UAV radar perk (specials.cfg).
Added: supernade perk (specials.cfg).
Added: surface penetrating bullets perk ("wallfire"; specials.cfg).
Added: security camera perk (specials.cfg).
Added: knife perk (specials.cfg).
Added: spectate when dead global setting (ex_spectatedead; serversettings.cfg).
Added: option to show a global "perk unlocked" shader instead of individual perk shaders (gametypes.cfg).
Added: option to disable zoom level HUD element (weaponcontrol.cfg, ex_zoom_hud).
Added: option to show landmines warnings on friendlies only (weaponcontrol.cfg, ex_landmine_warning).
Added: option to disable spawn protection "above compass" messages (monitoring.cfg, ex_protection_msg).
Added: unscoped springfield bolt rifle.
Added: Russian DP28 MG (missing proper reload animation).
Added: Panzerfaust for rocket launcher class (missing proper reload animation).
Added: option to set auto-balance check interval (serversettings.cfg).
Added: can set from 0 to 10 welcome messages (miscfeatures.cfg).
Added: barbed wire optional mod (to prevent UGV from driving through road blocks).
Added: loading bar optional mod (five pre-made colors, or use it to make your own loading bar).
Added: missing xmodels optional mod (providing dummy xmodels for missing xmodels in some maps).
Added: option to show danger warning (skull HUD) for hot beartraps.
Added: option to avoid weapons drop near spawn points to avoid pickip when commencing sprint (weaponcontrol.cfg).
Added: option to avoid defusal of landmines and tripwires (weaponcontrol.cfg).
Added: option to speed up WMD deployment by skipping the initial sounds (ranksystem.cfg).
Added: a couple of empty dx7 techniquesets to fix missing techniqueset errors in log.
Added: menu response code will check if selected weapon belongs to correct team (to deflect selection binds).
Added: configuration of hidden Persona Non Grata feature now exposed in cfg (security.cfg).
Added: weapons class 8 (rocket launcher) now has dedicated menu for panzerfaust and panzerscreck only.
Added: new set of optimized, newly rigged modern weapons.
Added: weapons class 8 (rocket launcher) and class 10 (knife) to modern weapons.
Added: new knife model for modern weapons.
Added: in-game RCON Map Control options to extend time time, score limit or round limit.
Added: mode 3 for turrets, keeping stock turrets fixed, while allowing planting and detaching mobile MG's (weaponcontrol.cfg).
Added: block comment capability to DRM (/* ... */).
Added: cvar controller (_ex_cvarcontroller.gsc) to manage distribution of cvars.
Added: hud controller (_ex_hudcontroller.gsc) to handle all HUD element requests (level, team and player).
Added: advanced feature: configuration profiles (cvar controled; included in rcon server settings).
Added: option to set naming convention for memory files (miscfeatures.cfg).
Added: animated binoculars crosshair when selecting target for rank WMD or CAM perk (miscfeatures.cfg).
Added: command monitor will be enabled automatically if rcon is enabled in client mode.
Added: new rotor effects for helicopter (main and tail rotors).
Added: optional dust fx for helicopter (specials.cfg).
Added: optional spinning flag base marker (gametypes.cfg).
Added: best-of mode for round based game types (gametypes.cfg).
Added: clan logo system can display up to 5 images (requires editing of _ex_mylogo.gsc).
Added: kill confirmed dogtags in DM-style game type only visible for attacker and victim.
Added: medic auto-callout only done when not able to heal yourself, or when health kits depleted.
Added: generic winner announcement for all team based game types.
Added: disable spectator music in screenshot mode (was still showing HUD element).
Added: option to (dis)allow releasing teammates from beartraps.
Added: HM will respect friendlyfire setting between guards and commander.
Added: option to exclude last game type played from game type voting screen (mapcontrol.cfg).
Added: skill based auto-balancing (ex_statstotal feature; miscfeatures.cfg).
Added: kills per minute and/or score per minute debug HUD (ex_statstotal feature; miscfeatures.cfg).
Added: VIP modern pistols (not using classic pistols if modern weapons enabled on VIP).

Added: LODs for all weapons on back xmodels, so less or no rendering required on large distances.
Added: in DM based game types the perk's team_maxbuy and team_maxact will be doubled and checked against.
Added: option to define custom flag positions for HTF (maps\mp\gametypes_mapsetup_htf.gsc).
Added: options to link heavy flag, mg and panzer to rank (playercontrol.cfg).
Added: ability to throw back frag nades, fire nades, gas nades, and satchel charges (weaponcontrol.cfg).
Added: option to drop first aid kits without animation (healthcontrol.cfg; ex_firstaid_drop).
Added: overtime for CTF, CTFB and TDM (ex_overtime; gametypes.cfg).
Added: halftime team swap for CTF, CTFB and TDM (ex_swapteams; gametypes.cfg).
Added: option to allow passing monkey bomb perk if prone or crouch (specials.cfg).
Added: bonus mode for kill confirmed points distribution (gametypes.cfg).

Changed: eventcontroller now fully implemented.
Changed: new napalm effects (reducing scene entities and lag; and it looks nicer).
Changed: optimized perk procedures to make adding and maintaining perks easier.
Changed: perks removed on map ending via registered removal procedure.
Changed: weapons array reorganized and optimized for look-up efficiency.
Changed: added 5 more slots to perks menu to accomodate new perks (max 20).
Changed: modified ex_arcade_shaders var for more granular control (gametypes.cfg).
Changed: separated arcade score and arcade shader logic (gametypes.cfg; renamed ex_arcade vars to ex_arcade_score vars for clarity).
Changed: renamed ex_arcade_shaders_special to ex_arcade_shaders_extra (gametypes.cfg).
Changed: kill icon (for stock obituary) for all perks changed from skull to dog tags.
Changed: recoded knife handling; optional gravity (weaponcontrol.cfg, ex_wepo_knife_gravity).
Changed: weapon menu unification and clean-up. Now it's much easier to change or add weapons.
Changed: re-organization of main weapon variables in weaponcontrol.cfg.
Changed: replaced "boxed player" gunship model with old one. Now ignoring all radius damage in gunship instead.
Changed: no new gunship assigned if killing from within gunship in mode 1 or 3 (kill spree or kill ladder).
Changed: ordered defcon modes the right way (4 = normal, 3 = elevated, 2 = high, 1 = maximum).
Translators be aware: swap DEFCON strings in misc.str!
Changed: easier to mount flak. Trigger radius can be set in specials.cfg (ex_flak_mount_radius).
Changed: moved fall damage modifiers from miscfeatures.cfg to healthcontrol.cfg.
Changed: while parachuting, if parachute protection is OFF, the spawn protection counter will start immediately.
Changed: if flak perk is free of charge, points will go to gunner instead of owner.
Changed: danger warning for landmines changed to skull HUD (consistent with trips and beartraps now).
Changed: tripwire 5 seconds activation time only active if trip is lethal to owner.
Changed: game["headicon_axis"] to game["hudicon_axis"] for several HUD elements for consistent size after applying "headicons" optional mod.
Changed: recoded in-game RCON Weapon Control to make sure you can't enable weapons that have not been precached.
Changed: moved Crybaby and Sinbin code to _ex_punishment.gsc (doCrybaby and doSinbin).
Changed: moved Battlechatter code to _ex_utils.gsc (playBattleChat).
Changed: moved Rotate on Empty code to _ex_maprotation.
Changed: moved spectator music handler to _ex_clientcontrol.gsc (spectatorMusicMonitor).
Changed: moved LMS literal strings to localized string file lms.str.
Changed: renamed scriptdata_ex_clanlogo.gsc to _ex_clantext.gsc.
Changed: simplified callvote management and messaging (serversettings.cfg).
Changed: weather effects will be disabled if perks are enabled (preventing effect overflow).
Changed: simplified flamethrower effects (to cut down on precached effects).
Changed: simplified ambient flak effect (to cut down on precached effects).
Changed: recoded eXtreme Call Vote for maps (ex_ingame_vote_allow_map). Now needs half of the cvars.
Changed: loop time for forced cvars configurable (ex_forceclientcvars_loop), and default changed from 5 seconds to 60 seconds.
Changed: moved hitblip variables from miscfeatures.cfg to playercontrol.cfg (realism options; ex_hitblip and ex_hitsound).
Changed: dupname and Unknown Soldier handling code moved from _ex_main.gsc to _ex_namecheck.gsc.
Changed: moved player model initialization and assignment to new maps\mp\gametypes_models.gsc (better override control).
Changed: LIB now uses roundlimit instead of scorelimit, like all other round based game types (fits best-of feature).
Changed: clan logo screen alignment to right-top (prevent streching). posx and posy now handled differently (miscfeatures.cfg).
Changed: all HUD elements are converted to use the hud controller.
Changed: moved WMD binoc hint and sprint hint to the hud announce system (top middle screen).
Changed: separated health bar, health regen and medic system in healthcontrol.cfg.
Changed: default setting for weapons on back changed to OFF (playercontrol.cfg).
Changed: first aid kits will be dropped using a simple popObject() instead of the expensive bounceObject().
Changed: allow VIP to be forced to spectators (command monitor or ingame rcon).
Changed: Gewehr 43 (rifle, sniper and LR) was underpowered; now matches other rifles.
Changed: perk assignment keys changed to "1234567890hijklmnopu" to avoid default key bindings.

Changed: allow 0 first aid kits if assigned through rank system.
Changed: score registration for players and teams is now handled by functions in extreme_ex_gtcommon.gsc.
Changed: redirection game type scripts in IWD for redirection into real ones. Fixes game type description issue.
  -> tdm.gsc -> _gtcontroller.gsc -> _ex_tdm.gsc

Fixed: map vote strict mode not filtering out small maps.
Fixed: ticking sound in stealth loop sound removed.
Fixed: auto-balancing player in gunship (regular or perk).
Fixed: runtime error in log when buying maxammo perk if rank system disabled.
Fixed: recoded perks initialization. It misbehaved in round based game types using map_restart().
Fixed: winning map thumbnail now stays during weapon mode voting stage.
Fixed: clan login skipping auto-assign bridging.
Fixed: ending music not always playing in statsboard or map vote system.
Fixed: kill denied bonus not given if ex_kc_denied (forced) set to mode 2.
Fixed: moving an action panel-enabled perk does not lock the perk.
Fixed: gunship runtime errors when using ready-up.
Fixed: flag returning to base in CTFB on certain maps (due to removed flag returner entity).
Fixed: fire nades, gas nades and satchel charges in trips are now placed on ground correctly.
Fixed: switching rotation stacker string if game type of last map in current rotation string execs a scripted map_restart (e.g. ready-up or subsequent rounds).
Fixed: retreatMonitor script errors when ready-up enabled.
Fixed: gunship perk advertisement runtime error (game["specials_stock8"] undefined).

Removed: maxAmmo optional mod and setting (too much work to maintain).
Removed: _ex_forcedvar.gsc, _ex_serverinfo.gsc (replaced by _ex_cvarcontroller.gsc).
Removed: _ex_crybaby.gsc, _ex_battlechatter.gsc, _ex_rotate.gsc, _ex_sinbin.gsc.
Removed: compass changer feature (_ex_compass.gsc, related materials and images).
Removed: camper fart punishment (to cut down on precached effects).
Removed: puke effect for gas nades (to cut down on precached effects).
Removed: bullet holes staying until death; to save HUD elements, bullet holes will always fade now.
Removed: double clocks (main and round).
Removed: kill triggers warnings and (undocumented) kill trigger warp feature (security.cfg).
Removed: team score for conquering a neutral ammo crate (weaponcontrol.cfg).
Removed: game type description fix optional mod (obsolete).

2.8 post-release fixes (fixpack):

Fixed: level.allow_boltsniper_drop causing script runtime error "cannot cast undefined to bool" (fix 1).
Fixed: kill confirmed: not counting deaths (only happens if ex_kc_pdistr is set to 2) (fix 2).
Fixed: "cannot cast undefined to bool" runtime errors in log (game["perks"][entity][perk]["locked"]) (fix 3).
Fixed: beartrap not causing damage or bleeding when X2 bleeding feature is turned on (fix 4).
Fixed: Flak can be placed on uneven surfaces (fix 5).
Fixed: GML can be placed on uneven surfaces (fix 6).
Fixed: ESD: "undefined is not a field object" runtime errors in log (level.bombmodel) (fix 7).
Fixed: UGV firing at spectators in intermission (fix 8).
Fixed: Memory does not work (cinematic intro replaying, rcon PIN not cached) (fix 9).
Fixed: Insertion perk stays unavailable after dying without deploying ("keep" flag off) (fix 10).
Fixed: able to set perks close to flag base in HTF and IHTF (fix 11).
Fixed: beartrap effects still active while in intermission (fix 12).
Fixed: script runtime errors and CI when throwing nades (fix 13).
Fixed: losing WMD gunship after x seconds on WMD upgrade (fix 14).
Fixed: granted multiple gunships in a row (gunship kills counted towards killstreak or kill ladder) (fix 15).
Fixed: runtime errors or server crash in round based game types with weapon mode override (fix 16).
Fixed: "super health" and healthbar overflow after setting up or destroying HQ (health regen enabled) (fix 17).
Fixed: perks not properly initialized in successive rounds of round based gt's which use map_restart (fix 18).
Fixed: unpredictable behaviour (weapons menu not available for example) when sending fast_restart command while playing a temp weapon mode (fix 19).
Fixed: "no balancing in last minute" feature stops balancer if time limit is 0) (fix 20).
Fixed: call vote change mode not displaying delays (showing 0 seconds) (fix 21).
Fixed: vest perk not available if stealth perk disabled, and vice versa (fix 22).
Fixed: runtime errors when one or more perks are disabled (fix 23).
Enhancement: dog tags only visible to attacker and victim in kill confirmed mode (non team based) (fix 24).

2.8

Added: minimal server profile in distribution archive for easy deployment.
Added: option for weapon mode selection added to end-of-game voting (mapcontrol.cfg).
Added: weapon mode selection added to extreme in-game RCON (security.cfg).
Added: Guided Missile Launcher (GML) perk (can shoot down gunship, heli and WMD airplanes) (specials.cfg).
Added: Flak Vierling perk (shoot down gunship, heli and WMD airplanes) (specials.cfg).

Added: Stealth Mode perk (specials.cfg).
Added: Bear Trap perk (specials.cfg).
Added: Unmanned Ground Vehicle (UGV) perk (specials.cfg).
Added: Gunship player (regular and perk) can fire flares as missile countermeasures by pressing melee key (wmdcontrol.cfg).
Added: Gunships crash when health drops below 0 (hit by GML or Flak).
Added: Gunship 40mm, 105mm and nuke can damage GML and Flak (added options to wipeout var; wmdcontrol.cfg).
Added: air traffic controller to coordinate airplane density. Also consolidates code.
Added: re-introduced WMD airstrikes with multiple airplanes (ranksystem.cfg: ex_rank_airstrike_planes).
Added: added perk property "maxbuy" for teams.
Added: ex_rank_update_loadout variable for promotion or demotion loadout updates (ranksystem.cfg).
Added: ex_antihip variable to control shooting from the hip (playercontrol.cfg).
Added: easy configuration of toolbox (miscfeatures.cfg).
Added: entity monitor: show message when entering or leaving defcon modes.
Added: option to allow regular gunship once in killing spree or kill ladder mode (wmdcontrol.cfg).
Added: maxammo perk will refill gunship weapons if player is in gunship.
Added: team balancing will not occur in the last minute.
Added: ability to set player's maxhealth, i.e. for hardcore style matches (healthcontrol.cfg).
Added: ability to have a variety of hats and helmets (playercontrol.cfg).
Added: added angles to entity dump if supported by entity.
Added: ability to add flags and CTF spawn points to non-CTF maps (for CTF, CTFB and RBCTF).
Added: new parachute models for players (cone with old weapons, glider with modern weapons).
Added: new parachute for ammocrate parachute drops (grey, brown or camo depending on status).
Added: new ammobox model for rearming (closed by default; will open when in range).
Added: kill confirmed mode; not a game type! (gametypes.cfg).
Added: thumbnail factory optional mod (v1.4); includes option for image stamps.
Added: HQ/CHQ: ability to show objectives on compass as a visual aid (ex_hq_radio_compass and ex_chq_radio_compass in gametypes.cfg).
Added: extra check for duplicate turrets (some maps have multiple turrets on same location without using script_gameobjectname variable to have them filtered out by _gameobjects.gsc).

Changed: cleaned up extreme_ex_utils::scriptedfxradiusdamage.
Changed: improved map rotation fix procedure and added a couple of log messages.
Changed: converted extreme_ex_utils::convertMUJ() to convertMLJ().
Changed: recoded _ex_specials to allow easy perk integration and ordering (specials.cfg changed!).
Changed: redid mebelle model to adjust size and faulty angle (plane does crash now).
Changed: redid emitter_panzerschreck.efx to kill effects on impact (reducing lag).
Changed: replaced "loadfx" with "[[level.ex_PrecacheEffect]]" function to avoid duplicate effects.
Changed: added underscore in turrets.str "MELEE_TO_PLANT" (was working, but it annoyed me).
Changed: included removed weapons, turrets and game objects in removed entities stats.
Changed: auto-assign bridge now also controls bridging in auto-assign mode 1 (playercontrol.cfg).
Changed: check for one-time-only events in round based games changed from self.pers["score"] to game["roundnumber"].
Changed: integrated grenade warning code into nade monitor code (weaponcontrol.cfg).
Changed: statsboard category order to show score/efficiency first.
Changed: reskinned all aircraft models to make them bullettrace sensitive (mainly for flak damage).
Changed: combined soundaliases files: now extreme_def.csv (default), extreme_mw.csv (modern weapons) and extreme_spc.csv (perks).
Changed: renamed actionpanel materials/images, because they are shared by multiple perks now.
Changed: renewed perk waypoint materials/images, because they are shared by multiple perks now.
Changed: consolidated distance checks into one section. Now you can set the minimum distance to maintain when deploying landmines, tripwires, turrets and perks close to spawn points, ojectives, (other) turrets and (other) perks (monitoring.cfg).
Changed: tooClose code now checks for flag base origin instead of the flag on the move (ctf, ctfb, rbctf).
Changed: redid plane crash animations (now using bezier curves smooth paths).
Changed: CTFB flag hud icons moved to top of screen to avoid overlapping chat. Will blink if moving in wrong direction.
Changed: HTF flag hud icon moved to top of screen to avoid overlapping chat.
Changed: added slight bouncing effect to satchel charges.
Changed: array level.flag_returners for flag based game types replaced by general purpose level.ex_returners (mainly for UGV perk).
Changed: new bouncing betty landmines model (improved texture) and hud icon.
Changed: landmines: ownersafe and teamsafe settings removed. now part of main switch.
Changed: changed sentry gun model (BO version) with rotating muzzleflashes and shell eject.
Changed: for ExecKey to work properly, opening custom quick message menus is now handled by code.
Changed: added an extra origin check for effects that register via _fx::loopfxthread.
Changed: ending health regen loop, killtriggers loop and minefield trigger loop when game is over.
Changed: ending checkTimeLimit and updateGametypeCvars loops when game is over.
Changed: ending player score HUD update loop when player disconnects.
Changed: ending createHudIcon and createOwnHudIcon when player disconnects.
Changed: cycleUpdateAllowed() is not calling updateAllowed() when there are no players in server.

Changed: general code optimizations.

Fixed: landmines: player pivoting around fixed position could allow plant on invalid surface.
Fixed: panzerschreck monitoring for helicopter only kicked in when damagehud was on (gunships off).
Fixed: panzerschreck missile for helicopter only causing damage when candamage was set to 2.
Fixed: fixed "return" to "continue" for bubble protection in _ex_utils::scriptedfxradiusdamage
Fixed: vestPerk() to vestPerk(0) in _ex_specials::playerGiveBackPerks
Fixed: teamkill punishment (sinbin) messes up gunship. It will be skipped if attacker is in gunship.
Fixed: default for ex_tripwire_warning set to 0; matching cfg description now.
Fixed: RCON weapon control: bazooka and panzerschreck reversed.
Fixed: planting mobile MG's while parachuting.
Fixed: relative path file errors due to double-dot memory files.
Fixed: perk gunship not rotating weapons if regular gunship is turned off.
Fixed: insertion perk replacing origin and angles from existing spawn point entities.
Fixed: menu music not playing (was due to cvar distribution; now split in two parts).
Fixed: DOM and ONS flag monitors kept running after round end, confusing players with wrong flag indicators.
Fixed: DOM and ONS flag capture progress sound not playing (alias was wrong).
Fixed: moving players to other team in frag fest mode (via ingame rcon) gave them a pistol.
Fixed: corrected a couple of "update_playerhud_score" to "update_playerscore_hud".
Fixed: arcade HUD update when player dies by falling (-1).
Fixed: if score memory is enabled, the specialty store will be temporarily locked for 5 minutes for all reconnecting players whose score is restored (to avoid abuse).
Fixed: nade limiter monitor (for satchels, frags, fire and gas nades) better aligned to fusetime.
Fixed: satchel charge limiter stuck (waiting for entities to disappear). Implemented fail-safe mechanism.
Fixed: was allowing custom spawn points in mbot mode (was checking for combination of mbot and mbot_dev).
Fixed: Callback_PlayerConnect() will force players to spec if map ended while not in intermission yet.
Fixed: landmines getWeaponBasedMineCount() not working for "boltrifle".
Fixed: drop weapon dropItemIfAllowed() not working for "boltrifle" and "boltsniper".
Fixed: added extra code to MOTD rotation to avoid duplicate threads (thanks {NADF}Geronimo).
Fixed: RBCTF dropFlag procedure was missing dropspot parameter.
Fixed: CTFB dropFlag(dropspot) was not resetting statusicon (could lead to duplicate flag icons).
Fixed: DOM and ONS rank reset (to 0 now) will only occur when ranking is by kill/death ratio.
Fixed: custom spawn points are now ignored when in intermission (calling _spawnlogic::getSpawnpoint_Random to get ""mp_global_intermission" spawn point).
Fixed: server information menu not showing all localized strings properly on Mac. Moved some localized strings from menu.str to menuadd.str to reduce menu.str size.

Removed: redundant plane crash effects for ambient and WMD airplane crashes.
Removed: plane crash damage and related code (hot spot), weapon file (plane_mp) and localized strings.
Removed: landmines getWeaponBasedMineCount() check for "semiautomatic".

2.7 post-release fixes (fixpack):

Fixed: enabling live stats crashes the server (fix 1).
Fixed: some missing self endon("disconnect") could cause runtime errors when player disconnects (fix 2).
Fixed: converted one occurrence of old way of getting players entities (fix 3).
Fixed: access quick message menu for specials, even when specials are disabled (fix 4).
Fixed: heli flying back and forth between a small number of spawn points (fix 5).
Fixed: server crash when ranksystem OFF and landmines OFF (fix 6).
Fixed: ESD runtime errors about level.ex_sdpoints_plant/level.ex_sdpoints_defuse (fix 7).
Fixed: helicopter locked when player who bought it dies without deploying (fix 8).
Fixed: CTFB runtime errors in log (fix 9).
Fixed: anti-camping not working. Runtime errors in log (fix 10).
Fixed: current weapons not available when swapping teams in between rounds (fix 11).
Fixed: if landmine blows when it's being defused, player (if surviving) is not released properly (fix 12).
Fixed: mixed self.pers["death"] and self.pers["deaths"] could lead to invalid stats (fix 13).
Fixed: score memory not restoring rank properly for ex_rank_score 1 and 2 because self.pers["special"] was not saved. Also fixes invalid rank issues when joining (fix 14).
Fixed: rewards for defusing landmines or tripwires not working (fix 15).
Fixed: runtime errors in log from weapon limiter code (fix 16).
Fixed: spawn prot. HUD elements stuck for first players spawning on HQ/CHQ (fix 17).
Fixed: bash mode and frag fest crash server; mode msg and health regen errors. (fix 18).
Fixed: unexpected rotation when using player based rotation (fix 19).
Fixed: turrets can be duplicated by dropping unfixed turret (forced drop or weapon swap). Remark: an unfixed turret will be restored to its original location when dropped, either by a forced drop or when swapping weapons (fix 21)..
Fixed: IHTF crashing the server (array level.players accessed by _killtriggers.gsc, but not available yet (fix 22).
Fixed: DOM and ONS crashing the server at end of game; using level.flags instead of level.flags.size when trying to process array (fix 23).
Fixed: anti-run punishment never gets to kick player (loop punishment 1 - 3). Remark: also moved some code to get the kick done, even when player switches to spectator during punishment 4 (kick) (fix 24).

Fixed: possibility that memory settings are not saved; dirty flag cleared even when writing to disk would fail (fix 25).
Fixed: gas tank on back if not carrying flamethrower, or no weapon on back (fix 26).
Fixed: wrong status icon when picking up own flag in CTFB (fix 27).
Fixed: still able to rearm when frozen in FT (fix 28).
Fixed: some players have an incomplete statsboard. HUD clean-up not finished, causing "out of hudelems" and related errors for statsboard. Remark: also decreased max lines for statsboard to 6 (fix 30).
Fixed: runtime errors in log about undefined players[i].pers["team"] (fix 34).
Fixed: players not able to make it into the next map (EXE_SERVERCOMMANDOVERFLOW and ping -1) because they cannot handle the burst of callvote cvars. Now throttling cvar transmission. Remark: only sends cvars if eXtreme callvote options are enabled (g_allowvote must be on when server starts) or if player has eXtreme RCON map control rights (fix 36).
Fixed: helicopter flying through buildings or too low and jerky end of movement (fix 37).
Fixed: anti-camper code causing script errors "undefined is not an int" in log (fix 38).
Fixed: checkGUID function had a 6 digit maximum. GUIDs can be 7 digits (fix 40).
Fixed: score memory not restoring self.pers["score"], which is synced with self.score on some GT's (fix 41).
Fixed: anti-run punishment sometimes kicking in just after spawning (fix 42).
Fixed: uninitialized variable causing script runtime errors in log if new round started while in menu (level.ex_rcon_maxplayers variable) (fix 44).
Fixed: no more radius damage applied after handling bubble protected player (fix 45).
Fixed: missing delay variable in vestPerk() in _ex_specials::playerGiveBackPerks, causing script runtime errors in log (fix 46).
Fixed: player moved to spec for inactivity without being inactive (fix 48).
Fixed: CHQ not working on custom HQ maps. Not adding radios, because of check for HQ in level script. Stock maps are OK (fix 49).
Fixed: just after capturing radio the spawn delay is aborted for all players (fix 50).
Fixed: runtime errors: level.geo_lookup_inprogress (fix 51).
Fixed: weapon unlock for gunship perk not working (fix 52).
Fixed: player redirection: priority player stuck while waiting for player to get redirected (fix 53).

2.7 post-release improvements (fixpack):

Improvement: ability to damage helicopter, including heat seeking missiles (fix 20).
Remark#1: also fixes missing panzerschreck/bazooka/rpg explosion fx and sound after adding the gunship, specials, or LR rifles optional mod.
Remark#2: activate heat seeking missile by holding the USE key when firing the panzerschreck/bazooka/rpg (no need to aim).

Improvement: added "pause_exec" flag to core player threads to avoid overlapping execution (fix 29).
Remark: also disabled "WDM: no record for weapon xxx" messages in log.

Improvement: only show defuse warning for team's landmines if prone (fix 31).
Remark: introduces tuning vars for detecting stance: ex_tune_prone and ex_tune_crouch.

Improvement: sticky spectate mode: sticks when player uses binoculars. Resume spectating same player when toggling free-float and sticky mode (fix 32).
Remark#1: press USE in regular free-float mode to enter sticky mode. FIRE for next player. USE for previous player. MELEE to exit.
Remark#2: regular spectate and sticky spectate DO NOT and CAN NOT exchange info about the player being spectated.

Improvement: clean up arcade hud elements when game over. Arcade points now briefly flash (fix 33).

Improvement: better balance between napalm and gas nades (damage radius expansion, duration, forced crouch and damage) (fix 35).

Improvement: option to place "Replay last map" as first item on list (fix 39).
Remark: ex_endgame_vote_replay in mapcontrol.cfg now takes 0 (disabled), 1 (enabled - last) and 2 (enabled - first).

Improvement: anti-run spawn crouched now operates independent from main anti-run setting. Remark: default for ex_antirun_spawncrouched in playercontrol.cfg is now 0 (disabled) if not explicitly set (fix 43).

Improvement: allow WMD gunship only once (only allow airstrikes after using gunship).
Remark: ex_rank_gunship_next in ranksystem.cfg now also accepts 0 (fix 47).

Improvement: waypoint based tripwire warning (fix 54).

2.7:

Added: event controller (_ex_eventcontroller.gsc) to control level and player based "waittill" events like onPlayerConnect(), onPlayerDisconnect(), onPlayerSpawned(), onPlayerKilled(), as well as level and player based timed events, like rotate-if-empty, mod info, ambient effects, player monitors, etc. Basically most repetitive events in eXtreme+.
Added: combined several "self endon()" triggers into one "self endon("kill_thread")".
Added: variable for setting points per kill (gametypes.cfg).
Added: radius variable in chq and hq to decide who gets points for capt/def (gametypes.cfg).
Added: bonus points for defusing landmines or trips (gametypes.cfg).
Added: bonus points for killing the flag runner on CTF, CTFB and RBCTF (gametypes.cfg).
Added: mapvote strict player size (mapcontrol.cfg - ex_endgame_vote_filter).
Added: obits kill range can be disabled or set for snipers only (monitoring.cfg).
Added: suppress inactivity warnings for other players (playercontrol.cfg).
Added: bleeding probability (healthcontrol.cfg).
Added: adjustable radius correction for gunship (wmdcontrol.cfg).
Added: var ex_problemmap to quickly troubleshoot problematic maps (mapcontrol.cfg).
Added: log monitor (monitoring.cfg; experimental). This includes line filter, bad language check and GeoLocation.
Added: new optional mod: GeoLocation IP conversion tables.
Added: FreezeTag game type (FT).
Added: Raygun to spice up FreezeTag (not available in other game types!).
Added: class based (smoke)nade loadout now checks secondary weapon too.
Added: PIN identification for clan members (clancontrol.cfg).
Added: MeatBot waypoint developer mode (enhanced visual designer).
Added: spawn point developer mode (phase 1).
Added: jump height settings (ex_jumpheight) in mapcontrol.cfg.
Added: cl_maxpackets and com_maxfps to forced dvars; optional (playercontrol.cfg).
Added: spawn control to spread code execution (prevents server overload, especially at   beginning of round) (serversettings.cfg).
Added: new crispy font throughout the entire game (menus, HUD, messages). Old font can be restored by applying new optional mod "font-restore".
Added: quick message anti-spam delay (playercontrol.cfg).
Added: arcade-style shaders, replacing some "in your face" messages (gametypes.cfg).
Added: game type vote only (end-of-game vote mode 7; mapcontrol.cfg).
Added: modern weapons for meatBots.
Added: added 2 "run once" modes to forced dvars feature (playercontrol.cfg).
Added: possibility to cap nades and landmine upgrades (weaponcontrol.cfg).
Added: server connection hub on ingame menu (miscfeatures.cfg).
Added: specialty store (quick menu V-9) where you can buy specials for points, like max health, max ammo, bullet proof vest, defense bubbles, sentry and gunship. Requires new optional mod: "specials".
Added: new specials.cfg (called from server.cfg) for specialty store settings.
Added: ex_iconalpha setting to control icon transparancy (miscfeatures.cfg).
Added: ex_codhitblip_alert (miscfeatures.cfg) to enable or disable hitblip sound.
Added: protection for player in gunship (ex_gunship_protect; wmdcontrol.cfg).
Added: added option to gunship to set dropzone for parachute eject (wmdcontrol.cfg).
Added: 5 levels of sprint (one active), allowing faster sprint on large maps (playercontrol.cfg).
Added: variables for mod and clan message (bottom-right corner) (miscfeatures.cfg).
Added: entity management will also remove single-player entities from maps (mapcontrol.cfg).
Added: ex_mbot_timelimit and ex_mbot_scorelimit to restart map (serversettings.cfg).
Added: objective points hud clean-up added to _ex_hud.gsc.
Added: option to restore score for disconnected players (playercontrol.cfg).
Added: option for stance shoot monitor to weaken weapon (playercontrol.cfg).
Added: option to change landmine into bouncy betty (weaponcontrol.cfg).
Added: option to add extra respawn delay for weapon classes or negative points (serversettings.cfg).
Added: black screen on death (playercontrol.cfg).
Added: anti-run: option to allow running while ADS (playercontrol.cfg).
Added: anti-run: black screen on running (playercontrol.cfg).
Added: anti-run: forced crouch on spawn (playercontrol.cfg).
Added: retreat monitor for CTF, CTFB and RBCTF (gametypes.cfg) (thank you ODAWA for inspiration).
Added: HITMAN: added vars for setting killpoints (gametypes.cfg).
Added: new optional mod: "mac-sound"; mp3 files converted to wav so Mac users can hear all sounds.
Added: new optional mod: "headicons" for ranks in 100%, 70% and 50% size.
Added: new, smaller head icons for HITMAN.
Added: new optional mod: "headicons" for HITMAN in 100%, 70% and 50% size.
Added: variable for setting percentage of reflected damage (serversettings.cfg).

Changed: disabled ex_indoor_large "1" in mapcontrol.cfg.
Changed: ex_bleeding (healthcontrol.cfg) now takes values 1-100 (probability).
Changed: increased lrhitloc max values to 500 to get one-shot, one-kill for LR rifles.
Changed: automatically turn off statsboard in mbot mode.
Changed: improved parachute spawning.
Changed: after napalm airstrike, re-randomize to get either napalm or regular airstrike.
Changed: tracers and flak fx code revised.

Changed: changed var for range finder units (ex_rfunit) into ex_rangefinder_units.
Changed: kill, spawn and disconnect now notify via self notify("kill_thread"), which replaces all self endon("ex_dead"), self endon("ex_spawned") and self endon("disconnect").
Changed: weapon on back code changed to work in all weapon modes. If secondary weapon disabled, it will move old weapon on back after picking up a weapon.
Changed: assigning nades on rank promotion or demotion is now linked to rank system settings only (you can have fixed nades at spawn, but rank changes are always linked to rank settings).
Changed: tripwires in mode 3 don't blow up owner in DM style games anymore.
Changed: ex_gunship_protect renamed to ex_gunship_eject_protect for parachute prot.
Changed: moved the LR hitloc detection in game type scripts to _ex_main.gsc.
Changed: moved code from _ex_clientcontrol::exPlayerConnect() to exPlayerJoined().
Changed: spawn point clean-up is now entity management (mapcontrol.cfg).
Changed: forced dvar loop moved from player to level event controller.
Changed: ex_testclients is now capped at sv_maxclient - 1, instead of fixed 32.
Changed: mbot check changed from self.isbot to self.pers["isbot"] to survive fast restart.
Changed: arcade points also showing negative point changes in red.
Changed: gunship rotation speed normalized, so it doesn't depend on map's radius.
Changed: spawn tickets max for esd, rbctf and rbcnq upped to 999.
Changed: anti-run: took height out of the equation.
Changed: VIP: message "x protected his VIP" now above compass, not center screen.
Changed: DRM: allow single slash as line ending (ignoring quotes) if no leading space.

Fixed: unability to chat while on parachute (spawn and gunship eject).
Fixed: counter not being used properly in checkGUID (_ex_security.gsc).
Fixed: wrong description for range finder units (ex_rfunit) in miscfeatures.cfg.
Fixed: hopefully fixed range finder runtime errors.
Fixed: some occurences of "barreta" changed into "beretta" in _ex_weapons.gsc.
Fixed: ghost nades after defusing tripwire. Enemy nades are converted to own type.
Fixed: unable to set trip when holding only one enemy frag and smoke nade(s).
Fixed: ingame rcon fast restart after switching game type will mess up server. Now code will force game type back to original value when doing a fast restart.
Fixed: rank demotion not taking away nades (code will take away all nades if it has to).
Fixed: ingame rcon weapon settings not working.
Fixed: DOM and ONS: lag on some maps (caused by "spawn away from flags" loop).
Fixed: falling from gunship when boarding (pressing USE) in range of ammo crate.
Fixed: loadout update did not include weapon in virtual slot.
Fixed: error in map rotation server msg code when playing a map that is not in rotation.
Fixed: runtime errors when player connected just before the statsboard came up.
Fixed: disable Russian selection in Russian/German menu when forcing auto-assign.
Fixed: htf.gsc having two calls to extreme_ex_main::explayerkilled().
Fixed: HTF checking for self.flag causing errors whith fast drop + pick-up.
Fixed: HTF allowing to pick up invisible flag.
Fixed: HTF set points for killing flag carrier and stealing flag now working.
Fixed: dropping first aid kits when there was nothing to drop.
Fixed: moved some incorrectly placed HUD clean-up code from player to level.
Fixed: player lock-out when activating ready-up without ticketing and grace period.
Fixed: landmines can't be planted when planting/defusing bomb in SD or ESD. Player was unlinked from bomb(site) when aborting landmine plant, allowing him to move bomb.
Fixed: CTFB defend and assist points fixed (set scr_ctfb_flagprotectiondistance "0" to disable).

Removed: scr_objectiveicon from CTFB (now reads ex_objindicator only).
Removed: maps\mp\gametypes_hud_libteamscore.gsc (obsolete).
Removed: extreme_ex_scopedon.gsc. This been been moved into _ex_main.gsc.
Removed: clan logo TEXT (mylogo system) removed due to HUD element limit WARNING: mylogo variables have been renamed for clarity! (miscfeatures.cfg).
Removed: HITMAN materials hud@headiconagnt.tga, hud@headiconcmmd.tga, hud@headiconguad.tga and images headiconagnt.iwi, headiconcmmd.iwi and headiconguad.iwi (replaced by new icons).

2.6 post-release fixes (fixpack):

Fixed: missing vars when saving zoom levels without spawning first (fix 1).
Fixed: trying to correct flag position while not playing flag based game (fix 2).
Fixed: some damage fx and punishments were slipping through (fix 3).
Fixed: code was using tag "pelvis", which Diana does not have (fix 4).
Fixed: continuous renewal of ranksystem WMD (fix 5).
Fixed: no delay before gunship is given (ranksystem mode) (fix 6).
Fixed: no new radios added (fix 7).
Fixed: fix6 broke gunship in mode 1 or 3 when ranksystem on (fix 8).
Fixed: planting/defusing timing is off on sd and esd (fix 9).
Fixed: HTF and IHTF annoying sounds and runtime errors (ready-up enabled) (fix 10).
Fixed: Diana cannot fart (server crashes) (fix 11).

Fixed: No plane sound when parachuting into map (fix 12).
Fixed: Statusicon cleared when forced to stay dead. Can't see who's dead (fix 13).
Fixed: players gaining points without participating in est./destr. radio (HQ/CHQ) (fix 14).
Fixed: no bleeding probability. Now set to 10% chance (fix 15).
Fixed: bridged auto-assign mode 2 not (always) working for clan members (fix 16).
Fixed: anti-run punishment kicks in when parachuting into the map (fix 17).
Fixed: spawning without weapons when match starts on CHQ & HQ (fix 18).
Fixed: some features unavailable for first seconds of game (like sprint) (fix 19).
Fixed: gunship keeps flying when gunship player gets kicked or disconnects (fix 20).
Fixed: CHQ or HQ game does not end on set scorelimit (fix 21).
Fixed: bots (dumb and meat) hang as spectator in auto-assign mode (fix 22).
Fixed: next map ann. and end-game map vote not respecting rotation stacker (fix 23).
Fixed: no new camping warnings or punishment (fix 24).
Fixed: only some bots spawning, or no bots spawning in ready-up mode 1 (fix 25).
Fixed: message "Please wait for next round to start" not visible (ready-up) (fix 26).
Fixed: last round does not count towards score on ONS (fix 27).
Fixed: player scores reset each round on DOM and ONS. Flag placement fix (fix 28).
Fixed: range finder script runtime errors (fix 29).
Fixed: checkGUID function missing +count and checking only 6 digits for GUID (fix 30).

2.6:

Added: female model Diana (playercontrol.cfg).
Added: gunship (like the AC130 in X4) (wmdcontrol.cfg).
Added: gunship kills and deaths on statsboard.
Added: gunship status icon (see status icon control for ranksystem).
Added: mod is sv_fps friendly now. Supports sv_fps from 10 to 1000.
Added: if mbots and Diana enabled, 25% chance an mbot will be female model.
Added: variable to move map vote to right (like statsboard).
Added: crybaby punishment (eXtreme+ RCON player control).
Added: ranksystem without WMD (ex_rank_wmdtype in ranksystem.cfg changed!).
Added: option to upgrade or downgrade WMD when rank changes.
Added: switch to enable or disable killtriggers (security.cfg).
Added: meatbot control in eXtreme+ RCON menu (instead of script control).
Added: command monitor "switch side" procedure also handles bots now.
Added: option to allow clan members to select team in autoassign mode 2.
Added: flag recover time to ihtf (scr_ihtf_flagrecovertime).
Added: possibility to have knife as secondary weapon on pistol-only class.
Added: option to turn off voiceover on flag events (gametypes.cfg).
Added: better callvote control, incl. menu blocking if disabled (serversettings.cfg).
Added: bleeding shock controlled by setting (healthcontrol.cfg).
Added: ability to save sniper zoom levels into server memory file.
Added: more cinematic intro control (play once, play on connect only, play always).
Added: flag captures and flag returns on statsboard.
Added: intermission time setting (serversettings.cfg).
Added: option to show/skip statsboard when using "set endmap" (monitoring.cfg).
Added: drop flag feature (holding MELEE and pressing USE) (gametypes.cfg).
Added: option to add radio spawn points (_mapsetup_chq_hq.gsc for CHQ and HQ).
Added: eXtreme+ RCON will cache the PIN to avoid re-entry after map changes.
Added: weather effects (rain or snow) on stock and custom maps.
Added: option to hide objectives when in killcam mode.
Added: status icon for "in jail" (LIB).
Added: status icons control for ranksystem (ranksystem.cfg).
Added: flag position adjustment to fix hidden flag bug on linux.

Changed: wmdcontrol.cfg cleanup; moved ranksystem related settings to ranksystem.cfg.
Changed: interface enhancements rcon menu.
Changed: general code and cfg cleanup; better weapon precache management.
Changed: add to favorites now visible after connecting (not only after spawning).
Changed: default setting for damage log lines is now OFF (serversettings.cfg).
Changed: removed code preventing switching to spectators in several GTs.
Changed: auto-pickup of dropped weapon when drop not allowed (sidearm or enemy). Changed: default
MaxAmmo restored for all weapon files (see maxammo optional mod). Changed: possibility for pistol-only class
with knife sidearm (not vice versa).
Changed: frag and smoke randomizer does not give a minimum of 1 anymore.
Changed: ranksystem demotion can now remove nades and landmines (ranksystem.cfg).
Changed: improvements in mbot code.
Changed: replaced menus bind, stand, crouch, prone, and redirect by clientcmd.menu.
Changed: moved _landmines.gsc to extreme folder (now _ex_landmines.gsc).
Changed: moved _redirect.gsc to extreme folder (now _ex_redirect.gsc).
Changed: moved _switch_scopezoom.gsc to extreme folder (now _ex_longrange.gsc).

Changed: combined _ex_longrange.gsc and _ex_longrange_hitloc.gsc.
Changed: combined _ex_mbot.gsc and dumb bots code (_teams.gsc) in _ex_bots.gsc.
Changed: moved some procedure calls from GT scripts to _ex_varcache and _ex_main.
Changed: removed bleed message HUD elements and localized strings.
Changed: removed MW from sniper zoom levels, because they took LR settings anyway.
Changed: new memory system, combining all memory files into one (_ex_memory.gsc).
Changed: enhanced command monitor "set endmap" (now displays scoreboard).
Changed: ex_endmusic_time obsolete. See intermission time in serversettings.cfg.
Changed: firstblood.str incorporated into obituary.str.
Changed: removed gweapon.str. Now works with usingAn() function and weapon.str.
Changed: HTF waypoint and objective management.
Changed: renamed _mapsetup.gsc to _mapsetup_dom_ons.gsc (DOM and ONS).
Changed: renamed _mapzones.gsc to _mapsetup_tkoth.gsc (TKOTH).
Changed: NOT showing ranksystem status icons on specific game types (setting).
Changed: map- and playarea dimensions moved to game[] vars.
Changed: all wait statements now have their time value checked for FPS adjustment.

Fixed: obituary missing BAZOOKATK_MSG_1 (was duplicate BAZOOKA_MSG_1).
Fixed: obituary "using a brick" message on WMD team kills.
Fixed: default for ex_hqpoints_playerneut and ex_hqpoints_playercap in cfg wrong (2).
Fixed: default setting for rank system related vars from wmdcontrol.cfg.
Fixed: preset rank max in _ex_security was 12 instead of 8.
Fixed: mbots respect nade settings now.
Fixed: mbots weapon g43_sniper_bot had adsOverlayShader set to "70%"
Fixed: wrong message when changing mbot speed ("skill" instead of "speed").
Fixed: invalid soundalias for bleed sounds "generic_pain" (mode 1).
Fixed: pain and death sounds not always playing (randomInt base 0 instead of base 1).
Fixed: ammo hud always red, indicating low ammo (related to MaxAmmo setting).
Fixed: weapon class enabled without sidearm: sec to primary swap gave full ammo.
Fixed: ex_bleedmsg mode 2 and 3 were mixed up.
Fixed: got rid of some localized string errors.
Fixed: blood-on-screen errors when pop helmet enabled and blood on screen disabled.
Fixed: mbot mode will stay ON in developer mode on unsupported maps.

2.5 post-release fixes (fixpack):

Fixed: server crash on ex_deathmusic variable when enabling forced respawn (fix 1).
Fixed: server keeps rotating when timelimit set to 0 (rotate on empty bug) (fix 2).
Fixed: Live Stats showing players with sessionteam "spectator" as active players (fix 3).
Fixed: not dropping flag when switched to spectators due to inactivity (fix 4).
Fixed: knife instead of pistols on class based maps (fix 5).
Fixed: players do not only parachute in on first spawn (ex_parachute "1") (fix 6).
Fixed: wrong vote status message (script error in log) (fix 7).
Fixed: cannot damage/kill players in VIP (fix 8).
Fixed: script error (landmines) for mbots when rank system enabled (fix 9).
Fixed: script error (weapons array) for mbots when weapon limiter enabled (fix 10).
Fixed: winner announcement for DOM incorrect (fix 11).
Fixed: no rank demotion announcement on ex_rank_score "1" or "2" (fix 12).
Fixed: having WMD available in jail (LIB) (fix 13).
Fixed: mbots not triggering tripwires (fix 14).
Fixed: LIB showing "Last Round" but more rounds are following (fix 15).
Fixed: LIB ending round 1 too soon (ready-up disabled) (fix 16).
Fixed: new players spawn in jail directly after the round starts (fix 17).
Fixed: mbots not triggering landmines (fix 18).
Fixed: script errors when owner of tripped landmine switched to spectator (fix 19).
Fixed: unable to spectate when dead in team based game types (fix 20).
Fixed: server crash when running VIP and modern weapons (fix 21).
Fixed: incorrect or no stats logged for flag actions (fix 22).
Fixed: teams are not swapping sides on sd when ex_swapsides set (fix 23).
Fixed: server crash when ready-up and rank system are both turned on (fix 24).
Fixed: limited weapon stays on weapon menu too long (weapon limiter) (fix 25).
Fixed: test clients (dump bots) cannot join round based game after teamswap (fix 26).
Fixed: test clients have limited weapons (fix 27).
Fixed: players can select limited weapons (even when not visible on menu) (fix 28).
Fixed: team balancing on esd, lts, rbcnq, rbctf and sd not working (fix 29).
Fixed: ihtf not auto balancing properly (fix 30).
Fixed: players not balanced while still holding spawn tickets (fix 31).
Fixed: team balancing after ready-up not working (fix 32).
Fixed: server crash (script error "cannot cast undefined to bool" in _landmines) (fix 33).
Fixed: teamswap halfway in roundbased games was on halfway+1 rounds (fix 34).
Fixed: spawn protection head icons not visible anymore (rank head icon instead) (fix 35).

Fixed: not able to switch to spec after spawning (esd, lms, lts, rbcnq, rbctf, sd) (fix36).
Fixed: game type ihtf not taking cfg settings (hq while executing varcache) (fix37).
Fixed: missing info on htf serverinfo screen (gsc executed before vars were set) (fix38).
Fixed: during frag fest, auto-balanced player can get pistol (fix39).
Fixed: during frag fest, pressing ESC shows team sel. menu, not in-game menu (fix40).
Fixed: server crash when all GTs are disabled for the end-game voting system (fix41).
Fixed: inactivity monitor not working anymore (fix42 & fix42a).

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 (xxWhiZZlExx 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 coreccted (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 (DRM introduction):

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 if disconnected from 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: separate 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: 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: eXtreme exploit blocker now uses the new COD2 coord. and scanner (removed astoroth's version).

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).

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, retired).
Astoroth (further development; retired).
Wildcard aka Marc (further development; retired).
eXtreme+ Support Crew (further development; retired).
PatmanSan (current development).

DRM (Dvar Replacement Module for COD2)
La Truffe (latruffe666@hotmail.com)
Additional credits: Amwhere (method to read a file). Ravir (original cvardef function).
Converted and extended for X2 by PatmanSan.

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.

Enemy on Compass HUD elements
Parts of code by IzNoGoD.

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.

FPS modification framework (sv_fps compatibility):
Bullet-worm's PAM.

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.

Kill Confirmed:
Based on Kill Confirmed game type for X4, coded by [105]HolyMoly.
Original dogtag models by |BU|D-tox.
Adapted to X2 Kill Confirmed mode 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.
Release 2.9+: gravity enabled knife by PatmanSan.

Landmines:
bullet-worm.
Ported over to eXtreme+ by {PST}*Joker.
Reworked by PatmanSan.

Long Range Rifles:
Special thanks to <TgN>KillTheEnemy (sir_timotheus AT yahoo DOT com) for all his help
on this!

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.
Several modern weapons converted to COD2 by EXE.
Several modern weapons converted to COD2 by caspi and oma.spencer.

Heavily modified and extended by Gixxer and PatmanSan.

RCON menu:
PatmanSan.

Satchel Charges:
Xmodels by xxWhiZZlExx and Mrs.

Server Redirection:
Basic idea by [unknown].
Completely reworked by PatmanSan.

Sprint and some other features:
Bell (http://awe.milliways.st).

Surface Penetrating Bullets (wallfire):
IzNoGoD.
Modified for eXtreme+ by PatmanSan.

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.[1]

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[1] If your name is missing, and you strongly feel your name should be listed here, please contact the eXtreme+ Support Crew at www.mycallofduty.com, or PatmanSan at www.patmansan.com.

C   Table of Figures