Jaymod 2.1.10

a Wolfenstein: Enemy Territory® modification

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Foreword

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

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

—Jaybird

Preface

> “ The cost of adding a feature isn't just the time it takes to code it. The cost also includes the addition of an obstacle to future expansion. ... The trick is to pick the features that don't fight each other. ”
>
> —John Carmack

Audience

This guide is intended for anyone who runs or is interested in running a Jaymod 2.1.10 server.

Although ET is available on several platforms, Linux will be used as the reference platform for this documentation. Many concepts here apply equally to OSX and, to some degree, more generically to the Windows platform.

It is assumed the reader is sufficiently familiar with Linux administration to be able to perform basic operating system tasks.

Command Syntax

Linux command syntax appears in **monospace** font prefixed with a typical shell prompt denoting account/privileges for which the command should be entered with, followed by a number sign (#) or dollar sign ($) indicating root or non-root accounts, respectively. Do not enter the prompt text as part of the command.

Note

The assumed Linux shell is **bash**.

ET console command syntax appears in **monospace** font prefixed with a typical console prompt, a right-bracket (]). Do not enter the prompt text as part of the command.

Table 1. Syntax Conventions

Convention	Description
braces {}	Braces indicate required items.
brackets []	Brackets indicate optional items.
ellipses ...	Ellipses indicate an arbitrary number of similar items.
italics	Italic style indicates a variable. Substitute a real value for the variable.
vertical bar |	A vertical bar indicates a choice within braces or brackets.

Introduction

Jaymod is an add-on modification to Wolfenstein: Enemy Territory. The idea for Jaymod came from the main features of Shrubmod. Shrubmod has long been out of date and unsupported, and with the instability issues that come with Shrubmod, something had to be done to get a Shrub-like server-side mod that would provide most of the features, be stable, and be supported.

This mod has long since far outgrown its original objectives and has moved on to implement more advanced features with client-side support. To keep things as simple as possible, only one pak file needs to be downloaded (on the fly) for clients connecting to a Jaymod server for the first time.

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

Jaymod is a closed source project originally forked from the ET SDK. In mid-2006 the entire code base was converted to compile cleanly in C++ . Some ET SDK and all major Jaymod subsystems have been refactored/implemented to take full advantage of C++ language features.

Where to download

Jaymod is available for download at its official home http://jaymod.clanfu.org. You may find versions available elsewhere on the internet, but if at all possible download it from the official homepage, as it always has the most up-to-date version available.

Further information and suggestions

If there is anything that isn't answered here, I urge you to visit the website at http://jaymod.clanfu.org for updated information, as it's more likely to have information not available at the time this document was published.

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

Minimum System Requirements

Linux

1. Linux x86 (32-bit) with GLIBC 2.3.2 or higher
2. Intel® Pentium® III 600Mhz processor or AMD equivalent
3. hardware-accelerated OpenGL driver
4. working installation of Enemy Territory 2.60b

OSX

1. OSX 10.4 or newer running PPC or x86
2. working installation of Enemy Territory 2.60d (2.60c was unstable for x86)

Windows

1. Windows 98/ME/2000/XP (Windows NT 4.0 not recommended for clients)
2. 100% Windows® 98/ME/2000/XP compatible system (including all 32bit drivers)
3. Intel® Pentium® III 600Mhz processor or AMD equivalent
4. Microsoft® Direct X® 8.1 or higher (not included)
5. working installation of Enemy Territory 2.60b

Part I. Client

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Chapter 1. Features

Adrenaline Sharing

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

Alternate HUD

HUD is an acronym for **Heads U**p **D**isplay. This is the 2D layout of items are on your screen such as what weapon you're holding, your compass, how much XP and health you have, etc. Jaymod has an alternative HUD available to use that takes up less screen space. This setting is available on the client using the in-game Jaymod preferences menu.

Automatic Rate Adjustment

Automatic Rate Adjustment tunes the /rate setting to help deal with big servers running large maps with many players which will help to offer a better gaming experience. If the rate is ramped, it will only be ramped for the current map to avoid entering other servers with a rate which may get you kicked. In all cases, /rate ramping can only increase as high as the server's sv_maxrate setting.

If Jaymod detects that you have the highest normal /rate setting of 25000 and Auto Rate is set to "auto step" under the Jaymod/Misc/Network menu, /rate will be raised in increments of 1000 when the server detects network congestion in the server -> client direction.

If Auto Rate is set to "server max" then /rate will be increased in a similar fashion as "auto step" except that instead of increasing in increments of 1000 it will simply increase all at once and match sv_maxrate.

Class Stealing

Class stealing allows a player to steal a dead teammate's class. This feature is enabled on the server using g_covertops(cvar).

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

Tip

If the server administration has enabled it, when you are a disguised covert ops and steal a class, you keep the disguise even though you aren't a covert ops anymore.

Corpse Dragging

Corpse dragging allows a player to drag a dead body (awaiting Medic revive) along the ground while depressing the activate-key. This feature is enabled on the server using g_dragCorpse(cvar).

Tip
Use this to drag a teammate's body away from danger, or drag a dead enemy to a safe place for uniform stealing.

Double Jump

Double jump allows you to jump an extra time while in mid-air to gain more height. This feature is enabled on the server using g_misc(cvar).

Goomba Killing

Alluding to the Mario Bros. days you can *"goomba"* kill people by landing on their heads. The farther you fall, the more damage you inflict. Also, if you land on someone's head, it softens your fall. This feature is enabled on the server using g_goomba(cvar).

Hitsounds

This extremely popular feature makes a sound when you hit a player. This feature is enabled on the client using the in-game Jaymod preferences menu.

The sound distinguishes between friendly/enemy hits, and depending on the server setting g_hitmode(cvar), the general body-part of player being hit.

Killing Sprees

The game keeps track of player kills and presents Unreal-Tournament-like killing spree messages and sounds. This feature is enabled on the client using the in-game Jaymod preferences menu. This feature must also be enabled on the server using g_killingSpree(cvar).

Live Uniform Stealing

Covert-Ops can sneak behind someone and steal the pants right off of them! You must stay behind the player though. This feature is enabled on the server using g_covertops(cvar).

Obituaries

By default, death messages (obituaries) will show up on the left-middle part of your screen. On larger servers where there are a lot of deaths, it may be desirable to relocate those messages to the chat area. This setting is available on the client using the in-game Jaymod preferences menu.

Panzer War

Panzer war is a fun game-play mode made for destructionists. This feature is enabled on the server using g_panzerWar(cvar).

When enabled, the following is in effect:

- players spawn as Soldier with a panzerfaust, a knife and 100 grenades
- panzerfaust shoots faster

- soldier charge recharges faster
- soldier runs faster
- panzer ammo is not consumed (infinite shots)
- panzer damage is reduced to 33% of original amount
- panzer splash damage radius is 67% of its original amount

Note
This is a fun game mode and as such, it may not be compatible with the objectives of most maps.

Warning
This feature is mutually exclusive to g_knifeonly(cvar), and g_sniperWar(cvar).

Playdead

A popular Shrubmod feature, playdead is enabled on the server using g_playDead(cvar).

Playdead allows a player to fake being dead in the hopes an attacker will give them no further attention and kindly move on. You can use this feature by binding a key for it in the in-game Jaymod menu under Misc. The key you specify will toggle playdead mode.

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

Note
Note that this version of playdead is a bit less bugged than Shrubmod's version. It's much harder to get stuck in walls, and there's just about zero chance of someone using this as an exploit to get through a wall (example, bank doors on Goldrush) due to extra checks to make sure there is enough clearance for your player to fall down and still be in the "world".

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

Private Messaging

Private messaging allows one player to send a private message to another player or group of players on the same server. This feature is enabled on the server using g_privateMessages(cvar).

To use this feature, simply go into the Misc section of the Jaymod menu, and bind a key to use it. You may also use private messages through the console or global chat window, but this method is deprecated and discouraged.

You can find a player's slot number by using the admin command **!listplayers** or the builtin command **/players** in your client console. This is the best way to make sure only one specific individual receives your message.

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

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

Poison Syringes

Poison syringes are added to weapon slot #4 (behind grenades). It is a blue colored syringe that you can poke enemies with (or friendlies when friendly-fire enabled). When poked with a poison syringe, your view will start swaying back and forth, and get distorted. You can hear your heart pounding. Better find help. This option is enabled on the server using g_poisonSyringes(cvar).

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

Poisoned players can be cured with health packs. However, in an effort to make the game more balanced, medics cannot self-antidote. Essentially, a player can antidote themselves by finding a health pack that is not their own. Since poison compounds, you must find a health pack for each time you have been poisoned. For example, if you have been poked 4 times with a syringe, you must find 4 health packs.

Tip
Health cabinets provide a good source of health packs.

Sniper War

Sniper war is a fun game-play mode made for sharpshooters. This feature is enabled on the server using g_sniperWar(cvar).

When enabled, the following is in effect:

- players spawn as Covert-Ops with a sniper rifle, a knife, binoculars, and 400 rifle rounds
- players awarded with all Covert-Ops skills
- headshots while in scoped weapon-mode are instant kills
- if hitsounds are enabled, headshots result in an voice shouting "headshot"

Note
This is a fun game mode and as such, it may not be compatible with the objectives of most maps.

Warning
This feature is mutually exclusive to g_knifeonly(cvar), and g_panzerWar(cvar).

Poison Gas Mines

Poison gas mines are a new weapon available to level-5 engineers behind the normal weaponbank for landmines. Level-5 engineers are able to use poison gas mines if enabled on the server using g_sk5_eng(cvar). Similar to S-mines, they bounce into the air, but release a deadly gas for a duration of time.

Poison Throwing Knives

Throwing knives will also poison whomever they hit. This feature is enabled on the server using g_weapons(cvar).

S-mines

S-mines (A.K.A. Bouncing Betties) are a new weapon available to level-5 engineers behind the normal weaponbank for landmines. Level-5 engineers are able to use S-Mines if enabled on the server using g_sk5_eng(cvar).

The German S-mine (Schrapnellmine in German), also known as the Bouncing Betty, is the best-known version of a class of mines known as bounding mines. These mines launch into the air at about waist height and explode, propelling shrapnel horizontally at lethal speeds. The S-mine was an anti-personnel landmine developed by Nazi Germany in the 1930s and used extensively by German forces during World War II. It was designed to be used in open areas to attack unshielded infantry. Until production ceased with the defeat of Germany in 1945, Germany produced over 1.93 million S-mines.

Shoutcasting

Players with the server password specified by g_shoutcastpassword(cvar) can use the shoutcasting feature. This is a beefed up version of spectating. Players will be able to see the names of players above their heads, see timers on dynamite, and see all landmines across the map. To login and logout, use the following client-console commands, respectively:

```
/sclogin PASSWORD
/sclogout
```

Throwing Knives

Knives can be thrown. You will need to re-bind whatever key you are currently using for alternate weapon to use the new Jaymod command using the in-game Jaymod menu. It acts just like the alternate weapon function, with the addition of allowing very special control over throwing knives. To throw a knife, hold the alt-fire button and release. The longer you hold the knife (up to 1 second), the harder it is thrown. Knives react according to your momentum too – if you are strafing left when releasing, the knife will have a leftward vector as well. This feature is enabled on the server using g_weapons(cvar).

Watermarks

Server admins have the option of displaying a small logo on every player's screen using g_watermark(cvar). Usually this logo will fade after a specified period of time, but admins may decide to keep the logo for an extended or indefinite amount of time using g_watermarkFadeAfter(cvar) and g_watermarkFadeTime(cvar). Clients can adjust the opacity or even completely disable this logo using the in-game Jaymod preferences menu.

Winchester M1897

Winchester M1897 (A.K.A. M97) is a new weapon selection available for every class except Covert-Ops. It is a pump-action shotgun with an external hammer and tube magazine.

The United States military used a short-barreled version known variously as the *trench* or *riot* shotgun. It was developed into a version issued to US troops during World War I. Unlike most modern pump-action shotguns, the Winchester Model 1897 (versions of which were type classified as the Model 97 or M97 for short) fired each time the action closed with the trigger depressed (that is, it lacks a trigger disconnector). That and its 6-shot capacity made it extremely effective for close-combat, such that troops referred to it as a *trench sweeper*. It was used in limited numbers during World War II by the United States Army and Marine Corps.

Reloading works different than most ET weapons as you must load one shell at a time, and reloading can be interrupted by pressing (not necessarily holding) fire while reloading.

Chapter 2. Command Reference

Name

lol — rain grenades on players

Synopsis

`!lol` [*`player`*] [*`num`*]

Description

lol rains grenades on players. This causes a single grenade to drop on every player at once.

Name

status — display server resources

Synopsis

`!status` [`all`]

Description

status displays critical server resources which may help determine when a server is reaching its limits due to gameplay, maps, settings and other complexities. Some of the resources listed track game-engine limits which if hit will result in a server crash.

If `all` is specified, the output is shown on all players' consoles.

Watermarks (high indicators) only apply to the current match. Heap amounts simply track memory used for a particular feature. Rates are averaged over the last 15 seconds.

Figure 2.1. !status Sample Output

```
-SERVER STATUS
players:       43/64          ( 67.19%)
entities:     362/958         ( 37.79%) (452 high)
gamestate:  12549/16000 bytes ( 78.43%)
serverinfo:   639/1024  bytes ( 62.40%)
systeminfo:  1511/8192  bytes ( 18.44%)
largestcs:    274/1024  bytes ( 26.76%) (38 index)
-DATABASE
user:  2409 records
level:    7 records
map:     10 records
-HEAP
bullet-model:    15 KB  (   15 KB high)
hit-model:      346 KB  (  565 KB high)
-RATES
entity spawn:  27.24/s
entity free:   29.30/s
```

players — Indicates active number of player slots consumed out of the total game-engine limit.

entities — Indicates the active number of game-entities out of the total game-engine limit. These entities are maticulously replicated to all connected clients and represent dynamic objects in the 3D game world. Primary factors which are known to cause or trigger exhaustion of this resource are:

- consumed player slots
- large and/or poorly designed maps
- abuse of lol(1)
- high amount of med or ammo packs left on ground

While not an exhaustive list, some common examples of objects which each consume an entity slot are:

- players
- constructables
- capturables (flags)
- breakables (glass, charis, crates, fences, doors)
- dropped/thrown grenades
- dropped weapons
- projectiles (panzers and mortar rounds)
- supply packs (health and ammo)
- landmines
- movers (tanks, trains)
- map-specials (fire-railgun button, cranes, doors)

gsdata — Indicates the current size of the game-state data structure which has a game-engine limit. This data is maticulously replicated to all connected clients and is limited in size for game-engine networking reasons. Many factors effect the amount of data and they are too numerous to list here. Primary factors which are known to cause or trigger exhaustion of this resource are:

- excessive amounts of pk3 files on server
- large and/or poorly designed maps
- consumed player slots
- end-game statistics

serverinfo — Indicates the current size of the serverinfo data structure which amongst other things houses information used by public game browsers. This is an entry in *gamestate*.

systeminfo — Indicates the current size of the systeminfo data structure which typically stores referenced pak names, unreferenced pak names, checksums and other non-public server information. This is an entry in *gamestate*.

largestcs — Indicates the size and index of the the largest config-string entry in the gamestate buffer. This does not include serverinfo or systeminfo entries.

Part II. Server

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Chapter 3. Upgrade

CVAR Changes

This section outlines CVARs which have changed significantly prior to Jaymod 2.1.10. If you are already running 2.1.10 then you should skip this section.

These CVARs will need to be updated in your server configs or these features may not work as expected.

g_censor

With release 2.1.0 and higher, `g_censor` is no longer a comma-separated list of words, and has changed to accept either { 0, 1 } to respectively { disable, enable } the censor feature.

The words list is now read from a `censor.db` located in the Jaymod directory. There is no practical limit to the number of words you can enter into this file. Jaymod expects **one** word per line, such as:

```
word1
word2
word3
```

g_xpSave

With release 2.1.0 and higher, `g_xpSave` no longer specifies a filename and has changed to accept { 0, 1 } to respectively { disable, enable } the XP-save feature. The reason for this is that XP data is now integrated into `users.db`.

Preparing to Upgrade

This section describes the pre-upgrade procedure.

1. Check Minimum System Requirements.

   Warning
   Older versions of ET may not work as expected, or may fail entirely. Using an older version is **not** recommended and is **not** supported.

2. Shutdown server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ ./serverctl status
[etserver]$ ./serverctl stop
[etserver]$ ./serverctl status
```

3. Backup Important Data. Before making any significant changes to your system, make sure to backup all your important data. Plan for the worst, hope for the best.

Shrubbot Conversion

This section is intended for server administrators migrating Jaymod from pre-2.1.0 to 2.1.10. If you have already migrated or migration does not apply, you should skip this section.

As of Jaymod 2.1.0 the data files have changed and are not compatible with older versions. In order to assist servers wanting to upgrade, we provide a Perl script which can convert most (not all) of the data from old **shrubbot.cfg** to the newer `.db` formats.

Note

The conversion script is written in Perl. Most LinuxOSX systems have this available and should be able to run the script. Windows systems typically do not have Perl available. You can either install Perl yourself, or find someone else (maybe a friendly Linux) whom you can trust and have run the script for you.

Warning

Upgrades are only supported from Jaymod 2.0.X to Jaymod 2.1.10. Older versions may not convert as expected.

Data from `shrubbot.cfg` will be converted and placed into `user.db` and `level.db`. Other data found in `.dat` files is silently **ignored** and **not** converted.

Admin, level and permanent-ban records are converted. Temporary-ban records are not converted.

1. Change to server's Jaymod directory as **convert_shrub** expects to find `shrubbot.cfg` in the current directory. Execute **convert_shrub**. The script usually has the correct file permissions and can find **perl** by itself on recent Linux systems, but for our example we will explicitly run it from your shell path.

```
[etserver]$ cd ~etserver/server1/jaymod/
[etserver]$ perl ~etserver/jaymod-2.1.10/linux/convert_shrub
```

2. Examine the newly created `.db` files. The next time Jaymod server is launched it will read the files into memory. Then shutdown the server and the full (scrubbed) data will be written which is cleaner, and more rich than what **convert_shrub** can produce.

```
[etserver]$ cd ~etserver/server1/jaymod/
[etserver]$ less level.db
[etserver]$ less user.db
```

3. Rename `shrubbot.cfg`. This file is no longer required but is recommended to keep this file around if you want to compare the converted data. We rename it to show the file is no longer in use.

```
[etserver]$ cd ~etserver/server1/jaymod/
[etserver]$ mv shrubbot.cfg shrubbot.cfg.DISABLED
```

Upgrade

This section describes the main upgrade procedure.

1. Extract Jaymod 2.1.10 distribution bundle available for download from http://jaymod.clanfu.org.

```
[etserver]$ cd ~etserver
[etserver]$ tar xzf jaymod-2.1.10.tar.gz
```

2. Create a backup directory to hold files replaced during upgrade.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ mkdir BACKUP
```

3. Backup and copy new **servercl** script into place. Once you have copied the new script into place, manually apply any edits that are appropriate for your situation by comparing to backup copy.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ mv serverctl BACKUP/.
[etserver]$ cp ~etserver/jaymod-2.1.10/linux/serverctl .
```

4. Backup and copy new game server module into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ mv jaymod/qagame.mp.i386.so BACKUP/.
[etserver]$ cp ~etserver/jaymod-2.1.10/qagame.mp.i386.so jaymod/.
```

5. Backup and copy new game server pak into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ mv jaymod/jaymod-*.pk3 BACKUP/.
[etserver]$ cp ~etserver/jaymod-2.1.10/jaymod-2.1.10.pk3 jaymod/.
```

6. Remove any existing etconfig.cfg files (don't worry, these files are automatically written by ET everytime a game ends and just keep a copy of the last known settings for certain CVARs).

```
[etserver]$ cd ~etserver/server1/
[etserver]$ rm etmain/etconfig.cfg
[etserver]$ rm jaymod/etconfig.cfg
[etserver]$ rm .etwolf/etmain/etconfig.cfg
[etserver]$ rm .etwolf/jaymod/etconfig.cfg
```

After Upgrade

This section describes tasks that you must complete after the upgrade procedure.

Procedure

1. Startup server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ ./serverctl status
[etserver]$ ./serverctl start
[etserver]$ ./serverctl status
```

2. Cleanup. Remove the Jaymod 2.1.10 distribution bundle extract.

```
[etserver]$ cd ~etserver
[etserver]$ rm -r jaymod-2.1.10/
```

Chapter 4. Install

Preparing to Install

This section describes pre-install procedure.

1. Check Minimum System Requirements.

   Warning
   Older versions of ET may not work as expected, or may fail entirely. Using an older version is **not** recommended and is **not** supported.

2. Backup Important Data. Before making any significant changes to your system, make sure to backup all your important data. Plan for the worst, hope for the best.

3. Create server account. This server account requires no special privileges. If you desire to run more than one game server on the same host, you can use the same account for all of them, or create a unique account for each instance. In all cases, each server must have it's own unique directory.

```
[root]# adduser -s /bin/bash etserver
```

4. Download and install Wolfenstein: Enemy Territory. There are many mirrors across the internet offering ET for download. Look for the latest Linux version of the game: 2.60 and the 2.60b patch. The default directory locations are highly recommended.

```
[root]# cd /tmp/
[root]# sh et-linux-2.60.x86.run --nox11
[root]# unzip ET-2.60b.zip
[root]# cd "Enemy Territory 2.60b/"
[root]# cp *.x86 /usr/local/games/enemy-territory/.
```

Install

This section describes the main install procedure.

1. Extract Jaymod 2.1.10 distribution bundle available for download from http://jaymod.clanfu.org.

```
[etserver]$ cd ~etserver
[etserver]$ tar xzf jaymod-2.1.10.tar.gz
```

2. Create server1/ directory structure.

```
[etserver]$ cd ~etserver
[etserver]$ umask 022
[etserver]$ mkdir server1/
[etserver]$ cd server1/
[etserver]$ mkdir etmain/
[etserver]$ mkdir jaymod/
```

```
[etserver]$ mkdir jaymod/mapscripts/
[etserver]$ mkdir jaymod/mapconfigs/
[etserver]$ mkdir pb/
[etserver]$ mkdir log/
```

3. Copy **servercl** script into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ cp ~etserver/jaymod-2.1.10/linux/serverctl .
```

4. Copy game server module into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ cp ~etserver/jaymod-2.1.10/qagame.mp.i386.so jaymod/.
```

5. Copy game server pak into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ cp ~etserver/jaymod-2.1.10/jaymod-2.1.10.pk3 jaymod/.
```

6. Optional: copy sample configuration files into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ cp ~etserver/jaymod-2.1.10/server.cfg jaymod/.
[etserver]$ cp ~etserver/jaymod-2.1.10/jaymod.cfg jaymod/.
```

7. Remove any existing etconfig.cfg files (don't worry, these files are automatically written by ET everytime a game ends and just keep a copy of the last known settings for certain CVARs).

```
[etserver]$ cd ~etserver/server1/
[etserver]$ rm etmain/etconfig.cfg
[etserver]$ rm jaymod/etconfig.cfg
[etserver]$ rm .etwolf/etmain/etconfig.cfg
[etserver]$ rm .etwolf/jaymod/etconfig.cfg
```

8. Optional: copy mapscripts into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ cp ~etserver/jaymod-2.1.10/mapscripts/* jaymod/mapscripts/.
```

After Install

This section describes the post-install procedure.

1. Edit **serverctl**. This script has several important variable settings. At a bare-minimum, you must at least edit `ET_IP` and change it to your (public) Internet IP address.

```
[etserver]$ cd ~etserver/server1/
```

```
[etserver]$ vi serverctl
```

2. Startup server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ ./serverctl status
[etserver]$ ./serverctl start
[etserver]$ ./serverctl status
```

3. Cleanup. Remove the Jaymod 2.1.10 distribution bundle extract.

```
[etserver]$ cd ~etserver
[etserver]$ rm -r jaymod-2.1.10/
```

Chapter 5. Config

This chapter provides a convenient organization of server CVARs as found in the sample `jaymod.cfg` file bundled with Jaymod distribution.

```
////////////////////////////////////////////////////////////////////
//
// SECURITY
//
////////////////////////////////////////////////////////////////////

set g_password           ""
set g_shoutcastpassword  ""
set rconpassword         ""
set refereePassword      ""
set sv_privatePassword   ""

////////////////////////////////////////////////////////////////////
//
// LOGGING
//
////////////////////////////////////////////////////////////////////

set g_log         ""
set g_logOptions  "0"
set g_logSync     "0"
set g_adminLog    ""

////////////////////////////////////////////////////////////////////
//
// BRANDING
//
////////////////////////////////////////////////////////////////////

//sets .NAME  "MyClan"
//sets .URL   "http://www.myserver.net/"

set sv_hostname  "ETHost"
set g_watermark  ""

set g_protestMessage  "Visit www.myserver.com to file a protest."
set g_kickMessage     "You have been kicked for $TIME."
set g_kickTime        "2m"

////////////////////////////////////////////////////////////////////
//
// MOTD
//
////////////////////////////////////////////////////////////////////

set server_motd0  ""
```

```
set server_motd1  ""
set server_motd2  ""
set server_motd3  ""
set server_motd4  ""
set server_motd5  ""

////////////////////////////////////////////////////////////////////
//
// REGISTRATION
//
////////////////////////////////////////////////////////////////////

set sv_master1  "etmaster.idsoftware.com"
set sv_master2  ""
set sv_master3  ""
set sv_master4  ""
set sv_master5  ""

////////////////////////////////////////////////////////////////////
//
// NETWORKING
//
////////////////////////////////////////////////////////////////////

set sv_allowDownload      "1"
set sv_dl_maxRate         "42000"
set sv_floodProtect       "1"
set sv_fps                "20"
set sv_fullmsg            "Server is full."
set sv_lanForceRate       "1"
set sv_maxPing            "0"
set sv_maxRate            "13000"
set sv_maxclients         "20"
set sv_minPing            "0"
set sv_packetdelay        "0"
set sv_packetloss         "0"
set sv_padPackets         "0"
set sv_privateClients     "4"
set sv_pure               "1"
set sv_reconnectlimit     "3"
set sv_showAverageBPS     "0"
set sv_showloss           "0"
set sv_timeout            "240"
set sv_wwwBaseURL         ""
set sv_wwwDlDisconnected  "0"
set sv_wwwDownload        "0"
set sv_wwwFallbackURL     ""
set sv_zombietime         "2"

////////////////////////////////////////////////////////////////////
//
// VOTING
//
////////////////////////////////////////////////////////////////////
```

```
set vote_allow_balancedteams   "1"
set vote_allow_comp            "1"
set vote_allow_friendlyfire    "1"
set vote_allow_gametype        "1"
set vote_allow_generic         "1"
set vote_allow_kick            "1"
set vote_allow_map             "1"
set vote_allow_matchreset      "1"
set vote_allow_matchrestart    "1"
set vote_allow_mutespecs       "1"
set vote_allow_muting          "1"
set vote_allow_nextmap         "1"
set vote_allow_pub             "1"
set vote_allow_referee         "0"
set vote_allow_shuffleteamsxp  "1"
set vote_allow_swapteams       "1"
set vote_allow_timelimit       "0"
set vote_allow_warmupdamage    "1"
set vote_limit                 "5"
set vote_percent               "50"

//////////////////////////////////////////////////////////////////////
//
// BANNERS
//
//////////////////////////////////////////////////////////////////////

set g_bannerLocation  "4"
set g_bannerTime      "60"

set g_banners  "2"
set g_banner1  "^3THIS SERVER IS RUNNING Jaymod 2.1.7"
set g_banner2  "^3Check forums at http://jaymod.clanfu.org"

//////////////////////////////////////////////////////////////////////
//
// Matchplay
//
//////////////////////////////////////////////////////////////////////

set g_gametype      "2"
set g_campaignFile  ""

set g_headshot   "0"
set g_knifeonly  "0"
set g_panzerWar  "0"
set g_sniperWar  "0"

set match_latejoin       "1"
set match_minplayers     "0"
set match_mutespecs      "0"
set match_readypercent   "100"
set match_timeoutcount   "3"
```

```
set match_timeoutlength  "180"
set match_warmupDamage   "1"

//////////////////////////////////////////////////////////////////////
//
// TEAMS
//
//////////////////////////////////////////////////////////////////////

set g_userAlliedRespawnTime  "0"
set g_userAxisRespawnTime    "0"
set g_teamForceBalance       "1"

set g_ammoRechargeTime    "60000"
set g_healthRechargeTime  "10000"

set team_maxArtillery  "6"
set team_maxLandMines  "20"

set team_maxFlamers        "-1"
set team_maxGrenLaunchers  "-1"
set team_maxM97s           "-1"
set team_maxMG42s          "-1"
set team_maxMortars        "-1"
set team_maxPanzers        "-1"

set team_maxplayers  "0"

set team_maxMedics     "-1"
set team_maxEngineers  "-1"
set team_maxFieldOps   "-1"
set team_maxCovertOps  "-1"

set team_nocontrols  "1"

//////////////////////////////////////////////////////////////////////
//
// PLAYERS
//
//////////////////////////////////////////////////////////////////////

set g_defaultSkills "0 0 0 0 0 0 0"

set g_levels_battlesense   "20 50 90 140 200"
set g_levels_covertops     "20 50 90 140 200"
set g_levels_engineer      "20 50 90 140 200"
set g_levels_fieldops      "20 50 90 140 200"
set g_levels_lightweapons  "20 50 90 140 200"
set g_levels_medic         "20 50 90 140 200"
set g_levels_soldier       "20 50 90 140 200"

set g_covertops  "0"
set g_engineers  "0"
set g_medics     "0"
```

```
set g_soldiers   "0"

set g_sk5_battle     "1"
set g_sk5_cvops      "7"
set g_sk5_eng        "127"
set g_sk5_fdops      "3"
set g_sk5_lightweap  "1"
set g_sk5_medic      "243"
set g_sk5_soldier    "7"

set g_covertopsChargeTime  "30000"
set g_engineerChargeTime   "30000"
set g_LTChargeTime         "40000"
set g_soldierChargeTime    "20000"

set g_medicChargeTime     "45000"
set g_medicSelfHealDelay  "0"

//////////////////////////////////////////////////////////////////////
//
// BULLETMODE
//
//////////////////////////////////////////////////////////////////////

set g_bulletmode           "0"
set g_bulletmodeDebug      "0"
set g_bulletmodeReference  "1"
set g_bulletmodeTrail      "0"

//////////////////////////////////////////////////////////////////////
//
// HITMODE
//
//////////////////////////////////////////////////////////////////////

set g_hitmode             "0"
set g_hitmodeAntilag      "800"
set g_hitmodeAntilagLerp  "1"
set g_hitmodeDebug        "0"
set g_hitmodeFat          "0"
set g_hitmodeGhosting     "0"
set g_hitmodeReference    "1"
set g_hitmodeZone         "0"

//////////////////////////////////////////////////////////////////////
//
// MISCELLANEOUS
//
//////////////////////////////////////////////////////////////////////

set g_admin                     "1"
set g_alliedmaxlives            "0"
set g_altStopwatchMode          "0"
set g_antiwarp                  "1"
```

```
set g_autoFireteams              "0"
set g_axismaxlives               "0"
set g_censor                     "0"
set g_censorPenalty              "0"
set g_classChange                "0"
set g_complaintlimit             "6"
set g_damagexp                   "0"
set g_debugAlloc                 "0"
set g_debugConstruct             "0"
set g_debugDamage                "0"
set g_debugMove                  "0"
set g_debugSkills                "0"
set g_disableComplaints          "0"
set g_dragCorpse                 "1"
set g_dropAmmo                   "2"
set g_dropHealth                 "2"
set g_dynamiteTime               "30"
set g_enforcemaxlives            "1"
set g_fastres                    "0"
set g_fear                       "0"
set g_filterBan                  "1"
set g_filtercams                 "0"
set g_fixedPhysics               "1"
set g_fixedPhysicsFPS            "125"
set g_forcerespawn               "0"
set g_friendlyFire               "1"
set g_glow                       "0"
set g_goomba                     "4"
set g_gravity                    "800"
set g_heavyWeaponRestriction     "100"
set g_inactivity                 "0"
set g_intermissionReadyPercent   "75"
set g_intermissionTime           "30"
set g_ipcomplaintlimit           "3"
set g_killSpreeLevels            "5 10 15 20 25 30"
set g_killingSpree               "1"
set g_knockback                  "1000"
set g_landminetimeout            "1"
set g_lms_followTeamOnly         "1"
set g_lms_lockTeams              "0"
set g_lms_matchlimit             "2"
set g_lms_roundlimit             "3"
set g_lms_teamForceBalance       "1"
set g_loseSpreeLevels            "10 20 30"
set g_mapConfigs                 "mapconfigs"
set g_mapScriptDirectory         "mapscripts"
set g_maxGameClients             "0"
set g_maxlives                   "0"
set g_maxlivesRespawnPenalty     "0"
set g_misc                       "66"
set g_moverScale                 "1.0"
set g_movespeed                  "76"
set g_muteTime                   "0"
set g_noTeamSwitching            "0"
```

```
set g_packDistance              "4"
set g_playDead                  "1"
set g_poisonSyringes            "1"
set g_proneDelay                "0"
set g_privateMessages           "1"
set g_reflectFriendlyFire       "100"
set g_saveCampaignStats         "1"
set g_scriptDebug               "0"
set g_scriptDebugLevel          "0"
set g_scriptName                ""
set g_shortcuts                 "0"
set g_shove                     "100"
set g_shoveNoZ                  "1"
set g_skills                    "0"
set g_slashKill                 "0"
set g_smoothClients             "1"
set g_snap                      "7"
set g_spawnInvul                "3"
set g_spectator                 "0"
set g_spectatorInactivity       "0"
set g_speed                     "320"
set g_teamDamageMinHits         "6"
set g_teamDamageRestriction     "0"
set g_truePing                  "1"
set g_voiceChatsAllowed         "4"
set g_vulnerableWeapons         "0"
set g_warmup                    "30"
set g_watermarkFadeAfter        "60"
set g_watermarkFadeTime         "60"
set g_weapons                   "5606"
set g_wolfrof                   "0"
set g_xpCap                     "0"
set g_xpMax                     "0"
set g_xpSave                    "1"
set g_xpSaveTimeout             "1h"
```

Chapter 6. Operation

Jaymod supplies a **serverctl** script which is used to control the game server process on Linux. While you could create your own script to manage your game server, it is recommended you examine the launch command and signal usage in order to get a better understanding of officially endorsed methods.

Signals

Jaymod has special signal handling routines for Linux. The **serverctl** script makes use of these signals. If you have your own scripts, it is recommended you use the following signals for the appropriate actions.

sighup — Queues a graceful shutdown sequence composed of { killserver, quit } server commands.

sigterm — Queues a graceful shutdown sequence composed of { killserver, quit } server commands.

sigusr1 — Queues a graceful database reload composed of { !dbload } server commands.

Startup

Startup server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ ./serverctl status
[etserver]$ ./serverctl start
[etserver]$ ./serverctl status
```

Shutdown

Shutdown server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ ./serverctl status
[etserver]$ ./serverctl stop
[etserver]$ ./serverctl status
```

Show online status

Check server status. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ ./serverctl status
```

Restart

Restart server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ ./serverctl status
[etserver]$ ./serverctl restart
[etserver]$ ./serverctl status
```

Reload database

Reload database files. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ ./serverctl reload
```

Chapter 7. Admin System

The Admin System is a collection of commands used to aid in server administration. The mechanism allows for a user to issue text-based commands from a variety of sources which are then executed on the game server. The system has been influenced by ET mod community's comfort level with Shrubmod, to which we have attempted to maintain some cosmetic familiarity.

Over time the system has grown to include more than just administrative commands; some commands have been added to make game play more enjoyable.

An access control list (ACL) based security system is in place to allow for fine-grained grants or denials of various privileges.

Note

After installing Jaymod the only user which has full access to all commands is the server console. Thus one must send commands through rcon or server console. Once users begin connecting and become known to the server, privileges can be granted to online or offline users as per server policy.

Caution

The person responsible for managing the game server is ultimately responsible for making sure commands are locked down and granted only to other responsible users. Please do not assume that Jaymod offers any kinds of guarantees. This is a free project, so we do not guarantee anything!

Synopsis

Commands may be issued from any of the following sources:

- client console
- client chat window
- client team-chat window (if privilege granted)
- client fireteam-chat window (if privilege granted)
- client say bindings
- client say_team bindings (if privilege granted)
- client say_buddy bindings (if privilege granted)
- rcon
- server console

General command syntax is as follows. Note that commands are case-insensitive.

```
!command [OPTION]...
```

Use the *!help* command to obtain a list of all available commands. Optionally, a detailed synopsis and description for a specific command is also available.

```
!help [COMMAND]
```

Operation

The admin system is controlled using cvars and are effective immediately upon changing the value.

Table 7.1. Admin System Operation

CVAR	DESCRIPTION
g_admin(cvar)	enable or disables admin system
g_adminLog(cvar)	sets the filename used for admin command logging

Quickstart Checklist

Most admins installing a new version of Jaymod just want to know how to get it up and running as fast as possible. The following is a simple checklist of steps to go through to grant yourself full access after connecting.

1. Enable server RCON access by setting the password in server console.

```
[server-console] rconPassword PASSWORD
```

2. Inform client of default RCON password to use by setting the password in client console.

```
[client-console] /rconPassword PASSWORD
```

3. Enable the admin system.

```
[client-console] /rcon g_admin 1
```

4. Test that RCON has full access to all available commands. You should see a large list of commands. If you do not get any results there's probably something else wrong.

```
[client-console] /rcon !help
```

5. Create a high admin-level. The number is arbitrary but must be a positive value.

```
[client-console] /rcon !levadd 9
```

6. Grant level 9 all commands.

```
[client-console] /rcon !levedit 9 -acl +@commands
```

7. Determine your client SLOT number as known to the server. This will usually be zero if you connected to an empty server.

```
[client-console] /players
```

8. Now set your client SLOT to level 9.

```
[client-console] /rcon !setlevel SLOT 9
```

9. Finished! Now try a few typical commands to see your new level in action.

```
[client-console] !admintest
[client-console] !help
[client-console] !levlist
```

Privileges

Access control lists (ACL) are used to grant or deny privileges to an admin level or user. Generally, each admin level is different and by convention more privileges are granted to higher levels. Privilege naming is important and to help keep things clean the naming is a clear indicator of the type of privilege as follows:

pseudo Pseudo privileges are a logical grouping of other privileges.

Table 7.2. Pseudo Privileges

PRIVILEGE	DESCRIPTION
@all	all privileges
@behaviors	all behavior privileges
@commands	all command privileges

behavior Behavior privileges are used to control the behavior of the server in very specific ways. They usually effect the way commands operate or general policy enforcement.

Table 7.3. Behavior Privileges

PRIVILEGE	DESCRIPTION
B/balanceImmunity	can switch to any team regardless of balance
B/banPermanent	does not need to specify the duration of a ban (permanent ban)
B/censorImmunity	cannot be censored or flood protected
B/commandChat	can run commands from team or fireteam chat
B/commandSilent	can run commands silently from console (/!command)
B/reasonNone	does not need to specify a reason for kick/ban
B/specChat	can see all team, fireteam and PM chat as spectator
B/voteAny	can call a vote anytime (even if disabled)
B/voteImmunity	cannot be kicked, vote-muted, dropped for inactivity or complained against

command Each command has a corresponding privilege that follows the naming convention *C/command* . For example, the privilege for !status is *C/status*. Privilege names are case-insensitive but for clarity we capitalize the prefix. Use the !help command to determine the privilege for a specific command.

Managing ACLs

ACL management is how we grant or deny a privilege to an admin level or user. Basically, an ACL is a list of intermixed granted or denied privileges, and our goal is to manage that list. In cases of logical conflict, a *DENIED* privilege takes precedence over a *GRANTED* privilege. Note ACL lists are reduced to their canonical value automatically by removing superfluous or conflicting entries.

Level manipulation is accomplished with *!levedit* and effects all users at the level being edited immediately. User manipulation is accomplished with *!useredit* but only effects the specific user being edited.

For the purposes of this documentation we'll be editing an admin level and assume it already exists. The examples will use level *5* and privilege *C/news* which corresponds to the popular !news command. Substitute these values according to your particular needs.

add grant

The plus sign + immediately in front of a privilege specifies the privilege is to be granted.

```
!levedit 5 -acl +C/news
```

add deny

The minus sign - immediately in front of a privilege specifies the privilege is to be denied.

```
!levedit 5 -acl -C/news
```

clear privilege

The exclamation mark *!* immediately in front of a privilege (without any space!) specifies the privilege is to be cleared (removed) from the ACL.

```
!levedit 5 -acl !C/news
```

Various examples

The following are various examples of how the commands may be used for some of the more complex tasks typical for a server admin.

1. Create a new admin level *500* for people who donate to server, add commands { *!pants, !pip, !pop* } to it and then assign some online players to that level.

```
!levadd 500
!levedit 500 -name Donators
!levedit 500 -gtext ^3Greetings donator! Thanks for your contribution.
!levedit 500 -gsound sound/osp/goat.wav
!levedit 500 -acl +C/pants
!levedit 500 -acl +C/pip
!levedit 500 -acl +C/pop
!levinfo 500
!setlevel JohnSmith 500
!setlevel MarthaKent 500
!finger JohnSmith
!finger MarthKent
```

2. A nasty user has come and gone from your server, but not without first creating a huge disruption. Maybe it's time to ban the player even though they already disconnected. The two pieces of information we have to go on is that the player's name was *Jerry* and he was connected within the last hour.

```
!userlist -name jerry -since 60m
```

According to the results, the offending user has been identified with ID *1fea4ad9*. Now let's ban the user for *30* days.

```
!banuser 1fea4ad9 30d offensive behavior is not tolerated
```

And finally lets take a look at our ban list. As luck would have it, the list shows bans in order of newest bans to oldest so he should be right at the top of the list.

```
!banlist
```

But we've had a change of heart! Let's review his ban details and unban him.

```
!baninfo 1fea4ad9
!unban 1fea4ad9
```

Chapter 8. Database System

As of Jaymod 2.1.0 a new text-based database file structure has been implemented. Replacing the old data files are new `.db` files. These files, when possible, store information in human-readable ASCII format.

Important

All `.db` files are loaded into memory at game-init (map begin) time, and subsequently saved out to disk (overwriting the files) at game-shutdown (map end) time. This means any *manual* edits made to the database files will be lost at game-shutdown time. The best practice for *manual* edits (eg: adding levels to level.db file) is to first shutdown the server before editing database files.

The following table describes the new locations for old data.

Table 8.1. Data Transition

pre-2.1.0	2.1.0	DATA DESCRIPTION
shrubbot.cfg	level.db	access levels
shrubbot.cfg	user.db	admin and bans
xpbackup.dat	user.db	saved xp
recspree.dat	map.db	top killing sprees
seendb.dat	user.db	admin and bans

level.db — Stores Admin System levels available for promoting users to higher levels of access. Data maintenance on this file should be done with the appropriate Admin System commands.

map.db — Stores map related information such as killing-spree data. Data maintenance on this file can only be done with a text editor while the server is shutdown.

user.db — Stores Admin System user related information, such as user level assignments, automatic greetings, ban, mute and XP-save data. Data maintenance on this file should be done with the appropriate Admin System commands.

Chapter 9. XP-save System

Operation

XP-save is controlled using cvars and are effective immediately upon changing the value. In order for XP-save to function, g_admin(cvar) must be enabled.

Table 9.1. XP-save Operation

CVAR	DESCRIPTION
g_xpCap(cvar)	set XP-limit action
g_xpMax(cvar)	set XP-limit amount
g_xpSave(cvar)	enable/disable XP-save feature
g_xpSaveTimeout(cvar)	set XP-save timeout

Chapter 10. Hitmode System

Introduction

The hitmode system is responsible for detecting bullet-hits on players. You might also know it as a *hitbox* system. As of Jaymod 2.1.0, an entirely new hitmode architecture has been implemented. I would like to acknowledge that we continue to use contributed code from Zinx Verituse for server-side player-animation tracking.

A great deal of care, thought and testing went into this system as we feel it is one of the most important aspects of gameplay. I hope you enjoy!

—Mr.Mxyzptlk, January 2007.

Highlights

antilag
: Antilag has been completely overhauled and integrated allowing for **all** bullet-fire weapons to benefit. Prior to this, mounted weapons such as Browning and MG42 did not benefit from antilag.

multiple modes
: The new architecture allows for Jaymod to support multiple hitmodes in a single release and leave it up to the server to decide which mode is best for them. As such, we have implemented backwards-compatible modes offering boxes which you are accustomed to, while at the same time permitted us to address some old weaknesses and to also offer newer, more advanced modes.

efficiency
: More hitmode and more sophistication usually results in a performance penalty. This is not the case with the new architecture. We use a hierarchal system to cull as many uneeded hit-checks as possible, while also no longer requiring temporary entities from the game engine. The net savings are very significant, resulting in more pound-for-pound CPU relief in typical gameplay, even when comparing a standing-up player with 7-boxes each in *real* mode, to 2-boxes each in pre-2.1.0 mode.

visual debugging
: Visual and data debugging support has been added which allows for testing and comparisons between different hitmodes during actual gameplay. Some of these are also useful for server admins and players seeking to learn and compare the new modes available, and we've decided to keep visual debugging enabled in releases so admins are free to experiment.

Operation

Hitboxes are controlled using cvars and are effective immediately upon changing the value.

Table 10.1. Hitmode Operation

CVAR	DESCRIPTION
g_hitmode(cvar)	set active hitmode
g_hitmodeAntilag(cvar)	set antilag history in milliseconds
g_hitmodeAntilagLerp(cvar)	enable/disable antilag lerping
g_hitmodeDebug(cvar)	set bitflags for hitmode debugging
g_hitmodeFat(cvar)	set increased torso-box size in inches
g_hitmodeGhosting(cvar)	set lifetime of hit ghosting in milliseconds
g_hitmodeReference(cvar)	set reference hitmode for comparison
g_hitmodeZone(cvar)	set zone for debugging

Chapter 11. ETPro mapscripting

Jaymod supports ETPro’s extended mapscripting.

The extended mapscripts offered by ETPro add new functions for new spawn points, map bugfixes, and many other possibilities. Documentation for these scripts is available at ETPro's website http://etpro.anime.net.

To enable use of these scripts, set g_mapScriptDirectory(cvar) appropriately.

Chapter 12. Omni-bot

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

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

It is imperative that you match the Omni-bot version exactly that which Jaymod supports. Jaymod 2.1.10 supports Omni-bot 0.66, and for all other versions please consult the appropriate documentation.

Native Library Search Path

Omni-bot can be installed in a variety of ways on your server. Because different people have different needs, a list of directories is searched and the first one which has a native library for your platform is used. Note that any duplicate directories are searched only once. The following is the standard search path, in order of preference, for Omni-bot native libraries:

1. optional directory specified via CVAR omnibot_path.
2. optional omni-bot sub-directory of fs_homepath, if specified.
3. optional omni-bot sub-directory of fs_basepath, if specified.
4. omni-bot subdir relative to { $HOME (for Linux) or %Program Files% (for Windows) } environment variables of the server process.
5. default mechanism for server platform's native library loader.

Note

On Linux systems, if the directory by which the Omni-bot library was found is relative (not absolute) then you must add '.' to the PATH environment variable before launching the process. If this is not done then the library will load but internal Omni-bot initialization routines will fail. It is strongly suggested that absolute paths be used to work around this issue.

Example search path for a typical *Linux* server with omnibot_path=/somewhere/omni-bot:

1. /somewhere/omni-bot/
2. /home/etserver/omni-bot/
3. /usr/local/games/enemy-territory/omni-bot/
4. $HOME/omni-bot/
5. <SYSTEM-LOADER>

Example search path for a typical *Windows* server with omnibot_path=Z:\Somewhere\Omni-bot:

1. Z:\Somewhere\Omni-bot\

2. G:\ETserver\Omni-bot\
3. C:\Program Files\Wolfenstein - Enemy Territory\Omni-Bot\
4. C:\Program Files\Omni-bot\
5. <SYSTEM-LOADER>

See Also

omnibot_enable(cvar)

Chapter 13. CVAR Reference

Name

dedicated — set server mode

Synopsis

`dedicated` [*mode*]

Table 13.1. dedicated Modes

MODE	DESCRIPTION
0	mixed client/server
1	dedicated LAN (do not register with browselists)
2	dedicated Internet (register with browselists)

Default

`dedicated 0`

Description

dedicated sets the server mode.

See Also

sv_hostname(cvar), sv_master1(cvar), sv_master2(cvar), sv_master3(cvar), sv_master4(cvar), sv_master5(cvar)

Name

g_adminLog — set filename used for admin command logging

Synopsis

`g_adminLog ["file"]`

Default

`g_adminLog ""`

Description

g_adminLog sets the filename used for admin command logging. The file is always appended to. A value of `""` will disable this functionality.

See Also

g_admin(cvar), g_log(cvar), g_logOptions(cvar), g_logSync(cvar)

Name

g_admin — enable/disable admin system

Synopsis

`g_admin` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_admin 0`

Description

g_admin enables or disables admin system (*!command*) functionality.

See Also

g_adminLog(cvar)

Name

g_alliedmaxlives — sets maximum number of lives for Allied players

Synopsis

`g_alliedmaxlives` [*num*]

Default

`g_alliedmaxlives 0`

Description

g_alliedmaxlives sets maximum number of lives for Allied players. Setting num to `0` disables max lives enforcement and allows unlimited lives.

Note

This cvar is superceded by g_maxlives(cvar).

See Also

g_axismaxlives(cvar), g_maxlives(cvar)

Name

g_altStopwatchMode — enable/disable alternative stopwatch gametype

Synopsis

`g_altStopwatchMode` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_altStopwatchMode 0`

Description

g_altStopwatchMode enables or disables alternative stopwatch gametype. When enabled causes players to swap teams after each game.

See Also

g_gametype(cvar)

Name

g_ammoRechargeTime — set time interval between ammo-pack cabinet respawns

Synopsis

`g_ammoRechargeTime` [*`interval`*]

Default

`g_ammoRechargeTime 60000`

Description

g_ammoRechargeTime sets the time interval in milliseconds between ammo-pack cabinet respawns.

Name

g_antiwarp — enable/set bitflags for antiwarp functionality

Synopsis

`g_antiwarp` [*`flags`*]

Table 13.2. g_antiwarp Flags

FLAG	DESCRIPTION
1	enable antiwarp functionality
32	log player's warping to their desktop

Default

`g_antiwarp 1`

Description

g_antiwarp enable/sets bitflags for antiwarp functionality.

Warping occurs when the server recieves several new commands for a player in a very short period of time. This happens because packets from the player were lost or never sent. The player will appear to cross a great distance in a very short period of time, making them hard to hit and possibly allowing them to avoid landmine damage.

The antiwarp system delays commands when they are recieved too quickly. Thus, when a player sends 700ms worth of commands in 50ms, the commands will be spread out over 700ms, causing the player to move smoothly to other players. This affects the player who sent the commands too quickly only by increasing their ping, and will not keep increasing ping endlessly - at maximum, the added ping is the highest ping the player is actually getting. If temporary network issues cause ping to increase beyond a sensible number, the player can stand still for a moment and their ping will normalize.

The net effect is that players with unreliable or congested upstream will not benefit from their situation; rather they (in a sense) are penalized for it, while all the other players on the server are not.

Caution

Flags enabling extra debug/logging can be extremely network-expensive and should not be used for normal gameplay.

Note

The initial code implementation for antiwarp was contributed to Jaymod by Zinx Verituse, June 2007.

Name

g_autoFireteams — enables/disables automatic fireteam placement

Synopsis

`g_autoFireteams` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_autoFireteams 0`

Description

g_autoFireteams enables or disables automatic fireteam placement.

Name

g_axismaxlives — sets maximum number of lives for Axis players

Synopsis

`g_axismaxlives` [*num*]

Default

`g_axismaxlives 0`

Description

g_axismaxlives sets maximum number of lives for Axis players. Setting num to `0` disables max lives enforcement and allows unlimited lives.

Note

This cvar is superceded by g_maxlives(cvar).

See Also

g_alliedmaxlives(cvar), g_maxlives(cvar)

Name

g_bannerLocation — set banner location

Synopsis

`g_bannerLocation` [*mode*]

Table 13.3. g_bannerLocation Modes

MODE	DESCRIPTION
0	chat area
1	left side of screen
2	center of screen
3	console only
4	top-center of screen

Default

`g_bannerLocation 0`

Description

g_bannerLocation sets the location used to display banners on client screens.

See Also

g_banners(cvar), g_bannerTime(cvar)

Name

g_banners — set number of banners to display

Synopsis

`g_banners` [*num*]

Default

`g_banners 0`

Description

g_banners sets the number of banners to display. A value of `0` disables displaying of any banners. A positive value will require corresponding **g_banner{1..*num*}** variables to be defined. For example, if *num* is 3 then the following is applicable:

```
set g_banner1 "Message text 1."
set g_banner2 "Message text 2."
set g_banner3 "Message text 3."
```

See Also

g_bannerLocation(cvar), g_bannerTime(cvar)

Name

g_bannerTime — set the duration of display for each banner

Synopsis

`g_bannerTime` [*`duration`*]

Default

`g_bannerTime 5`

Description

g_bannerTime sets the *`duration`* of display for each banner in seconds. The minimum value for this cvar is 5 seconds. If set less than that, it will default to this time.

See Also

g_banners(cvar), g_bannerLocation(cvar)

Name

g_bluelimbotime — the amount of time between Allied team respawns

Synopsis

`g_bluelimbotime` [*`interval`*]

Default

`g_bluelimbotime` `30000`

Description

g_bluelimbotime specifies the time interval in milliseconds between Allied respawns. This cvar is used for the actual calculations in-game and is latched, meaning it cannot be changed during a match. Mapscripts set this cvar, and the g_userAlliedRespawnTime(cvar) cvar overrides this as well. Consequently, g_userAlliedRespawnTime(cvar) should be used to set custom spawn times, and this cvar should not be used at all.

See Also

g_userAlliedRespawnTime(cvar), g_userAxisRespawnTime(cvar) g_redlimbotime(cvar),

Name

g_bulletmodeDebug — set bitflags for bulletmode debugging

Synopsis

`g_bulletmodeDebug` [*`flags`*]

Table 13.4. g_bulletmodeDebug Flags

FLAG	DESCRIPTION
1	visually render (draw) bullet-path
2	visually render (draw) reference bullet-path
16	log lifecycle (construct/destruct/alloc/free) to client console
256	log bullet-fire text to client console

Default

`g_bulletmodeDebug 0`

Description

g_bulletmodeDebug sets bitflags for bulletmode debugging. These are expert *debugging* aids provided for the benefit of people who are interested in learning more detail about bullet path and is certainly not meant to be enabled during real gameplay.

Caution

Bulletmode visuals are expensive. Each rendered bullet-path consumes a game-engine entity which is limited and adds to network traffic load. If you are not careful, high numbers of players with high rates of shots and long trails may lead to entity exhaustion.

Flags enabling client console logging can easily cause ET limitations to be exceeded, resulting in dropped client connections. In other words, do not fire off rapid rounds while this kind of debugging is active.

Tip

Use status(1) to monitor game entities.

See Also

g_bulletmode(cvar), g_bulletmodeReference(cvar), g_bulletmodeTrail(cvar)

Name

g_bulletmodeReference — set reference bulletmode for comparison

Synopsis

`g_bulletmodeReference` [*mode*]

Table 13.5. g_bulletmodeReference Modes

MODE	NAME	DESCRIPTION
1	entity	Bullet start-point is center of player entity. This is a useful comparison feature only, and should never be used for real gameplay.
2	etmain	Baseline (stock) ET behavior. Bullet start-point is consistent with players' viewpoint.
3	muzzle	Bullet start-point is from muzzle of weapon. This mode is not recommended and is highly experimental. Current testing shows that it suffers from *sighting* problems.

Default

`g_bulletmodeReference 1`

Description

g_bulletmodeReference sets the reference bulletmode to render for comparison. This feature has no effect unless the corresponding g_bulletmodeDebug(cvar) flag is on.

See Also

g_bulletmode(cvar), g_bulletmodeDebug(cvar), g_bulletmodeTrail(cvar)

Name

g_bulletmodeTrail — set maximum number of bullet trails to render

Synopsis

`g_bulletmodeTrail` [`0..25`]

Default

`g_bulletmodeTrail 0`

Description

g_bulletmodeTrail sets the maximum number of bullet trails to render. A bullet trail is a visual debugging aid which shows the path of a bullet.

See Also

g_bulletmode(cvar), g_bulletmodeDebug(cvar), g_bulletmodeReference(cvar)

Name

g_bulletmode — set active bulletmode

Synopsis

`g_bulletmode` [*mode*]

Table 13.6. g_bulletmode Modes

MODE	NAME	DESCRIPTION
0	auto	Automatically selects recommended mode.
1	entity	Bullet start-point is center of player entity. This is a useful comparison feature only, and should never be used for real gameplay.
2	etmain	Baseline (stock) ET behavior. Bullet start-point is consistent with players' viewpoint.
3	muzzle	Bullet start-point is from muzzle of weapon. This mode is not recommended and is highly experimental. Current testing shows that it suffers from *sighting* problems.

Default

`g_bulletmode 0`

Description

g_bulletmode sets the active bulletmode which controls the specific starting and ending points for bullet path.

See Also

g_bulletmodeDebug(cvar), g_bulletmodeReference(cvar), g_bulletmodeTrail(cvar)

Name

g_campaignFile — set campaign filename

Synopsis

`g_campaignFile` [*`filename`*]

Default

`g_campaignFile` `""`

Description

g_campaignFile sets the explicit campaign filename to use. Usually ET will force a client to download any file on the server (either in the mod directory or etmain) which contains a `.campaign` file. If you want to change this behavior, you can *`filename`* to the specific campaign desired. Note that you must set this to the file's name, not the pk3's name.

Name

g_censorPenalty — set bitflags for censorship penalties

Synopsis

`g_censorPenalty` [*`flags`*]

Table 13.7. g_censorPenalty Flags

FLAG	DESCRIPTION
1	kill and gib
4	kill but do not gib
8	auto-mute

Default

`g_censorPenalty 0`

Description

g_censorPenalty sets bitflags for censorship penalties.

Note

Flags 1 and 4 are mutually exclusive.

See Also

g_censor(cvar)

Name

g_censor — enable/disable word-censor feature

Synopsis

`g_censor` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_censor 0`

Description

g_censor enables or disables word-censor functionality. When enabled, the server will censor game chat words matching those found in `censor.db`.

See Also

g_censorPenalty(cvar)

Name

g_classChange — enables/disables friendly corpse class tealing

Synopsis

`g_classChange` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_classChange 0`

Description

g_classChange enables or disables friendly corpse class stealing. When enabled this allows a player to take the uniform, class and weapons of a dead teammate.

Name

g_complaintlimit — sets the maximum number of complaints a player can receive per map

Synopsis

`g_complaintlimit` [*num*]

Default

`g_complaintlimit 6`

Description

g_complaintlimit sets the maximum number of complaints a player can receive per map. The counter for each player is reset when a map begins. Setting *num* to `0` disables complaints kicking.

Name

g_covertopsChargeTime — set amount of time for Covert-Ops to recharge

Synopsis

`g_covertopsChargeTime` [*`duration`*]

Default

`g_covertopsChargeTime` `30000`

Description

g_covertopsChargeTime sets the amount of time in milliseconds it takes for Covert-Ops to recharge.

Name

g_covertops — set bitflags for Covert-Ops behavior

Synopsis

`g_covertops` [*`flags`*]

Table 13.8. g_covertops Flags

FLAG	DESCRIPTION
1	keep disguise when class-switching
2	keep disguise when throwing med packs and reviving
4	keep disguise when throwing ammo packs
8	keep disguise when laying mines or using pliers
16	enable stealing uniform from a live player from behind
32	enable disguised enemy name drawing when close-up

Default

`g_covertops` `0`

Description

g_covertops sets bitflags for Covert-Ops behavior.

Name

g_damagexp — enables XP for weapons damage awarded based on damage inflicted

Synopsis

`g_damagexp` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_damagexp 0`

Description

g_damagexp enables XP for weapons damage awarded based on damage inflicted. The default (disabled) mode is to award XP in a lump-sum at the time of a kill. When enabled, XP is awarded on a pro rata basis of 1 XP per 50 points damage (or essentially 0.02 XP per 1 point damage. This helps avoid cases where one player will inflict most of the damage on a target player and another player from the same team gets the final killing shot on the target player, gaining all of the XP.

Name

g_debugAlloc — enables debugging of the game's server stack

Synopsis

`g_debugAlloc` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_debugAlloc 0`

Description

g_debugAlloc enables debugging of the game's server stack. This should not be enabled except by those who need the information and know what they are doing.

Name

g_debugConstruct — enables a smaller charge penalty for constructing

Synopsis

`g_debugConstruct` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_debugConstruct 0`

Description

g_debugConstruct enables a smaller charge penalty for constructing. This cvar is cheat protected, and should only be used for testing purposes, such as testing maps.

Name

g_debugDamage — enables debug information for inflicted damage

Synopsis

`g_debugDamage` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_debugDamage 0`

Description

g_debugDamage enables debug information for inflicted damage. This cvar is cheat protected and should only be used by developers.

Name

g_debugMove — enables debug information for player movement

Synopsis

`g_debugMove` [*num*]

Default

`g_debugMove 0`

Description

g_debugMove enables debug information for player movement. This cvar should only be used by developers. Setting *num* to `0` disables debug (default), `1` enables most debug output, and `2` or higher enables debug for sliding and moving.

Name

g_debugSkills — enables debugging of the skills system

Synopsis

`g_debugSkills` [*num*]

Default

`g_debugSkills` `0`

Description

g_debugSkills enables debugging of the skills system. This cvar should only be used by developers. Setting *num* to `0` disables debugging, `1` enables debug output to console, and `2` also logs debug to disk.

Name

g_defaultSkills — default skill loadout for connecting players

Synopsis

`g_defaultSkills` " [*`battle sense`*] [*`engineer`*] [*`medic`*] [*`field ops`*] [*`light weapons`*] [*`heavy weapons`*] [*`covert ops`*]"

Default

`g_defaultSkills` `""`

Description

g_defaultSkills defines the default skill levels for each skill class a player will start at on connection to the server. Players that are already on the server will get these defaults applied on map changes if their current level for each individual class is less than the default specified. If the number of arguments does not total 7, or the cvar is empty, the cvar will default to 0 for all skill classes. You may specify `0` to `5` for each skill class.

Name

g_disableComplaints — disables fiendly death complaints for certain weapons

Synopsis

`g_disableComplaints` [*`flags`*]

Table 13.9. g_disableComplaints Flags

FLAG	DESCRIPTION
1	friendly landmine death complaints are disabled
2	friendly airstrike/artillery death complaints are disabled
4	friendly mortar death complaints are disabled

Default

`g_disableComplaints 0`

Description

g_disableComplaints disables fiendly death complaints for certain weapons.

Name

g_dragCorpse — enables corpse dragging

Synopsis

`g_dragCorpse` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_dragCorpse 0`

Description

g_dragCorpse enables corpse dragging.

Name

g_dropAmmo — enables ammo crate drops on field ops death

Synopsis

`g_dropAmmo` [*num*]

Default

`g_dropAmmo 0`

Description

g_dropAmmo enables ammo crate drops on field ops death. Setting *num* to `0` disables the feature, while anything greater than `0` is the number of ammo crates to drop when a field ops dies.

Caution

Ammo crate drops are expensive. Each crate consumes a game-engine entity which is limited and adds to network traffic load. If you are not careful, high numbers of field ops in conjunction with this cvar set to a high number may lead to entity exhaustion.

Tip

Use status(1) to monitor game entities.

Name

g_dropHealth — enables heath pack drops on medic death

Synopsis

`g_dropHealth` [*num*]

Default

`g_dropHealth 0`

Description

g_dropHealth enables health pack drops on medic death. Setting *num* to `0` disables the feature, while anything greater than `0` is the number of heath packs to drop when a medic dies.

Caution

Health pack drops are expensive. Each pack consumes a game-engine entity which is limited and adds to network traffic load. If you are not careful, high numbers of medics in conjunction with this cvar set to a high number may lead to entity exhaustion.

Tip

Use status(1) to monitor game entities.

Name

g_dynamiteTime — sets the timer for dynamite in seconds

Synopsis

`g_dynamiteTime` [*num*]

Default

`g_dynamiteTime 30`

Description

g_dynamiteTime sets the timer for dynamite in seconds.

Name

g_enforcemaxlives — enables player tracking to enforce max lives between connects

Synopsis

`g_enforcemaxlives` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_enforcemaxlives 0`

Description

g_enforcemaxlives enables player tracking to enforce max lives between connects. If a player disconnects and then reconnects to attempt to gain more lives, the server will kick them for the duration of the map.

Name

g_engineerChargeTime — set amount of time for Engineer to recharge

Synopsis

`g_engineerChargeTime` [*`duration`*]

Default

`g_engineerChargeTime` `30000`

Description

g_engineerChargeTime sets the amount of time in milliseconds it takes for Engineer to recharge.

Name

g_engineers — set bitflags for Engineer behavior

Synopsis

`g_engineers` [*`flags`*]

Table 13.10. g_engineers Flags

FLAG	DESCRIPTION
1	friendly landmines are not tripped by own team
2	friendly dynamite cannot be disarmed by own team
4	enable shared construction XP

Default

`g_engineers` `0`

Description

g_engineers set bitflags for Engineer behavior.

Name

g_fastres — enables fast player revives

Synopsis

`g_fastres` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_fastres 0`

Description

g_fastres enables fast player revives. With this enabled, a player will jump up instantly after a revive, will not have a time lock (i.e. can move immediately), and have a lower invulnerability grace period.

Name

g_fear — awards a kill to on attacker if their victim suicides

Synopsis

`g_fear` [*`time`*]

Default

`g_fear 0`

Description

g_fear awards a kill to on attacker if their victim suicides during the specified time period. *`Time`* is in milliseconds, and anything above `0` enables this feature. If the time between the time an attacker hits a victim and the time the victim suicides is less than the time specified by **g_fear**, a kill is awarded to that attacker.

Name

g_filterBan — filters players joining the server

Synopsis

`g_filterBan` [*mode*]

Table 13.11. g_filterBan modes

MODE	DESCRIPTION
0	only players in the filter list are allowed to join
1	players in the filter list are not allowed to join

Default

`g_filterBan 1`

Description

g_filterBan filters players joining the server.

Name

g_filtercams — removes players from camera views

Synopsis

`g_filtercams` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_filtercams 0`

Description

g_filtercams removes players from camera views. An example is the camera of the objectives in the limbo screen.

Name

g_fixedPhysicsFPS — sets the emulated FPS used for fixed physics

Synopsis

`g_fixedPhysicsFPS` [*`frames per second`*]

Default

`g_fixedPhysicsFPS` `125`

Description

g_fixedPhysicsFPS sets the emulated FPS value when calculating the artificial rounding error used in g_fixedPhysics. The "magic" numbers to use for this setting are `76`, `125`, and `333`, however, `125` works well and since this value is used as the default for several other mods, it should feel comfortable to most players.

Name

g_fixedPhysics — enable/disable physics corrections

Synopsis

`g_fixedPhysics` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_fixedPhysics 1`

Description

g_fixedPhysics g_fixedPhysics enables or disables physics corrections related to player frame rates. Mathematical rounding errors directly related to certain player frame rates would allow for slightly increased jumping height and distance. With this enabled, rounding errors are avoided, and some artificial rounding error is introduced to simulate those errors, and thus the advantage negated. g_fixedPhysicsFPS(cvar) controls the FPS the added rounding error emulates.

Name

g_forcerespawn — forces a player to go into limbo after a specified amount of time

Synopsis

`g_forcerespawn` [*`time`*]

Default

`g_forcerespawn` `0`

Description

g_forcerespawn forces a player to go into limbo after a specified amount of time. *`time`* is in seconds. *`time`* of 0 disables the feature, while anything above forces a player into limbo to respawn after the specified amount of time has passed.

Name

g_friendlyFire — enables friendly fire damage

Synopsis

`g_friendlyFire` [*mode*]

Table 13.12. g_friendlyFire modes

MODE	DESCRIPTION
0	disables friendly fire
1	enables friendly fire
2	enables friendly fire and reflectable friendly fire damage

Default

`g_friendlyFire 1`

Description

g_friendlyFire enables friendly fire damage. Reflectable friendly fire damage returns a specified percentage of friendly fire damage to the attacker.

See Also

g_reflectFriendlyFire(cvar)

Name

g_gametype — set general mode of gameplay

Synopsis

`g_gametype` [*mode*]

Table 13.13. g_gametype Modes

MODE	DESCRIPTION
2	objective
3	stopwatch
4	campaign
5	last-man-standing

Default

`g_gametype 4`

Description

g_gametype sets the general mode of gameplay.

See Also

g_altStopwatchMode(cvar), g_lms_followTeamOnly(cvar), g_lms_lockTeams(cvar), g_lms_matchlimit(cvar), g_lms_roundlimit(cvar), g_lms_teamForceBalance(cvar)

Name

g_glow — makes all players emit a colored glow

Synopsis

`g_glow` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_glow 0`

Description

g_glow makes all players emit a colored glow. The prefered method to use this feature is with the !glow command.

Name

g_goomba — enables damage from above

Synopsis

`g_goomba` [*`factor`*]

Default

`g_goomba` `0`

Description

g_goomba enables damage from above (think Super Mario Bros). If a falling player lands on another player, the victim will receive damage and break the fall of the falling player. *`factor`* is the multiplier of damage the victim will receive from the falling player's falling damage. For example, if a falling player would have received 20 damage on landing on the ground, and *`factor`* is 4, the victim will receive 100 points damage. *`factor`* of `0` disables this feature.

Name

g_gravity — sets the amount of gravity

Synopsis

`g_gravity` [*num*]

Default

`g_gravity` `800`

Description

g_gravity sets the amount of gravity in the world. This cvar is automatically set by the game at the beginning of the match to `800`.

Name

g_headshot — set bitflags for headshot beahvior

Synopsis

`g_headshot` [*`flags`*]

Table 13.14. g_headshot Flags

FLAG	DESCRIPTION
1	only headshots do damage
2	headshots do an instant kill

Default

`g_headshot 0`

Description

g_headshot sets bitflags for headshot behavior. A value of `0` disables this functionality.

Name

g_healthRechargeTime — set time interval between ammo-pack cabinet respawns

Synopsis

`g_healthRechargeTime` [*`interval`*]

Default

`g_healthRechargeTime` `10000`

Description

g_healthRechargeTime sets the time interval in milliseconds between health-pack cabinet respawns.

Name

g_heavyWeaponRestriction — sets a limit of heavy weapons that can be used at once per team

Synopsis

`g_heavyWeaponRestriction` [*`percent`*]

Default

`g_heavyWeaponRestriction` `100`

Description

g_heavyWeaponRestriction sets a limit of heavy weapons that can be used at once per team based on the number of players on the team. For each type of heavy weapon, a team can have only the specified percentage of the team's total players using that weapon.

Name

g_hitmodeAntilagLerp — enable/disable antilag lerping

Synopsis

`g_hitmodeAntilagLerp` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_hitmodeAntilagLerp 1`

Description

g_hitmodeAntilagLerp enables or disables the use of LERP during backwards-reconciliation.

See Also

g_hitmode(cvar), g_hitmodeAntilag(cvar), g_hitmodeDebug(cvar), g_hitmodeFat(cvar), g_hitmodeGhosting(cvar), g_hitmodeReference(cvar), g_hitmodeZone(cvar), Chapter 10, *Hitmode System*

Name

g_hitmodeAntilag — set maximum amount of antilag in milliseconds

Synopsis

`g_hitmodeAntilag` [`0..1500`]

Default

`g_hitmodeAntilag` `800`

Description

g_hitmodeAntilag sets the maximum amount of antilag in milliseconds which the server uses for backwards-reconciliation. A value of `0` will disable antilag.

See Also

g_hitmode(cvar), g_hitmodeAntilagLerp(cvar), g_hitmodeDebug(cvar), g_hitmodeFat(cvar), g_hitmodeGhosting(cvar), g_hitmodeReference(cvar), g_hitmodeZone(cvar), Chapter 10, *Hitmode System*

Name

g_hitmodeDebug — set bitflags for hitmode debugging

Synopsis

`g_hitmodeDebug` [*`flags`*]

Table 13.15. g_hitmodeDebug Flags

FLAG	DESCRIPTION
1	visually render (draw) active boxes
2	visually render (draw) reference boxes
4	visually render (draw) world-collision-box
16	log lifecycle (construct/destruct/alloc/free) to client console
32	log snapshot use to client console
64	log state changes for state-driven models to client console
256	log ray text to client console
512	log zone text to client console

Default

`g_hitmodeDebug 0`

Description

g_hitmodeDebug sets bitflags for hitmode debugging. These are expert *debugging* aids provided for the benefit of people who are interested in learning more detail about boxes, sizes, and how they react to player movements, and is certainly not meant to be enabled during real gameplay.

Caution

Hitmode visuals are expensive. Each rendered box consumes a game-engine entity which is limited and adds to network traffic load. If you are not careful, high numbers of players with high rates of hits and long lifetimes may lead to entity exhaustion.

Flags enabling client console logging can easily cause ET limitations to be exceeded, resulting in dropped client connections. In other words, do not create rapid hits while this kind of debugging is active.

Tip

Use status(1) to monitor game entities.

See Also

g_hitmode(cvar), g_hitmodeAntilag(cvar), g_hitmodeAntilagLerp(cvar), g_hitmodeFat(cvar), g_hitmodeGhosting(cvar), g_hitmodeReference(cvar), g_hitmodeZone(cvar), Chapter 10, *Hitmode System*

Name

g_hitmodeFat — set increased torso-box size in inches

Synopsis

`g_hitmodeFat [-10..10]`

Default

`g_hitmodeFat 0`

Description

g_hitmodeFat sets increased torso-box size in inches. Negative values will attempt to reduce size.

See Also

g_hitmode(cvar), g_hitmodeAntilag(cvar), g_hitmodeAntilagLerp(cvar), g_hitmodeDebug(cvar), g_hitmodeGhosting(cvar), g_hitmodeReference(cvar), g_hitmodeZone(cvar), Chapter 10, *Hitmode System*

Name

g_hitmodeGhosting — set lifetime of hit ghosting in milliseconds

Synopsis

`g_hitmodeGhosting` [`0..30000`]

Default

`g_hitmodeGhosting` `0`

Description

g_hitmodeGhosting sets lifetime of hit ghosting in milliseconds. A value of `0` will disable ghosting. This a visual-debugging technique which takes a visual snapshot of a player's boxes when hit. The boxes are drawn (frozen) in place until the duration has expired. The box which has scored a hit is rendered in a different color.

Caution

Hitbox visuals are not free. Each rendered box consumes an game-engine entity which is limited. If you are not careful, high numbers of players with high rates of hits and long lifetimes may lead to entity exhaustion.

Tip

Use status(1) to monitor game entities.

See Also

g_hitmode(cvar), g_hitmodeAntilag(cvar), g_hitmodeAntilagLerp(cvar), g_hitmodeDebug(cvar), g_hitmodeFat(cvar), g_hitmodeReference(cvar), g_hitmodeZone(cvar), Chapter 10, *Hitmode System*

Name

g_hitmodeReference — set reference hitmode for comparison

Synopsis

`g_hitmodeReference` [*mode*]

Table 13.16. g_hitmodeReference Modes

MODE	NAME	BOX-ES	BRIEF
1	entity	1	torso (body)
2	etmain	3	head, torso, legs
3	basic	3	head, torso, legs
4	standard	3	head, torso, legs
5	advanced	9	head, larm, rarm, lhand, rhand, torso(2), lfoot and rfoot
6	oriented	10	head, larm, rarm, lhand, rhand, torso, lleg, rleg, lfoot and rfoot

Default

`g_hitmodeReference 1`

Description

g_hitmodeReference sets the reference hitmode to render for comparison. This feature has no effect unless the corresponding g_hitmodeDebug(cvar) flag is on.

See Also

g_hitmode(cvar), g_hitmodeAntilag(cvar), g_hitmodeAntilagLerp(cvar), g_hitmodeDebug(cvar), g_hitmodeFat(cvar), g_hitmodeGhosting(cvar), g_hitmodeZone(cvar), Chapter 10, *Hitmode System*

Name

g_hitmode — set active hitmode

Synopsis

`g_hitmode` [*mode*]

Table 13.17. g_hitmode Modes

MODE	NAME	BOXES	SUMMARY
0	auto	n/a	automatically selects recommended mode
1	entity	1	body
2	etmain	3	head, torso, feet
3	basic	3	head, torso, feet
4	standard	3	head, torso, feet
5	advanced	9	head, larm, rarm, lhand, rhand, torso(2), lfoot and rfoot
6	oriented	10	head, larm, rarm, lhand, rhand, torso, lleg, rleg, lfoot and rfoot

Default

`g_hitmode 0`

Description

g_hitmode sets the active hitmode which controls how bullet-hits are calculated and scored against player models.

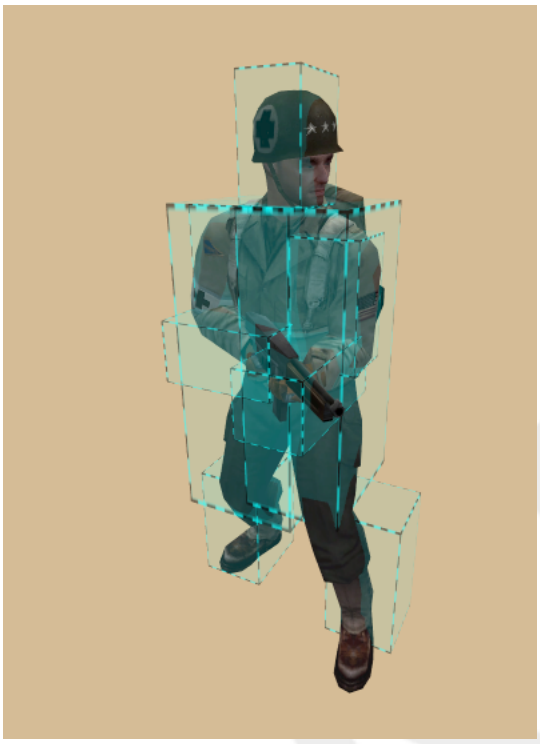
entity — Mimics player's word-collision with only a large body box. This is only useful for reference purposes, or servers uninterested in accuracy.

etmain Baseline (stock) ET behavior composed of { head, torso, feet } boxes. Priority-box scoring in order of { head, feet, torso }. That is to say if a bullet can hit a player's *head*, regardless of whether it travels through another box on the same player such as *torso*, the headshot will be scored. For example, shooting a player on a ladder from below, resulst in more headshots than you might expect. This behavior is to maintain backwards-compatibility.

basic Similar but improved over *etmain* with { crouch, prone, playdead } adjustments for added realism. Uses priority-box scoring in order of { head, feet, torso }. This mode is somewhat similar to that of older ETPub versions.

standard Similar but improved over *basic* with animation-accurate head-box. Uses priority-box scoring in order of { head, feet, torso }. This mode matches that of Jaymod prior to 2.1.0 version.

advanced Advanced (realistic), tight behavior with head, left-arm, right-arm, left-hand, right-hand, torso(2), left-foot and right-foot boxes all tracking animation. Uses closest-box scoring, resulting in more difficult headshots when impeded by other boxes.



oriented Oriented, tight behavior with head, left-arm, right-arm, left-hand, right-hand, torso, left-leg, right-leg, left-foot and right-foot boxes all tracking animation. Uses closest-box scoring, resulting in more difficult headshots when impeded by other boxes. This is the tightest and most discriminating model to date. It is unknown at this time how much CPU this mode will consume on busy servers.

See Also

g_hitmodeAntilag(cvar), g_hitmodeAntilagLerp(cvar), g_hitmodeDebug(cvar), g_hitmodeFat(cvar), g_hitmodeGhosting(cvar), g_hitmodeReference(cvar), g_hitmodeZone(cvar), Chapter 10, *Hitmode System*

Name

g_hitmodeZone — set zone for debugging

Synopsis

`g_hitmodeZone` [*mode*]

Table 13.18. g_hitmodeZone Modes

MODE	DESCRIPTION
1	body
2	head
3	left-arm
4	right-arm
5	left-hand
6	right-hand
7	torso
8	left-torso
9	right-torso
10	legs
11	left-leg
12	right-leg
13	left-foot
14	right-foot

Default

`g_hitmodeZone 1`

Description

g_hitmodeZone set zone for debugging. This feature has no effect unless the corresponding g_hitmodeDebug(cvar) flag is on.

See Also

g_hitmode(cvar), g_hitmodeAntilag(cvar), g_hitmodeAntilagLerp(cvar), g_hitmodeDebug(cvar), g_hitmodeFat(cvar), g_hitmodeGhosting(cvar), g_hitmodeReference(cvar), Chapter 10, *Hitmode System*

Name

g_inactivity — set player inactivity limit

Synopsis

`g_inactivity` [*`limit`*]

Default

`g_inactivity` `0`

Description

g_inactivity sets the limit in seconds of player inactivity permitted before player is automatically kicked. A value of `0` disables this feature.

See Also

g_spectatorInactivity(cvar)

Name

g_intermissionReadyPercent — sets the percentage of 'readied' players needed to end intermission

Synopsis

`g_intermissionReadyPercent` [*`percent`*]

Default

`g_intermissionReadyPercent 100`

Description

g_intermissionReadyPercent sets the percentage of 'readied' players needed to end intermission. If this percentage isn't reached, intermission will end when the timer expires.

See Also

g_intermissionTime(cvar)

Name

g_intermissionTime — sets the intermission duration

Synopsis

`g_intermissionTime` [*period*]

Default

`g_intermissionTime 60`

Description

g_intermissionTime sets the duration in seconds for end-of-match intermission. Intermission may end sooner if the required percentage of players indicate that they are ready.

See Also

g_intermissionReadyPercent(cvar)

Name

g_ipcomplaintlimit — set maximum number of unique complaints allowed for a player

Synopsis

`g_ipcomplaintlimit` [*num*]

Default

`g_ipcomplaintlimit 3`

Description

g_ipcomplaintlimit sets the maximum number of unique (by IP address) complaints a player may have filed against them before they are automatically kicked.

Name

g_kickMessage — set kick message

Synopsis

`g_kickMessage ["text"]`

Default

`g_kickMessage "You have been kicked for $TIME."`

Description

g_kickMessage sets the message displayed to players when they attempt to reconnect after being kicked. If the value includes the token *$TIME* it will be substituted with the human-readable form of g_kickTime(cvar).

See Also

g_kickTime(cvar), g_protestMessage(cvar)

Name

g_kickTime — set duration to ban kicked players

Synopsis

`g_kickTime` [*`duration`*]

Default

`g_kickTime 2`

Description

g_kickTime sets the duration in seconds to ban kicked players. When changed, the read-only cvar sv_tempBanMessage is updated accordingly.

For convenience you may specify duration { days, hours, minutes, seconds } using their respective suffixes { d, h, m, s }. For example, to specify 10 days plus 4 hours, the following are all equivalent:

- `10d4h`
- `10d4h0m0s`
- `878400s`
- `878400`

See Also

g_kickMessage(cvar), g_protestMessage(cvar)

Name

g_killingSpree — set killing spree mode

Synopsis

`g_killingSpree` [*mode*]

Table 13.19. g_killingSpree Modes

MODE	DESCRIPTION
0	disabled
1	enabled
2	enabled and longest-sprees per map are recorded

Default

`g_killingSpree 0`

Description

g_killingSpree sets the killing spree mode.

Name

g_killSpreeLevels — set killing spree XP milestones

Synopsis

`g_killSpreeLevels "[level1] [level2] [level3] [level4] [level5] [level6]"`

Default

`g_killSpreeLevels "5 10 15 20 25 30"`

Description

g_killSpreeLevels sets the XP milestones at which killing spree levels are triggered. The number of levels if fixed at 6 and all levels must be specified or the setting will be ignored.

See Also

g_loseSpreeLevels(cvar)

Name

g_knifeonly — enable/disable knife-only game mode

Synopsis

`g_knifeonly` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_knifeonly 0`

Description

g_knifeonly enables or disables knife-only game mode.

Note

This is a fun game mode and as such, it may not be compatible with the objectives of most maps.

Warning

This feature is mutually exclusive to g_knifeonly(cvar), and g_sniperWar(cvar).

See Also

g_panzerWar(cvar), g_sniperWar(cvar)

Name

g_knockback — set knockback effect

Synopsis

`g_knockback` [*`amount`*]

Default

`g_knockback` `1000`

Description

g_knockback sets the primary scalar value used to calculate how far a player is knocked back when receiving damage.

Name

g_landminetimeout — enable/disable landmine cleanup upon owner disconnect

Synopsis

`g_landminetimeout` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_landminetimeout 1`

Description

g_landminetimeout enables or disables landmine cleanup when the player who planted them disconnects from server.

Name

g_levels_battlesense — graduated levels of battlesense XP

Synopsis

`g_levels_battlesense "[level1] [level2] [level3] [level4] [level5]"`

Default

`g_levels_battlesense ""`

`g_levels_battlesense "20 50 90 140 200"`

Description

g_levels_battlesense defines the graduated levels of battlesense XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of `-1` for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: `"20 50 90 140 200"`.

See Also

g_levels_covertops(cvar), g_levels_engineer(cvar), g_levels_fieldops(cvar), g_levels_lightweapons(cvar), g_levels_medic(cvar), g_levels_soldier(cvar), g_defaultSkills(cvar)

Name

g_levels_covertops — graduated levels of Covert-Ops XP

Synopsis

`g_levels_covertops "[level1] [level2] [level3] [level4] [level5]"`

Default

`g_levels_covertops ""`

`g_levels_covertops "20 50 90 140 200"`

Description

g_levels_covertops defines the graduated levels of Covert-Ops XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of `-1` for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: `"20 50 90 140 200"`.

See Also

g_levels_battlesense(cvar), g_levels_engineer(cvar), g_levels_fieldops(cvar), g_levels_lightweapons(cvar), g_levels_medic(cvar), g_levels_soldier(cvar), g_defaultSkills(cvar)

Name

g_levels_engineer — graduated levels of Engineer XP

Synopsis

`g_levels_engineer "[level1] [level2] [level3] [level4] [level5]"`

Default

`g_levels_engineer ""`

`g_levels_engineer "20 50 90 140 200"`

Description

g_levels_engineer defines the graduated levels of Engineer XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of `-1` for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: `"20 50 90 140 200"`.

See Also

g_levels_battlesense(cvar), g_levels_covertops(cvar), g_levels_fieldops(cvar), g_levels_lightweapons(cvar), g_levels_medic(cvar), g_levels_soldier(cvar), g_defaultSkills(cvar)

Name

g_levels_fieldops — graduated levels of Field-Ops XP

Synopsis

`g_levels_fieldops "[level1][level2][level3][level4][level5]"`

Default

`g_levels_fieldops ""`

`g_levels_fieldops "20 50 90 140 200"`

Description

g_levels_fieldops defines the graduated levels of Field-Ops XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of `-1` for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: `"20 50 90 140 200"`.

See Also

g_levels_battlesense(cvar), g_levels_covertops(cvar), g_levels_fieldops(cvar), g_levels_lightweapons(cvar), g_levels_medic(cvar), g_levels_soldier(cvar), g_defaultSkills(cvar)

Name

g_levels_lightweapons — graduated levels of lightweapons XP

Synopsis

`g_levels_lightweapons "[level1] [level2] [level3] [level4] [level5]"`

Default

`g_levels_lightweapons ""`

`g_levels_lightweapons "20 50 90 140 200"`

Description

g_levels_lightweapons defines the graduated levels of lightweapons XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of `-1` for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: `"20 50 90 140 200"`.

See Also

g_levels_battlesense(cvar), g_levels_covertops(cvar), g_levels_engineer(cvar), g_levels_fieldops(cvar), g_levels_medic(cvar), g_levels_soldier(cvar), g_defaultSkills(cvar)

Name

g_levels_medic — graduated levels of Medic XP

Synopsis

`g_levels_medic "[level1] [level2] [level3] [level4] [level5]"`

Default

`g_levels_medic ""`

`g_levels_medic "20 50 90 140 200"`

Description

g_levels_medic defines the graduated levels of Medic XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of `-1` for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: `"20 50 90 140 200"`.

See Also

g_levels_battlesense(cvar), g_levels_covertops(cvar), g_levels_engineer(cvar), g_levels_fieldops(cvar), g_levels_lightweapons(cvar), g_levels_soldier(cvar), g_defaultSkills(cvar)

Name

g_levels_soldier — graduated levels of Soldier XP

Synopsis

`g_levels_soldier "[level1] [level2] [level3] [level4] [level5]"`

Default

`g_levels_soldier ""`

`g_levels_soldier "20 50 90 140 200"`

Description

g_levels_soldier defines the graduated levels of Soldier XP. Between 1-5 integers are used to specify the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of `-1` for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: `"20 50 90 140 200"`.

See Also

g_levels_battlesense(cvar), g_levels_covertops(cvar), g_levels_engineer(cvar), g_levels_fieldops(cvar), g_levels_lightweapons(cvar), g_levels_medic(cvar), g_defaultSkills(cvar)

Name

g_lms_followTeamOnly — enable/disable same-team spectator restriction

Synopsis

`g_lms_followTeamOnly` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_lms_followTeamOnly 1`

Description

g_lms_followTeamOnly enables or disables same-team spectator restriction. When enabled players can only follow their own teammates.

Note

This value is in effect only when LMS gametype is enabled using g_gametype(cvar).

See Also

g_lms_lockTeams(cvar), g_lms_matchlimit(cvar), g_lms_roundlimit(cvar), g_lms_teamForceBalance(cvar), g_gametype(cvar)

Name

g_lms_lockTeams — enable/disable locked teams during match play

Synopsis

`g_lms_lockTeams` [*mode*]

Default

`g_lms_lockTeams 0`

Description

g_lms_lockTeams enables or disables locked teams during match play. When enabled, the teams are locked once match play begins and new players may not join.

Note

This value is in effect only when LMS gametype is enabled using g_gametype(cvar).

See Also

g_lms_followTeamOnly(cvar), g_lms_matchlimit(cvar), g_lms_roundlimit(cvar), g_lms_teamForceBalance(cvar), g_gametype(cvar)

Name

g_lms_matchlimit — set maximum number of matches to play before nextmap

Synopsis

`g_lms_matchlimit` [*num*]

Default

`g_lms_matchlimit 2`

Description

g_lms_matchlimit sets the maximum number of matches to play before moving on to the next map in rotation.

Note

This value is in effect only when LMS gametype is enabled using g_gametype(cvar).

See Also

g_lms_followTeamOnly(cvar), g_lms_lockTeams(cvar), g_lms_roundlimit(cvar), g_lms_teamForceBalance(cvar), g_gametype(cvar)

Name

g_lms_roundlimit — set maximum number of rounds to play before match ends

Synopsis

`g_lms_roundlimit` [*num*]

Default

`g_lms_roundlimit 3`

Description

g_lms_roundlimit sets the maximum number of rounds for a single matchup between teams. A team is considered to win a match when more than 50% of *num* rounds are won.

Important

The value of *num* should always be an odd number.

Note

This value is in effect only when LMS gametype is enabled using g_gametype(cvar).

See Also

g_lms_followTeamOnly(cvar), g_lms_lockTeams(cvar), g_lms_matchlimit(cvar), g_lms_teamForceBalance(cvar), g_gametype(cvar)

Name

g_lms_teamForceBalance — enable/disable passive team balancing

Synopsis

`g_lms_teamForceBalance` [*mode*]

Default

`g_lms_teamForceBalance 1`

Description

g_lms_teamForceBalance enables or disables whether the game will prevent new players from joining the team with more players than the other.

Note

This value is in effect only when LMS gametype is enabled using g_gametype(cvar).

See Also

g_lms_followTeamOnly(cvar), g_lms_lockTeams(cvar), g_lms_matchlimit(cvar), g_lms_roundlimit(cvar), g_gametype(cvar)

Name

g_logOptions — set bitflags for log options

Synopsis

`g_logOptions` [*`flags`*]

Table 13.20. g_logOptions Flags

FLAG	DESCRIPTION
1	deprecated
2	log extended weapons stats for new hitzones
4	deprecated
8	log ban events

Default

`g_logOptions 0`

Description

g_logOptions sets bitflags for log options. This setting only applies to g_log(cvar) when enabled.

See Also

g_log(cvar), g_logSync(cvar), g_adminLog(cvar)

Name

g_logSync — enable/disable log file sync

Synopsis

`g_logSync` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_logSync 0`

Description

g_logSync enables or disables log file synchronization (flushing) after each buffered write. A value of `""` will disable this functionality. This setting only applies to g_log(cvar) when enabled.

See Also

g_log(cvar), g_logOptions(cvar), g_adminLog(cvar)

Name

g_log — set game log output file

Synopsis

`g_log` [*"file"*]

Default

`g_log ""`

Description

g_log sets the game log output file. This file contains time-stamped information from the game. A value of `""` will disable this functionality.

See Also

g_logOptions(cvar), g_logSync(cvar), g_adminLog(cvar)

Name

g_loseSpreeLevels — set losing spree XP milestones

Synopsis

`g_loseSpreeLevels "[level1] [level2] [level3] [level4] [level5] [level6]"`

Default

`g_loseSpreeLevels "10 20 30 0 0 0"`

Description

g_loseSpreeLevels sets the XP milestones at which losing spree levels are triggered. The number of levels if fixed at 6 and all levels must be specified or the setting will be ignored.

See Also

g_killSpreeLevels(cvar)

Name

g_LTChargeTime — set amount of time for Field-Ops to recharge

Synopsis

`g_LTChargeTime` [*`duration`*]

Default

`g_LTChargeTime` `40000`

Description

g_LTChargeTime sets the amount of time in milliseconds it takes for Field-Ops to recharge.

Name

g_mapConfigs — set directory for map-specific configuration files

Synopsis

`g_mapConfigs` [*dir*]

Default

`g_mapConfigs ""`

Description

g_mapConfigs sets the directory for map-specific configuration files. If *dir* has a value, the following procedure is followed at every map load:

- execute *dir*`/default.cfg`
- execute *dir/MAPNAME*`.cfg` (eg. *dir/fueldump*`.cfg`)

Name

g_mapScriptDirectory — set directory for alternative mapscripts

Synopsis

`g_mapScriptDirectory` [*dir*]

Default

`g_mapScriptDirectory ""`

Description

g_mapScriptDirectory sets the directory for alternative mapscripts. This is useful with ETPro extended mapscripts.

Name

g_maxGameClients — sets the maximum number of players that can be in the game at one time

Synopsis

`g_maxGameClients` [*num*]

Default

`g_maxGameClients` `0`

Description

g_maxGameClients sets the maximum number of players that can be in the game at one time. If this number is reached, new players will be forced into spectator. Setting this to `0` disables this feature.

Name

g_maxlivesRespawnPenalty — sets the penalty for a player after their lives have run out

Synopsis

`g_maxlivesRespawnPenalty` [*num*]

Default

`g_maxlivesRespawnPenalty 0`

Description

g_maxlivesRespawnPenalty sets the penalty for a player after their lives have run out. *num* is the number of spawns the player must miss to respawn again.

Name

g_maxlives — sets maximum number of lives for all players

Synopsis

`g_maxlives` [*num*]

Default

`g_maxlives 0`

Description

g_maxlives sets maximum number of lives for all players. Setting *num* to `0` disables max lives enforcement and allows unlimited lives.

Note

This cvar supercedes g_alliedmaxlives(cvar) and g_axismaxlives(cvar).

See Also

g_alliedmaxlives(cvar), g_axismaxlives(cvar)

Name

g_medicChargeTime — set amount of time for Medic to recharge

Synopsis

`g_medicChargeTime` [*`duration`*]

Default

`g_medicChargeTime 45000`

Description

g_medicChargeTime sets the amount of time in milliseconds it takes for Medic to recharge.

See Also

g_medicSelfHealDelay(cvar), g_medics(cvar)

Name

g_medicSelfHealDelay — set self-healing delay for Medic in milliseconds

Synopsis

`g_medicSelfHealDelay` [*`period`*]

Default

`g_medicSelfHealDelay` `0`

Description

g_medicSelfHealDelay sets the self-healing delay for Medic in milliseconds. This controls how soon, if at all, a Medic may benefit from their own medpacks (or medpacks dropped by other teammates). A value of `0` permits immediate self-healing. A value of `-1` disables self-healing. A positive value delays self-healing by *`period`* milliseconds.

See Also

g_medicChargeTime(cvar), g_medics(cvar)

Name

g_medics — set bitflags for Medic behavior

Synopsis

`g_medics` [*`flags`*]

Table 13.21. g_medics Flags

FLAG	DESCRIPTION
4	regenerate **normal** health at 2HP/s, and **bonus** health at 1HP/s.
8	completely disable health regeneration
16	share adrenaline
32	pause health regeneration for 5 seconds after the player has taken damage

Default

`g_medics 0`

Description

g_medics set bitflags for Medic behavior.

Note

Flags 4 and 8 are mutually exclusive, **normal** health is usually up to 110-125 HP, and **bonus** health is any additional health capacity.

See Also

g_medicChargeTime(cvar), g_medicSelfHealDelay(cvar)

Name

g_misc — set various bitflags

Synopsis

`g_misc` [*`flags`*]

Table 13.22. g_misc Flags

FLAG	DESCRIPTION
1	players can double-jump
2	binoc-war - enables binocular pickup stats
4	only admins (admin level 1 or higher) can connect to server
8	players can throw health/ammo packs vertically
32	level-4 battle-sense revivees get full health
64	more realistic weapons aim-spread, factoring player crouch/prone, slick-surfaces and water

Default

`g_misc` `0`

Description

g_misc sets various bitflags for miscellaneous game options.

Name

g_moverScale — adjusts the speed of movers

Synopsis

`g_moverScale` [*`factor`*]

Default

`g_moverScale` `1.0`

Description

g_moverScale adjusts the speed of movers. This cvar is the factor to speed up movers. Thus, `1.0` is the default speed, anything less than `1.0` slows movers down, and anything above speeds them up. Examples of movers are tanks and tugs, and usually include anything that moves in a map.

Name

g_movespeed — sets the movement speed of players

Synopsis

`g_movespeed` [*num*]

Default

`g_movespeed 76`

Description

g_movespeed sets the movement speed of players.

Name

g_muteTime — specifies how long a mute should last

Synopsis

`g_muteTime` [*`period`*]

Default

`g_muteTime 0`

Description

g_muteTime specifies how long a mute should last. *`period`* set to `0` makes mutes permanent (until they are unmuted), while any value above sets the amount of time the player is muted.

For convenience you may specify { days, hours, minutes, seconds } using their respective suffixes { d, h, m, s }. For example, to specify 1 day plus 4 hours, the following are all equivalent:

- `1d4h`
- `1d4h0m0s`
- `100800s`
- `100800`

Name

g_noTeamSwitching — disables team switching during a match

Synopsis

`g_noTeamSwitching` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_noTeamSwitching 0`

Description

g_noTeamSwitching disables team switching during a match.

Name

g_packDistance — sets the multiplier of throw distance for ammo and health packs

Synopsis

`g_packDistance` [*num*]

Default

`g_packDistance 1`

Description

g_packDistance sets the multiplier of throw distance for ammo and health packs. The multiplier is used against etmain's throw distance. Higher *num* results in a farther throwing distance.

Name

g_panzerWar — enable/disable panzer-war game mode

Synopsis

`g_panzerWar` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_panzerWar 0`

Description

g_panzerWar enables or disables panzer-war game mode.

When enabled, the following is in effect:

- players spawn as Soldier with a panzerfaust, a knife and 100 grenades
- panzerfaust shoots faster
- soldier charge recharges faster
- soldier runs faster
- panzer ammo is not consumed (infinite shots)
- panzer damage is reduced to 33% of original amount
- panzer splash damage radius is 67% of its original amount

Note

This is a fun game mode and as such, it may not be compatible with the objectives of most maps.

Warning

This feature is mutually exclusive to g_knifeonly(cvar), and g_sniperWar(cvar).

See Also

g_knifeonly(cvar), g_sniperWar(cvar)

Name

g_password — set password for connecting clients

Synopsis

`g_password` [*"secret"*]

Default

`g_password ""`

Description

g_password sets the password required for connecting clients. An empty value `""` specifies that users may connect without a password and is typical for public servers.

Name

g_playDead — enables players to play dead

Synopsis

`g_playDead` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_playDead 0`

Description

g_playDead enables players to play dead.

Playdead allows a player to fake being dead in the hopes an attacker will give them no further attention and kindly move on. You can use this feature by binding a key for it in the in-game Jaymod menu under Misc. The key you specify will toggle playdead mode.

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

Note

Note that this version of playdead is a bit less bugged than Shrubmod's version. It's much harder to get stuck in walls, and there's just about zero chance of someone using this as an exploit to get through a wall (example, bank doors on Goldrush) due to extra checks to make sure there is enough clearance for your player to fall down and still be in the "world".

Tip

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

Name

g_poisonSyringes — enables the use of poison syringes

Synopsis

`g_poisonSyringes` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_poisonSyringes 0`

Description

g_poisonSyringes enables the use of poison syringes.

Poison syringes are added to weapon slot #4 (behind grenades). It is a blue colored syringe that you can poke enemies with (or friendlies when friendly-fire enabled). When poked with a poison syringe, your view will start swaying back and forth, and get distorted. You can hear your heart pounding. Better find help. This option is enabled on the server using g_poisonSyringes(cvar).

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

Poisoned players can be cured with health packs. However, in an effort to make the game more balanced, medics cannot self-antidote. Essentially, a player can antidote themselves by finding a health pack that is not their own. Since poison compounds, you must find a health pack for each time you have been poisoned. For example, if you have been poked 4 times with a syringe, you must find 4 health packs.

Tip

Health cabinets provide a good source of health packs.

Name

g_privateMessages — enables private messaging

Synopsis

`g_privateMessages` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_privateMessages 0`

Description

g_privateMessages enables private messaging.

See Also

the section called “Private Messaging”

Name

g_proneDelay — enable/disable extended prone dela

Synopsis

`g_proneDelay` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_proneDelay 0`

Description

g_proneDelay enables or disables penalties to players who go prone. By default, players had to wait 750 milliseconds between going prone and standing back up with no penalty to their accuracy. With this cvar enabled, players will have an additional delay of 1 second (1750 milliseconds total) before they can stand up, and their aim spread will be maximized during this period as well.

Name

g_protestMessage — sets a short footer message for players disconnected as punishment.

Synopsis

`g_protestMessage` [*`message`*]

Default

`g_protestMessage` `""`

Description

g_protestMessage sets a short footer message for players disconnected as punishment. If this cvar has anything set, it will be appended to the message displayed to the player when they are kicked or banned.

See Also

g_kickMessage(cvar), g_kickTime(cvar)

Name

g_redlimbotime — the amount of time between Axis team respawns

Synopsis

`g_redlimbotime` [*`interval`*]

Default

`g_redlimbotime` `30000`

Description

g_redlimbotime specifies the time interval in milliseconds between Axis respawns. This cvar is used for the actual calculations in-game and is latched, meaning it cannot be changed during a match. Mapscripts set this cvar, and the g_userAxisRespawnTime(cvar) cvar overrides this as well. Consequently, g_userAxisRespawnTime(cvar) should be used to set custom spawn times, and this cvar should not be used at all.

See Also

g_userAlliedRespawnTime(cvar), g_userAxisRespawnTime(cvar) g_bluelimbotime(cvar),

Name

g_reflectFriendlyFire — sets the percentage of friendly fire to reflect to the attacker

Synopsis

`g_reflectFriendlyFire` [*percent*]

Default

`g_reflectFriendlyFire 100`

Description

g_reflectFriendlyFire sets the percentage of friendly fire to reflect to the attacker. This only works if reflected friendly fire damage is enabled.

See Also

g_friendlyFire(cvar)

Name

g_saveCampaignStats — enables persistent stats across all the maps in a campaign

Synopsis

`g_saveCampaignStats` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_saveCampaignStats 0`

Description

g_saveCampaignStats enables persistent stats across all the maps in a campaign. Turning this feature on duplicates the functionality of etmain's campaigns.

Name

g_scriptDebugLevel — enables script generated debug output

Synopsis

`g_scriptDebugLevel [level]`

Default

`g_scriptDebugLevel 0`

Description

g_scriptDebugLevel enables script generated debug output. Setting this to `0` disables script debug output, and higher *`level`* settings generate more debug output.

Name

g_scriptDebug — enables debug of map script parsing

Synopsis

`g_scriptDebug` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_scriptDebug` `0`

Description

g_scriptDebug enables debug of map script parsing.

Name

g_scriptName — sets an alternative mapscript to use on a map

Synopsis

`g_scriptName` [*`string`*]

Default

`g_scriptName` `""`

Description

g_scriptName sets an alternative mapscript to use on a map. This is intended for development use only.

Name

g_shortcuts — enable/disable text shortcuts

Synopsis

`g_shortcuts` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_shortcuts 0`

Description

g_shortcuts enables or disables text shortcuts.

Tip

Use the client console command **/textshortcuts** to list various shortcuts available.

Name

g_shoutcastpassword — set password for clients to use shoutcasting

Synopsis

`g_shoutcastpassword` [*"secret"*]

Default

`g_shoutcastpassword ""`

Description

g_shoutcastpassword sets the password required for clients to use shoutcasting. An empty value `""` will disable shoutcasting.

Name

g_shoveNoZ — enable/disable supression of Z-axis shoving

Synopsis

`g_shoveNoZ` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_shoveNoZ 0`

Description

g_shoveNoZ enables or disables supression of Z-axis shoving. When enabled, shoving in the vertical up/down direction is supressed, and typically meant to help reduce shove-boosting and other tactics when they are undesired.

Note

g_shove(cvar) must be enabled for this variable to take effect.

Warning

Disabling this feature can greatly alter gameplay, as it allows new and unexpected ways of winning objectives.

See Also

g_shove(cvar)

Name

g_shove — set player shoving distance

Synopsis

`g_shove` [*`distance`*]

Default

`g_shove 0`

Description

g_shove sets the distance a player is shoved. The amount specifies the distance a player is shoved and you should experiment with different values until obtaining the desired results. A value of `0` disables player shoving. A value of `100` might be a good starting point to start tuning this feature.

See Also

g_shoveNoZ(cvar)

Name

g_sk5_battle — set bitflags for 5th-level battle-sense skill

Synopsis

`g_sk5_battle` [*`flags`*]

Table 13.23. g_sk5_battle Flags

FLAG	DESCRIPTION
1	faster stamina recharge

Default

`g_sk5_battle 1`

Description

g_sk5_battle set bitflags for 5th-level battle-sense skill.

Name

g_sk5_cvops — set bitflags for 5th-level Covert-Ops skill

Synopsis

`g_sk5_cvops` [*`flags`*]

Table 13.24. g_sk5_cvops Flags

FLAG	DESCRIPTION
1	consume less charge
2	more grenades
4	enable poison-gas grenade

Default

`g_sk5_cvops 7`

Description

g_sk5_cvops set bitflags for 5th-level Covert-Ops skill.

Name

g_sk5_eng — set bitflags for 5th-level Engineer skill

Synopsis

`g_sk5_eng` [*`flags`*]

Table 13.25. g_sk5_eng Flags

FLAG	DESCRIPTION
1	consume less charge
2	more grenades
4	landmines take longer to spot
8	landmines take longer to defuse
16	increased construction speed
32	enable S-mines
64	enable poison-gas mines

Default

`g_sk5_eng 127`

Description

g_sk5_eng set bitflags for 5th-level Engineer skill.

Name

g_sk5_fdops — set bitflags for 5th-level Field-Ops skill

Synopsis

`g_sk5_fdops` [*`flags`*]

Table 13.26. g_sk5_fdops Flags

FLAG	DESCRIPTION
1	consume less charge
2	more grenades

Default

`g_sk5_fdops 3`

Description

g_sk5_fdops set bitflags for 5th-level Field-Ops skill.

Name

g_sk5_lightweap — set bitflags for 5th-level light-weapons skill

Synopsis

`g_sk5_lightweap` [*`flags`*]

Table 13.27. g_sk5_lightweap Flags

FLAG	DESCRIPTION
1	reduced recoil time

Default

`g_sk5_lightweap 1`

Description

g_sk5_lightweap set bitflags for 5th-level light-weapons skill.

Name

g_sk5_medic — set bitflags for 5th-level Medic skill

Synopsis

`g_sk5_medic` [*`flags`*]

Table 13.28. g_sk5_medic Flags

FLAG	DESCRIPTION
1	consume less charge
2	more grenades
16	carry-over health recharge for Covert-Ops
32	carry-over health recharge for Engineer
64	carry-over health recharge for Field-Ops
128	carry-over health recharge for Soldier

Default

`g_sk5_medic 243`

Description

g_sk5_medic set bitflags for 5th-level Medic skill.

Name

g_sk5_soldier — set bitflags for 5th-level Soldier skill

Synopsis

`g_sk5_soldier` [*`flags`*]

Table 13.29. g_sk5_soldier Flags

FLAG	DESCRIPTION
1	consume less charge
2	more grenades
4	enable poison-gas grenade

Default

`g_sk5_soldier 7`

Description

g_sk5_soldier set bitflags for 5th-level Soldier skill.

Name

g_skills — set bitflags for skills related behavior

Synopsis

`g_skills` [*`flags`*]

Table 13.30. g_skills Flags

FLAG	DESCRIPTION
1	level 4 battle-sense can spot mines for team
2	level 4 explosives-and-construction skill carries over to all classes
4	adrenaline carries over to all classes
8	level 4 signals enables all classes to spot disguised enemies

Default

`g_skills` `0`

Description

g_skills sets bitflags for various skills related behaviors.

Name

g_slashKill — set client /kill behavior mode

Synopsis

`g_slashKill` [*mode*]

Table 13.31. g_slashKill Modes

MODE	DESCRIPTION
0	default behavior
1	player will spawn with 50% class charge
2	player will spawn with empty class charge
3	player will spawn with class charge at same level as when /kill was issued
4	disables /kill command

Default

`g_slashKill 0`

Description

g_slashKill set client /kill command behavior mode.

Name

g_smoothClients — enable/disable missed client frames smoothing

Synopsis

`g_smoothClients` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_smoothClients 1`

Description

g_smoothClients enables or disables extrapolation when client frames are missing.

Name

g_snap — set bitflags for server floating point value snapping

Synopsis

`g_snap` [*`flags`*]

Table 13.32. g_snap Flags

FLAG	DESCRIPTION
1	round player state at end of frame
2	round player state during client-think
4	round player state during client smoothing extrapolation

Default

`g_snap 7`

Description

g_snap sets bitflags for server floating point value snapping. Generally you do not need to touch this setting but under certain circumstances, the tweaking of this value can help conserve network bandwidth at the cost of sub-inch, and sub-degree accuracy of certain pieces of information transmitted to clients.

Caution

These are expert settings and should not be tweaked without guidance from Jaymod developers.

Name

g_sniperWar — enable/disable sniper-war game mode

Synopsis

`g_sniperWar` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_sniperWar 0`

Description

g_sniperWar enables or disables sniper-war game mode.

When enabled, the following is in effect:

- players spawn as Covert-Ops with a sniper rifle, a knife, binoculars, and 400 rifle rounds
- players awarded with all Covert-Ops skills
- headshots while in scoped weapon-mode are instant kills
- if hitsounds are enabled, headshots result in an voice shouting "headshot"

Note

This is a fun game mode and as such, it may not be compatible with the objectives of most maps.

Warning

This feature is mutually exclusive to g_knifeonly(cvar), and g_panzerWar(cvar).

See Also

g_knifeonly(cvar), g_panzerWar(cvar)

Name

g_soldierChargeTime — set amount of time for Soldier to recharge

Synopsis

`g_soldierChargeTime` [*`duration`*]

Default

`g_soldierChargeTime` `20000`

Description

g_soldierChargeTime sets the amount of time in milliseconds it takes for Soldier to recharge.

Name

g_soldiers — set bitflags for Soldier behavior

Synopsis

`g_soldiers` [*`flags`*]

Table 13.33. g_soldiers Flags

FLAG	DESCRIPTION
1	enable gravity effect on panzer rockets

Default

`g_soldiers 0`

Description

g_soldiers set bitflags for Soldier behavior.

Name

g_spawnInvul — sets spawn invulnerability period for players

Synopsis

`g_spawnInvul` [*`period`*]

Default

`g_spawnInvul 3`

Description

g_spawnInvul sets the invulnerability period in seconds for newly spawned players.

Name

g_spectatorInactivity — set spectator inactivity limit

Synopsis

`g_spectatorInactivity [limit]`

Default

`g_spectatorInactivity 0`

Description

g_spectatorInactivity sets the limit in seconds of spectator inactivity permitted before client is automatically kicked. A value of `0` disables this feature.

See Also

g_inactivity(cvar)

Name

g_spectator — set bitflags for spectator actions

Synopsis

`g_spectator` [*`flags`*]

Table 13.34. g_spectator Flags

FLAG	DESCRIPTION
1	click targeted spectator to follow
2	click no-target to follow next player, only useful when flag `1` is enabled
4	continue following same player even after they die and respawn
8	enter free-look mode when subject dies

Default

`g_spectator 0`

Description

g_spectator sets bitflags controlling various spectator actions.

Note

Flags `4` and `8` are mutually exclusive,

Name

g_speed — set player baseline speed

Synopsis

`g_speed` [*`units`*]

Default

`g_speed 320`

Description

g_speed sets the rate at which a player moves. This is the baseline speed for player movement which directly effects how fast a player moves when running, sprinting, walking, crouching, crawling, etc.

Name

g_teamDamageMinHits — set friendly-fire tolerance minimum hits

Synopsis

`g_teamDamageMinHits` [*num*]

Default

`g_teamDamageMinHits` 6

Description

g_teamDamageMinHits sets the minimum number of hits required before friendly-fire tolerance is in effect. This variable is only used when g_teamDamageRestriction(cvar) is enabled.

See Also

g_teamDamageRestriction(cvar)

Name

g_teamDamageRestriction — set friendly-fire tolerance percentage

Synopsis

`g_teamDamageRestriction` [*`tolerance`*]

Default

`g_teamDamageRestriction` `0`

Description

g_teamDamageRestriction sets friendly-fire tolerance percentage. A player's friendly-fire is calculated as hits against friendlies as compared to total hits. A value of `1` to `100` inclusive will set the tolerance limit of fiendly-fire and when exceeded, the player will be kicked. A value of `0` disables this feature.

See Also

g_teamDamageMinHits(cvar)

Name

g_teamForceBalance — force team balance

Synopsis

`g_teamForceBalance` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_teamForceBalance 0`

Description

g_teamForceBalance sets whether the game should balance the teams, that is, the game will not allow a team to have more than 1 player more than the other team.

Name

g_truePing — enable/disable true ping calculation

Synopsis

`g_truePing` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_truePing 1`

Description

g_truePing enables or disables true ping calculation. When enabled, ping is calculated by averaging the timestamps of commands sent by clients. This is a better way of calculating latency between the client and server. Though it does not affect actual lag or performance, ping numbers will usually be higher with this turned on. Keep this in mind when kicking players for high ping. This has no impact of any kind on antilag support.

Name

g_userAlliedRespawnTime — the amount of time between Allied team respawns

Synopsis

`g_userAlliedRespawnTime` [*`interval`*]

Default

`g_userAlliedRespawnTime` `0`

Description

g_userAlliedRespawnTime specifies the time interval in seconds between Allied respawns. This cvar is used for custom spawn times -- that is, it overrides the time set in the map's script. It automatically updates the g_bluelimbotime(cvar) cvar accordingly.

See Also

g_bluelimbotime(cvar), g_redlimbotime(cvar), g_userAxisRespawnTime(cvar)

Name

g_userAxisRespawnTime — the amount of time between Axis team respawns

Synopsis

`g_userAxisRespawnTime` [*`interval`*]

Default

`g_userAxisRespawnTime` `0`

Description

g_userAxisRespawnTime specifies the time interval in seconds between Axis respawns. This cvar is used for custom spawn times -- that is, it overrides the time set in the map's script. It automatically updates the g_redlimbotime(cvar) cvar accordingly.

See Also

g_bluelimbotime(cvar), g_redlimbotime(cvar), g_userAlliedRespawnTime(cvar)

Name

g_voiceChatsAllowed — set maximum number of voice chats per 30 second period

Synopsis

`g_voiceChatsAllowed` [*num*]

Default

`g_voiceChatsAllowed 4`

Description

g_voiceChatsAllowed sets the maximum number of voice chats allowable over a 30 second period. A value of `0` disables voice chats.

Name

g_vulnerableWeapons — set bitflags to enable missile-type weapon vulnerability

Synopsis

`g_vulnerableWeapons` [*`flags`*]

Table 13.35. g_vulnerableWeapons Flags

FLAG	DESCRIPTION
1	panzer projectiles
2	grenades (both mid-air and grounded)
4	airstrike canisters (mid-air and grounded)
8	satchels (mid-air and grounded)

Default

`g_vulnerableWeapons 0`

Description

g_vulnerableWeapons sets bitflags to enable missile-type weapons vulnerability. When enabled, the projectile (or equivalent) to become vulnerable to bullet fire or splash damage.

Name

g_warmup — sets warmup period before match begins

Synopsis

`g_warmup` [*`period`*]

Default

`g_warmup 60`

Description

g_warmup sets the warmup period in seconds before match begins. A value of `1` will disable warmup period.

Name

g_watermarkFadeAfter — set amount of time before watermark begins to fade

Synopsis

`g_watermarkFadeAfter` [*`period`*]

Default

`g_watermarkFadeAfter 60`

Description

g_watermarkFadeAfter sets the amount of time in seconds before the watermark begins to fade. Specify `-1` to disable fading.

See Also

g_watermark(cvar), g_watermarkFadeTime(cvar)

Name

g_watermarkFadeTime — set amount of time to fade watermark

Synopsis

`g_watermarkFadeTime` [*`period`*]

Default

`g_watermarkFadeTime 60`

Description

g_watermarkFadeTime sets the amount of time in seconds which it takes to fade a watermark.

See Also

g_watermark(cvar), g_watermarkFadeAfter(cvar)

Name

g_watermark — set server watermark used for client display

Synopsis

`g_watermark [ "image" | "shader" ]`

Default

`g_watermark "jaymod"`

Description

g_watermark sets the sever watermark used for client display. An empty value `""` will disable watermarking.

Watermarks can be either an *`image`* or a *`shader`*.

An *`image`* is either in `.tga` or `.jpg` format. A `.tga` file is useful when alpha-channels for transparency effects are desired, (as long as you save them as 32-bit targa format).

Important

The image pixel dimensions must be a power-of-2. Square images of { 32x32, 64x64 or 128x128 } pixels are good for watermarking. Images such as { 30x30, 20x20, 128x100 } are all bad and will not be loaded by ET.

A *`shader`* gives many more advanced options. An example shader:

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

Of course, replace `bluecherry/bc.tga` with your actual file name. When you set a watermark, the game will requires that it be placed in the `watermark/` subdirectory. For example, **g_watermark "clanfu.jpg"** will attempt to load `watermark/clanfu.jpg`. Make sure you remember this when you make your .pk3.

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

See Also

g_watermarkFadeAfter(cvar), g_watermarkFadeTime(cvar)

Name

g_weapons — set bitflags for various weapons behavior

Synopsis

`g_weapons` [*`flags`*]

Table 13.36. g_weapons Flags

FLAG	DESCRIPTION
1	Field-Ops with level 0 battle-sense do not spawn with binoculars
2	syringes function underwater
4	pliers function underwater
8	"Too many air strikes requested" will restore used charge bar
16	"Too many air strikes requested" will restore half of used charge bar
32	ammo packs restore a lost helmet
64	players with binoculars drop them upon death
128	allies reload rifles mid-clip to match corresponding axis ability
256	enable throwing knives
512	enable poison throwing knives
1024	enable Winchester M97 (shotgun)
2048	disable adrenaline
4096	enable Molotov-Cocktails

Default

`g_weapons 0`

Description

g_weapons sets bitflags for various weapons behavior.

Name

g_wolfrof — enable/disable Return to Castle Wolfenstein rate of fire

Synopsis

`g_wolfrof` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`g_wolfrof 0`

Description

g_wolfrof enables or disables Return to Castle Wolfenstein rate of fire. MP40, Thompson and Sten rates of automatic-fire are adjusted to approximate that of Return to Castle Wolfenstein. In absolute terms, the delay between automatic-rounds is lowered from **150**ms to **110**ms.

Name

g_xpCap — set XP-limit action

Synopsis

`g_xpCap` [*`action`*]

Table 13.37. g_xpCap Actions

AC-TION	DESCRIPTION
0	allow the player to continue gaining XP for skills which are not maxed out
1	disallow any further XP gain but keep it at max amount
2	automatically reset player's XP to 0

Default

`g_xpCap 0`

Description

g_xpCap sets the action to take when g_xpMax(cvar) is exceeded.

See Also

g_xpMax(cvar), g_xpSave(cvar), g_xpSaveTimeout(cvar), Chapter 9, *XP-save System*

Name

g_xpMax — set XP-limit amount

Synopsis

`g_xpMax` [`0..999999`]

Default

`g_xpMax 0`

Description

g_xpMax sets the XP-limit amount. A value of `0` will disable limiting. If a positive value, the server will take action when the limit is exceeded. The action is specified by g_xpCap(cvar).

See Also

g_xpCap(cvar), g_xpSave(cvar), g_xpSaveTimeout(cvar), Chapter 9, *XP-save System*

Name

g_xpSaveTimeout — set XP-save duration

Synopsis

`g_xpSaveTimeout` [*`duration`*]

Default

`g_xpSaveTimeout 1h`

Description

g_xpSaveTimeout sets the XP-save duration in seconds. A value of `0` specifies XP-save will never timeout.

For convenience you may specify duration { days, hours, minutes, seconds } using their respective suffixes { d, h, m, s }. For example, to specify 10 days plus 4 hours, the following are all equivalent:

- `10d4h`
- `10d4h0m0s`
- `878400s`
- `878400`

See Also

g_xpCap(cvar), g_xpMax(cvar), g_xpSave(cvar), Chapter 9, *XP-save System*

Name

g_xpSave — enable/disable XP-save feature

Synopsis

`g_xpSave` [*mode*]

Table 13.38. g_xpSave Modes

MODE	DESCRIPTION
0	disabled
1	enabled
2	enabled and clear all XP in campaign mode when a new campaign begins

Default

`g_xpSave 0`

Description

g_xpSave enables or disables XP-save functionality. If enabled, the server will save XP for up to the amount of time specified by g_xpSaveTimeout(cvar).

See Also

g_xpCap(cvar), g_xpMax(cvar), g_xpSaveTimeout(cvar), Chapter 9, *XP-save System*

Name

match_latejoin — enable/disable allowing players to join a match in progress

Synopsis

`match_latejoin` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`match_latejoin 1`

Description

match_latejoin enables or disables allowing players to join a match in progress.

Name

match_minplayers — set minimum number of players required for match to begin

Synopsis

`match_minplayers` [*num*]

Default

`match_minplayers` `0`

Description

match_minplayers sets the minimum number of players required for match to begin.

Name

match_mutespecs — enable/disable muting of spectators

Synopsis

`match_mutespecs` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`match_mutespecs 0`

Description

match_mutespecs enables or disables muting of spectators.

Name

match_readypercent — set percentage of players required to be ready

Synopsis

`match_readypercent` [*`percent`*]

Default

`match_readypercent` `100`

Description

match_readypercent sets percentage of players required to be ready before match begins.

Name

match_timeoutcount — set maximum number of times non-referees can pause the match

Synopsis

`match_timeoutcount` [*num*]

Default

`match_timeoutcount 3`

Description

match_timeoutcount sets the maximum number of times non-referees can pause the match.

Name

match_timeoutlength — set duration of player-timeout

Synopsis

`match_timeoutlength` [*duration*]

Default

`match_timeoutlength` `180`

Description

match_timeoutlength sets duration of a player-timeout in seconds.

Name

match_warmupDamage — enable/disable damage during warmup

Synopsis

`match_warmupDamage` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`match_warmupDamage 1`

Description

match_warmupDamage enables or disables damage during warmup period.

Name

omnibot_enable — enable/disable Omni-bot module

Synopsis

`omnibot_enable` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`omnibot_enable 1`

Description

omnibot_enable enables or disables Omni-bot module loading at game init time. When enabled, Jaymod will attempt to load the Omni-bot module. If the module is not found, a small error message will be logged indicating such, and Jaymod will continue to operate as if Omni-bot was disabled. If you do not wish to operate Omni-bot but wish to supress a loading attempt and subsequent error message, then disable this feature.

Note

This CVAR should be set on the server command-line and not in a `.cfg` file.

See Also

Chapter 12, *Omni-bot*

Name

rconpassword — set password to enable remote console commands

Synopsis

`rconpassword` [*"secret"*]

Default

`rconpassword ""`

Description

rconpassword sets the password required for remote console commands. An empty value `""` will disable remote console.

Name

refereePassword — set password for client referee promotion

Synopsis

`refereePassword ["secret"]`

Default

`refereePassword ""`

Description

refereePassword sets the password required for clients to become match referees.

Name

server_motd0 — set server message-of-the-day

Synopsis

`server_motd0 ["text"]`

Default

`server_motd0 ""`

Description

server_motd0 sets the server message-of-the-day (line 0) for display in bottom-right corner of connecting splash-screen.

Name

server_motd1 — set server message-of-the-day

Synopsis

`server_motd1 ["text"]`

Default

`server_motd1 ""`

Description

server_motd1 sets the server message-of-the-day (line 1) for display in bottom-right corner of connecting splash-screen.

Name

server_motd2 — set server message-of-the-day

Synopsis

`server_motd2` [*"text"*]

Default

`server_motd2 ""`

Description

server_motd2 sets the server message-of-the-day (line 2) for display in bottom-right corner of connecting splash-screen.

Name

server_motd3 — set server message-of-the-day

Synopsis

`server_motd3` [*"text"*]

Default

`server_motd3 ""`

Description

server_motd3 sets the server message-of-the-day (line 3) for display in bottom-right corner of connecting splash-screen.

Name

server_motd4 — set server message-of-the-day

Synopsis

`server_motd4` [*"text"*]

Default

`server_motd4 ""`

Description

server_motd4 sets the server message-of-the-day (line 4) for display in bottom-right corner of connecting splash-screen.

Name

server_motd5 — set server message-of-the-day

Synopsis

`server_motd5` [*"text"*]

Default

`server_motd5 ""`

Description

server_motd5 sets the server message-of-the-day (line 5) for display in bottom-right corner of connecting splash-screen.

Name

sv_allowDownload — enable/disable direct client download

Synopsis

`sv_allowDownload` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`sv_allowDownload 1`

Description

sv_allowDownload enables or disables direct client downloads from server.

See Also

sv_dl_maxRate(cvar)

Name

sv_dl_maxRate — set max rate for direct client downloads

Synopsis

`sv_dl_maxRate` [*rate*]

Default

`sv_dl_maxRate` `42000`

Description

sv_dl_maxRate sets the max rate in bytes/s for direct client downloads.

See Also

sv_allowDownload(cvar)

Name

sv_floodProtect — enable/disable client commands flood protection

Synopsis

`sv_floodProtect` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`sv_floodProtect 1`

Description

sv_floodProtect enables or disables client commands flood protection. Malicious users may try using too many string commands to lag other players. When enabled, this feature causes flooders to lag themselves but not other players.

Name

sv_fps — set server frequency

Synopsis

`sv_fps` [*`frequency`*]

Default

`sv_fps` `20`

Description

sv_fps sets the server frequency in frames per second (fps). The ET SDK has some sections of code which assume `20` fps and at this time it is not recommended this value be changed.

Name

sv_fullmsg — set server-full message

Synopsis

`sv_fullmsg ["text"]`

Default

`sv_fullmsg "Server is full."`

Description

sv_fullmsg sets the message displayed to clients when server is full.

See Also

sv_maxclients(cvar)

Name

sv_hostname — set name of server shown in browse lists

Synopsis

`sv_hostname` [*"name"*]

Default

`sv_hostname "ETHost"`

Description

sv_hostname sets the name of the server as shown in browse lists. In order for this value to have effect, the appropriate setting for dedicated(cvar) must be in effect.

See Also

dedicated(cvar), sv_master1(cvar), sv_master2(cvar), sv_master3(cvar), sv_master4(cvar), sv_master5(cvar)

Name

sv_lanForceRate — enable/disable automatic network settings for LAN clients

Synopsis

`sv_lanForceRate` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`sv_lanForceRate 1`

Description

sv_lanForceRate enables or disables automatic network settings for LAN clients. Some reports indicate clients can be incorrectly identified as a LAN client and in those cases this can be a serious issue to client performance. Use **/players** on client console to see `rate` for each client.

Name

sv_master1 — set master server for browse-list registration

Synopsis

`sv_master1 ["hostname"]`

Default

`sv_master1 "etmaster.idsoftware.com"`

Description

sv_master1 sets the master server for browse-list registration.

See Also

dedicated(cvar), sv_hostname(cvar), sv_master2(cvar), sv_master3(cvar), sv_master4(cvar), sv_master5(cvar)

Name

sv_master2 — set supplemental master server for browse-list registration

Synopsis

`sv_master2 ["hostname"]`

Default

`sv_master2 ""`

Description

sv_master2 sets a supplemental master server for browse-list registration.

See Also

dedicated(cvar), sv_hostname(cvar), sv_master1(cvar), sv_master3(cvar), sv_master4(cvar), sv_master5(cvar)

Name

sv_master3 — set supplemental master server for browse-list registration

Synopsis

`sv_master3 ["hostname"]`

Default

`sv_master3 ""`

Description

sv_master3 sets a supplemental master server for browse-list registration.

See Also

dedicated(cvar), sv_hostname(cvar), sv_master1(cvar), sv_master2(cvar), sv_master4(cvar), sv_master5(cvar)

Name

sv_master4 — set supplemental master server for browse-list registration

Synopsis

`sv_master4 ["hostname"]`

Default

`sv_master4 ""`

Description

sv_master4 sets a supplemental master server for browse-list registration.

See Also

dedicated(cvar), sv_hostname(cvar), sv_master1(cvar), sv_master2(cvar), sv_master3(cvar), sv_master5(cvar)

Name

sv_master5 — set supplemental master server for browse-list registration

Synopsis

`sv_master5 ["hostname"]`

Default

`sv_master5 ""`

Description

sv_master5 sets a supplemental master server for browse-list registration.

See Also

dedicated(cvar), sv_hostname(cvar), sv_master1(cvar), sv_master2(cvar), sv_master3(cvar), sv_master4(cvar)

Name

sv_maxclients — set maximum number of connected clients

Synopsis

`sv_maxclients` [*num*]

Default

`sv_maxclients 20`

Description

sv_maxclients sets the maximum number of connected clients. Clients exceeding *num* will typically get a server-full message.

See Also

sv_fullmsg(cvar)

Name

sv_maxPing — set maximum allowable client ping

Synopsis

`sv_maxPing` [*`ping`*]

Default

`sv_maxPing` `0`

Description

sv_maxPing sets the maximum ping in milliseconds allowable for a client, checked at time of connecting. At connecting time the client ping is usually significantly worse than at normal gameplay, therefore this setting might need to be inflated to compensate. The server enforces this limit by rejecting client connections exceeding *`ping`*. A value of `0` disables this functionality.

Name

sv_maxRate — set maximum network bandwidth per client

Synopsis

`sv_maxRate` [*`rate`*]

Default

`sv_maxRate` `13000`

Description

sv_maxRate sets the maximum network bandwidth in bytes/s per client. This value applies to data sent in the server -> client direction.

Name

sv_minPing — set minimum required client ping

Synopsis

`sv_minPing` [*`ping`*]

Default

`sv_minPing` `0`

Description

sv_minPing sets the minimum ping in milliseconds required for client connectivity, checked at time of connecting. At connecting time the client ping is usually significantly worse than at normal gameplay, therefore this setting might need to be inflated to compensate. The server enforces this limit by rejecting client connections with a lower *`ping`*. A value of `0` disables this functionality. This feature is probably only useful for dial-up and other high-latency/low-bandiwdth connections.

Name

sv_packetdelay — set simulated server latency

Synopsis

`sv_packetdelay` [*`delay`*]

Default

`sv_packetdelay` `0`

Description

sv_packetdelay sets the simulated server latency in milliseconds. The server can be coaxed into simulated network latency by artificially delaying transmission of packets in direction of server -> client. A value of `0` will disable this functionality.

See Also

sv_packetloss(cvar)

Name

sv_packetloss — set simulated server packet loss

Synopsis

`sv_packetloss` [*loss*]

Default

`sv_packetloss` `0`

Description

sv_packetloss sets the simulated server packet loss as a percentage. The server can be coaxed into simulated network loss by artificially losing packets in direction of server -> client. A value of `0` disables this functionality. For example, a value of `30` would simulate 30% packet loss.

See Also

sv_packetdelay(cvar)

Name

sv_padPackets — set packet padding amount

Synopsis

`sv_padPackets` [*num*]

Default

`sv_padPackets` `0`

Description

sv_padPackets sets the *num* of NOP (no-operation) messages added to packets. This is primarily a debugging feature and is used to fill packets from server -> client with NOPs. A value of `0` disables this functionality.

Name

sv_privateClients — set number of reserved client slots

Synopsis

`sv_privateClients` [*num*]

Default

`sv_privateClients 4`

Description

sv_privateClients sets the number of reserved client slots. Reserved client slots require users to connect with private password set. A value of `0` disables this functionality.

See Also

sv_privatePassword(cvar),

Name

sv_privatePassword — set password for reserved private player slots

Synopsis

`sv_privatePassword ["secret"]`

Default

`sv_privatePassword ""`

Description

sv_privatePassword sets the password for reserved private player slots. An empty value `""` will disable private slot access.

See Also

sv_privateClients(cvar),

Name

sv_pure — enable/disable client purity check

Synopsis

`sv_pure` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`sv_pure 1`

Description

sv_pure enables or disables client file purity checks. When enabled the server will drop clients with files (pk3) which have mismatching checksums (digital signatures).

Name

sv_reconnectlimit — set minimum period required between client reconnections

Synopsis

`sv_reconnectlimit` [*`period`*]

Default

`sv_reconnectlimit 3`

Description

sv_reconnectlimit sets the minimum period in seconds required between client reconnections. Clients reconecting before waiting at least *`period`* seconds will be disconnected. A value of `0` will dissable.

Name

sv_showAverageBPS — UNKNOWN

Synopsis

`sv_showAverageBPS` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`sv_showAverageBPS 0`

Description

sv_showAverageBPS UNKNOWN

Name

sv_showloss — enable/disable lost usercmd logging

Synopsis

`sv_showloss` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`sv_showloss 0`

Description

sv_showloss enables or disables lost usercmd logging.

Name

sv_timeout — set client network connection timeout

Synopsis

`sv_timeout` [*`period`*]

Default

`sv_timeout 240`

Description

sv_timeout sets the client network connection timeout in seconds. Clients connections are dropped after `period` seconds of unreachability.

Name

sv_wwwBaseURL — set URL download prefix for WWW downloads of server files

Synopsis

`sv_wwwBaseURL ["URL"]`

Default

`sv_wwwBaseURL ""`

Description

sv_wwwBaseURL sets the URL download prefix for server files which the client uses to download pk3 files. For example, specifying *URL* as `"http://www.nowhere.com/et/"` will result in the client attempting to download **http://www.nowhere.com/et/jaymod/jaymod-2.1.10.pk3** .

See Also

sv_wwwDlDisconnected(cvar), sv_wwwDownload(cvar), sv_wwwFallbackURL(cvar)

Name

sv_wwwDlDisconnected — enable/disable client disconect while downloading

Synopsis

`sv_wwwDlDisconnected` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`sv_wwwDlDisconnected 0`

Description

sv_wwwDlDisconnected enables or disables client disconection from server while downloading. This disconnects a client from game server to free up slots while download is in progress.

See Also

sv_wwwBaseURL(cvar), sv_wwwDownload(cvar), sv_wwwFallbackURL(cvar)

Name

sv_wwwDownload — enable/disable HTTP download

Synopsis

`sv_wwwDownload` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`sv_wwwDownload 0`

Description

sv_wwwDownload enables or disables HTTP downloads. If enabled takes precedence over sv_allowDownload(cvar).

See Also

sv_wwwBaseURL(cvar), sv_wwwDlDisconnected(cvar), sv_wwwFallbackURL(cvar)

Name

sv_wwwFallbackURL — set URL for failed WWW downloads

Synopsis

`sv_wwwFallbackURL ["URL"]`

Default

`sv_wwwFallbackURL ""`

Description

sv_wwwFallbackURL sets the URL for failed WWW downloads. Clients will attempt to open the page specified by *URL* upon failing a download. If an empty `""` is specified and the download fails, then the client will fallback to the standard download mechanism controlled via sv_allowDownload(cvar).

See Also

sv_wwwBaseURL(cvar), sv_wwwDlDisconnected(cvar), sv_wwwDownload(cvar)

Name

sv_zombietime — set zombie period

Synopsis

`sv_zombietime` [*`period`*]

Default

`sv_zombietime` `2`

Description

sv_zombietime sets the zombie *`period`* in seconds. When a client is normally dropped, the client goes into a zombie state for *`period`* seconds to give a reasonable chance for reliable messages retransmission, if necessary. A value of `0` disables this functionality.

Name

team_maxArtillery — sets the maximum number of artillery or airstrikes per minute

Synopsis

`team_maxArtillery` [*num*]

Default

`team_maxArtillery 6`

Description

team_maxArtillery sets the maximum number of artillery or airstrikes each team can have per minute. Setting *num* to `0` disables artillery and airstrikes altogether, and `1` through to `6` specifies the maximum number of concurrent airstrikes per minute allowed. Anything above `6` will have no effect.

See Also

team_maxFlamers(cvar), team_maxGrenLaunchers(cvar) team_maxLandMines(cvar), team_maxM97s(cvar), team_maxMG42s(cvar) team_maxMortars(cvar), team_maxPanzers(cvar)

Name

team_maxCovertOps — sets the maximum number of covert-ops per team

Synopsis

`team_maxCovertOps` [*num*]

`team_maxCovertOps` [*num*%]

Default

`team_maxCovertOps -1`

Description

team_maxCovertOps sets the maximum number of covert-ops each team can have at once. Setting *num* to `-1` allows for unlimited covert-ops. Setting *num* to `0` disables the class altogether, and `1` or higher specifies the maximum number of covert-ops per team. If desired, the maximum can be specified as a percentage of team players by suffixing *num* with a percent-symbol.

See Also

team_maxMedics(cvar), team_maxEngineers(cvar), team_maxFieldOps(cvar),

Name

team_maxEngineers — sets the maximum number of engineers per team

Synopsis

`team_maxEngineers` [*num*]

`team_maxEngineers` [*num*%]

Default

`team_maxEngineers -1`

Description

team_maxEngineers sets the maximum number of engineers each team can have at once. Setting *num* to `-1` allows for unlimited engineers. Setting *num* to `0` disables the class altogether, and `1` or higher specifies the maximum number of engineers per team. If desired, the maximum can be specified as a percentage of team players by suffixing *num* with a percent-symbol.

See Also

team_maxMedics(cvar), team_maxFieldOps(cvar), team_maxCovertOps(cvar),

Name

team_maxFieldOps — sets the maximum number of field-ops per team

Synopsis

`team_maxFieldOps` [*num*]

`team_maxFieldOps` [*num*%]

Default

`team_maxFieldOps -1`

Description

team_maxFieldOps sets the maximum number of field-ops each team can have at once. Setting *num* to `-1` allows for unlimited field-ops. Setting *num* to `0` disables the class altogether, and `1` or higher specifies the maximum number of field-ops per team. If desired, the maximum can be specified as a percentage of team players by suffixing *num* with a percent-symbol.

See Also

team_maxMedics(cvar), team_maxEngineers(cvar), team_maxCovertOps(cvar),

Name

team_maxFlamers — sets the maximum number of flamethrowers per team

Synopsis

`team_maxFlamers` [*num*]

`team_maxFlamers` [*num*%]

Default

`team_maxFlamers -1`

Description

team_maxFlamers sets the maximum number of flamethrowers each team can have at once. Setting *num* to `-1` allows for unlimited flamethrowers. Setting *num* to `0` disables the weapon altogether, and `1` or higher specifies the maximum number of flamethrowers per team. If desired, the maximum can be specified as a percentage of team players by suffixing *num* with a percent-symbol.

See Also

team_maxArtillery(cvar), team_maxGrenLaunchers(cvar) team_maxLandMines(cvar), team_maxM97s(cvar), team_maxMG42s(cvar) team_maxMortars(cvar), team_maxPanzers(cvar)

Name

team_maxGrenLaunchers — sets the maximum number of grenade launchers per team

Synopsis

`team_maxGrenLaunchers` [*num*]

`team_maxGrenLaunchers` [*num*%]

Default

`team_maxGrenLaunchers -1`

Description

team_maxGrenLaunchers sets the maximum number of grenade launchers each team can have at once. Setting *num* to `-1` allows for unlimited grenade launchers. Setting *num* to `0` disables the weapon altogether, and `1` or higher specifies the maximum number of grenade launchers per team. If desired, the maximum can be specified as a percentage of team players by suffixing *num* with a percent-symbol.

See Also

team_maxArtillery(cvar), team_maxFlamers(cvar), team_maxLandMines(cvar), team_maxM97s(cvar), team_maxMG42s(cvar) team_maxMortars(cvar), team_maxPanzers(cvar)

Name

team_maxLandMines — sets the maximum numbers or landmines per team

Synopsis

`team_maxLandMines` [*num*]

Default

`team_maxLandMines` `10`

Description

team_maxLandMines sets the maximum number of landmines each team can have planted at once. Setting *num* to `0` disables the landmines altogether, and `1` or higher specifies the maximum number of landmines per team.

See Also

team_maxArtillery(cvar), team_maxFlamers(cvar), team_maxGrenLaunchers(cvar) team_maxM97s(cvar), team_maxMG42s(cvar) team_maxMortars(cvar), team_maxPanzers(cvar)

Name

team_maxM97s — sets the maximum number of M97s per team

Synopsis

`team_maxM97s` [*num*]

`team_maxM97s` [*num*%]

Default

`team_maxM97s -1`

Description

team_maxM97s sets the maximum number of M97s each team can have at once. Setting *num* to `-1` allows for unlimited M97s. Setting *num* to `0` disables the weapon altogether, and `1` or higher specifies the maximum number of M97s per team. If desired, the maximum can be specified as a percentage of team players by suffixing *num* with a percent-symbol.

See Also

team_maxArtillery(cvar), team_maxFlamers(cvar), team_maxGrenLaunchers(cvar) team_maxLandMines(cvar), team_maxMG42s(cvar) team_maxMortars(cvar), team_maxPanzers(cvar)

Name

team_maxMedics — sets the maximum number of medics per team

Synopsis

`team_maxMedics` [*num*]

`team_maxMedics` [*num*%]

Default

`team_maxMedics -1`

Description

team_maxMedics sets the maximum number of medics each team can have at once. Setting *num* to `-1` allows for unlimited medics. Setting *num* to `0` disables the class altogether, and `1` or higher specifies the maximum number of medics per team. If desired, the maximum can be specified as a percentage of team players by suffixing *num* with a percent-symbol.

See Also

team_maxEngineers(cvar), team_maxFieldOps(cvar), team_maxCovertOps(cvar),

Name

team_maxMG42s — sets the maximum number of MG42s per team

Synopsis

`team_maxMG42s` [*num*]

`team_maxMG42s` [*num*%]

Default

`team_maxMG42s -1`

Description

team_maxMG42s sets the maximum number of MG42s each team can have at once. Setting *num* to `-1` allows for allows for unlimited MG42s. Setting *num* to `0` disables the weapon altogether, and `1` or higher specifies the maximum number of MG42s per team. If desired, the maximum can be specified as a percentage of team players by suffixing *num* with a percent-symbol.

See Also

team_maxArtillery(cvar), team_maxFlamers(cvar), team_maxGrenLaunchers(cvar) team_maxLandMines(cvar), team_maxM97s(cvar), team_maxMortars(cvar), team_maxPanzers(cvar)

Name

team_maxMortars — sets the maximum number of mortars per team

Synopsis

`team_maxMortars` [*num*]

`team_maxMortars` [*num*%]

Default

`team_maxMortars -1`

Description

team_maxMortars sets the maximum number of mortars each team can have at once. Setting *num* to `-1` allows for unlimited mortars. Setting *num* to `0` disables the weapon altogether, and `1` or higher specifies the maximum number of mortars per team. If desired, the maximum can be specified as a percentage of team players by suffixing *num* with a percent-symbol.

See Also

team_maxArtillery(cvar), team_maxFlamers(cvar), team_maxGrenLaunchers(cvar) team_maxLandMines(cvar), team_maxM97s(cvar), team_maxMG42s(cvar) team_maxPanzers(cvar)

Name

team_maxPanzers — sets maximum number of panzerfausts per team

Synopsis

`team_maxPanzers` [*num*]

`team_maxPanzers` [*num*%]

Default

`team_maxPanzers -1`

Description

team_maxPanzers sets the maximum number of panzerfausts each team can have at once. Setting *num* to `-1` allows for unlimited panzerfausts. Setting *num* to `0` disables the weapon altogether, and `1` or higher specifies the maximum number of panzerfausts per team. If desired, the maximum can be specified as a percentage of team players by suffixing *num* with a percent-symbol.

See Also

team_maxArtillery(cvar), team_maxFlamers(cvar), team_maxGrenLaunchers(cvar) team_maxLandMines(cvar), team_maxM97s(cvar), team_maxMG42s(cvar) team_maxMortars(cvar),

Name

team_maxplayers — sets maximum number of players per team

Synopsis

`team_maxplayers` [*num*]

Default

`team_maxplayers` `0`

Description

team_maxplayers sets the maximum number of players that can be on a team at one time. Setting *num* to `0` allows for unlimited players on each time, while `1` or higher specifies the maximum number of players per team.

Name

team_nocontrols — enable/disable arbitrary control of teams

Synopsis

`team_nocontrols` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`team_nocontrols 1`

Description

team_nocontrols controls whether any player on a team can lock, unlock, or speclock their team. Given that for normal play you usually do not want any player on a team to be able to lock a team, it is recommended that you leave this enabled.

Name

vote_allow_balancedteams — enable/disable balanced teams

Synopsis

`vote_allow_balancedteams` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_balancedteams 1`

Description

vote_allow_balancedteams enables or disables balanced teams.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_comp — enable/disable competition settings

Synopsis

`vote_allow_comp` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_comp 1`

Description

vote_allow_comp enables or disables competition settings.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_friendlyfire — enable/disable friendly-fire

Synopsis

`vote_allow_friendlyfire` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_friendlyfire 1`

Description

vote_allow_friendlyfire enables or disables friendly-fire.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_gametype — enable/disable gametype

Synopsis

`vote_allow_gametype` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_gametype 1`

Description

vote_allow_gametype enables or disables gametype.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_generic — enable/disable generic

Synopsis

`vote_allow_generic` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_generic 1`

Description

vote_allow_generic enables or disables generic.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_kick — enable/disable kick

Synopsis

`vote_allow_kick` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_kick 1`

Description

vote_allow_kick enables or disables kick.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_map — enable/disable map

Synopsis

`vote_allow_map` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_map 1`

Description

vote_allow_map enables or disables map.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_matchreset — enable/disable matchreset

Synopsis

`vote_allow_matchreset` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_matchreset 1`

Description

vote_allow_matchreset enables or disables matchreset.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_matchrestart — enable/disable matchrestart

Synopsis

`vote_allow_matchrestart` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_matchrestart 1`

Description

vote_allow_matchrestart enables or disables matchrestart.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_mutespecs — enable/disable mutespecs

Synopsis

`vote_allow_mutespecs` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_mutespecs 1`

Description

vote_allow_mutespecs enables or disables mutespecs.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_muting — enable/disable muting

Synopsis

`vote_allow_muting` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_muting 1`

Description

vote_allow_muting enables or disables muting.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_nextmap — enable/disable nextmap

Synopsis

`vote_allow_nextmap` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_nextmap 1`

Description

vote_allow_nextmap enables or disables nextmap.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_pub — enable/disable pub

Synopsis

`vote_allow_pub` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_pub 1`

Description

vote_allow_pub enables or disables pub.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_referee — enable/disable referee

Synopsis

`vote_allow_referee` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_referee 0`

Description

vote_allow_referee enables or disables referee.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_shuffleteamsxp — enable/disable shuffleteamsxp

Synopsis

`vote_allow_shuffleteamsxp` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_shuffleteamsxp 1`

Description

vote_allow_shuffleteamsxp enables or disables shuffleteamsxp.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_swapteams — enable/disable swapteams

Synopsis

`vote_allow_swapteams` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_swapteams 1`

Description

vote_allow_swapteams enables or disables swapteams.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_timelimit — enable/disable timelimit

Synopsis

`vote_allow_timelimit` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_timelimit 0`

Description

vote_allow_timelimit enables or disables timelimit.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_allow_warmupdamage — enable/disable warmupdamage

Synopsis

`vote_allow_warmupdamage` [*mode*]

MODE	DESCRIPTION
0	disabled
1	enabled

Default

`vote_allow_warmupdamage 1`

Description

vote_allow_warmupdamage enables or disables warmupdamage.

See Also

vote_limit(cvar), vote_percent(cvar)

Name

vote_limit — set maximum number of times a vote may be called

Synopsis

`vote_limit` [*max*]

Default

`vote_limit 5`

Description

vote_limit sets the maximum number of times any particular vote may be called in a match. The counter is reset at the start of every map load/init.

Name

vote_percent — set percentage of votes required for it to pass

Synopsis

`vote_percent` [*pass*]

Default

`vote_percent` `50`

Description

vote_percent sets the percentage of votes required for a vote-in-progress to pass.

Appendix A. Changelog

beta 2.1.10

1. *Fixed:* bug allowing muted players to still use the say_teamnl command.

beta 2.1.9

1. *Added:* IP address validation checks.
2. *Added:* q3fill exploit check.
3. *Changed:* the amount of anonymous users in the user db to double its old value.
4. *Fixed:* several center aligned screen elements to properly support wide screen displays.
5. *Fixed: mortar recticle* drawing to support wide screen displays.

beta 2.1.8

1. *Fixed:* crash bug found with the initial 2.1.8 pre-release.
2. *Added:* 1 second delay to team switching to avoid a potential exploit.
3. *Fixed:* panzerfaust damage. Players that are hit directly with a panzerfaust missile will always gib. Splash damage is unchanged.
4. *Fixed:* several potential userinfo exploits.
5. *Fixed:* callvote exploit bug.
6. *Added:* Athlon64, K10, and Core2 server specialty builds.
7. *Fixed:* artillery and airstrike bug that caused screen shaking in the incorrect location.
8. *Added:* Omnibot 0.81 support.
9. *Fixed:* shotgun spread bug. This was only a visual shot tracer bug and does not affect gameplay.
10. *Added:* widescreen display support. It is quite possible that I missed a few things, so please post on the Jaymod forums if something looks out of place.
11. *Fixed:* extra long wait on k43 reload (this should get rid of all long rifle reload problems).
12. *Fixed:* private message bug that resulted in unintended recipients receiving the message.
13. *Fixed:* extra long wait on kar98 reload.
14. *Fixed:* the !war commands now splat all players.
15. *Fixed: segmentation-fault* introduced in nightly 2007-09-22.
16. *Fixed: !splat* overflow when no arguments given.
17. *Fixed: censor.db* file-handle leak.
18. *Fixed: !banuser* will now also drop the user (disconnect) if they happen to be connected.
19. *Changed* various *colors* for PM output and !commands to standout more. Those commands which only output to client console are left unchanged.
20. *Enhanced !dbload* to also load map.db and censor.db (if enabled).
21. *Fixed:* g_skills(cvar) now correctly enforces *adrenaline carry-over* flag.
22. *Fixed:* g_medics(cvar) now permits only Medic class to *share-adrenaline*.

beta 2.1.7

1. *Enhanced lagometer* to show rate of server snapshots received per second, sampled over the last 5 seconds.
2. *Added* visual indication when a class is disabled in the limbo menu. The class will be mostly transparent.

3. *Fixed:* broken medic regeneration introduced in 2.1.6.
4. *Added rank icons* to fireteam window.
5. *Fixed: shove* bug that would allow dead and playdead players to shove.
6. *Added killer* view lock for 5 seconds after death.
7. *Added* g_medicSelfHealDelay(cvar) for more control over Medic self-healing.
8. *Fixed:* various g_hitmodeDebug and g_bulletmodeDebug hexadecimal/positional *client formatting*.
9. *Security Fix:* authorization flag '9' not enforced correctly.
10. *Added* Haste's fixed physics code. This removes frame-dependent rounding errors that cause certain fps settings to move slightly farther. This feature attempts to give this advantage to everyone regardless of their frames settings. New cvars are g_fixedPhysics(cvar) and g_fixedPhysicsFPS(cvar).
11. *Fixed:* leaning bug that would allow a player to cancel an in-progress panzerfaust shot.
12. *Fixed:* overbounce bug. Fix found from a mod by Icculus.
13. *Security Fix:* ban enforcement glitch manifesting as failed www download.
14. *Fixed:* command *!seen* not reporting correct results.
15. *Added* optional reason for *!mute* and details are displayed using !finger command.
16. *Enhanced* g_adminLog(cvar) to be more efficient and log format is now +/- [TIMESTAMP] [SLOT#] [GUID/player] COMMAND...
17. *Enhanced* !commands to support partial command-name qualification if command-name is sufficient to be unique.
18. *Changed* all !commands to use consistent colors and output styles.
19. *Added* name-filter multi-matching to *!lol, !pip, !pop, !shake, !slap, !smite* commands.
20. *Enhanced* !listplayers to show spectators across 2-columns when possible.
21. *Enhanced* kick/ban and ban-enforcement popup-messages given to clients.
22. *Added* optional distance argument to *!fling, !flinga, !launch, !launcha, !throw, !throwa* commands.
23. *Added* new command *!lsusers* to search user database.
24. *Enhanced* command *!setlevel* to suppoort setting by level name (or best match).
25. *Updated* command *!ban* to support online/offline banning with -player or -user argument.
26. *Fixed:* poison-gas should not give damage under water.
27. *Fixed:* g_bannerTime defaults to a 5 second minimum instead of becoming disabled.
28. *Database Change:* as per new ACL system, *level.db* 'flags' migrates to 'acl'. When run for the first time against an older db, the values will automatically be converted to the new ACL format. Downward-conversion is not supported.
29. *Database Change:* as per new ACL system, *user.db* 'authflags' migrates to 'acl'. When run for the first time against an older db, the values will automatically be converted to the new ACL format. Downward-conversion is not supported.
30. *Added !userdelete, !useredit, !userinfo, !userlist* for online manipulation of *user.db* records.
31. *Added* chapter documenting the new *Admin System* to docs.
32. *Renamed* cvars as follows:
    a. *g_shrubbot* --> g_admin(cvar)
    b. *g_logAdmin* --> g_adminLog(cvar)
    c. *g_dropMsg* --> g_protestMessage(cvar)
33. *Renamed* admin commands as follows:
    a. *!showbans --> !lbanlist*
    b. *!listlevels --> !levlist*
    c. *!readconfig --> !dbload*
34. *Added* new admin system commands *!levadd, !levdelete, !levedit, !levinfo* for online manipulation of *level.db* records.
35. *Added* new command *!page* to display pages from previous !commands with very long output.
36. *Dropped* redundant cvar *g_doWarmup*, use g_warmup(cvar) instead.
37. *Altered* cvar *sv_tempBanMessage* to read-only as it is now re-computed as a result of changes to g_kickTime(cvar).

38. *Added* countdown tick sound to *gamestate* display on client. Only in effect when announcer is enabled.
39. *Added* gametype/gamestate enum display to *!status* command.
40. *Added* command *!dbsave*.
41. *Fixed: !putteam* would fail when teams were at maximum capacity per their settings.
42. *Fixed:* antiwarp for *limbo'd* players. Bug manifested when antiwarp is enabled for limbo'd players. This should fix the infamous *missing scoreboard* issue players have experienced since antiwarp was introduced (thanks to zinx and density for passing on).
43. *Added:* support for ETPro's *delete* mapscript command. (thank you |Rain|).
44. *Fixed:* Omni-bot bug that would crash the server if an objective didn't have a name.
45. *Added !chicken* admin command. This will taunt the specified player.
46. *Added g_proneDelay* from ETPro. When enabled, players will have a slight temporary penalty in accuracy and will have to wait longer to get back up.
47. *Added* incendiary weapon *Molotov Cocktail* under the same weapon-bank as grenade (weapon-bank 4). Requires g_weapon flag 4096 to be enabled. Requires level 2 light-weapons skill or higher. Requires player to be one of { engineer, field-ops, soldier }. Hint: try throwing at/through breakables such as windows or fences. We're still touching it up cosmetically but most of the visual/audio rendering is in place.
48. *Fixed:* g_weapons(cvar) flag for *no-adrenaline* should now work reliably.
49. *Enhanced thrown-knife* to rotate end-over-end, and added small trail for better visual tracking.
50. *Fixed:* Omni-bot to no longer user relative omni-bot/ directory in search path and elevated fs_homepath and fs_basepath to be first in search list, respectively.
51. *Added* simplistic *notes* for user records. The arguments { -nadd, -ndelete, -nedit, -ninsert } are used to respectively { add, delete, edit, insert }. The maximum number of notes allowed is 9 and notes can be viewed using either !finger or !userinfo commands.

beta 2.1.6

1. *Changed* the *team_max weapons cvars*. They now accept a percentage as well as a hard number limit.
2. *Added team_max class cvars*. They accept a percentage or a hard number limit.
3. *Added Fight!* and *Prepare to Fight!* sounds.
4. *Added* a separate *Goomba* sound so that sound can be replaced in a soundpack without also changing a regular map sound. The current sound is the same as what's been used. The sound is located at *sound/jaymod/goomba.wav*.
5. *Added goat sound* for knife kills.
6. *Added* a couple enhancements for *antiwarp*.
7. *Added* flag 32 to g_medics(cvar) - do not allow medics to regenerate health until they have not taken damage for 5 seconds.
8. *Replaced* flag 8 of g_medics(cvar) - it now completely disables medic regeneration.
9. *Changed* XP awarded for poison and goomba damage/kills. Poison used to give medic XP, while goomba did not result in XP. Both now give XP to the Battle Sense skill.
10. *Added breath bar* for players when they are underwater. It draws instead of the stamina bar when underwater. When the meter is out, and damage begins to occur, the bar will flash red indicating that the player needs to surface immediately.
11. *Added 24-hour format* to the local time.
12. *Added shove sound*. It uses the grenade throw sound by default, but can be changed through a soundpack. The sound is located at sound/jaymod/push.wav.
13. *Added goomba* to the weapons stats screen.
14. *Added speedometer*. It can be turned on in the display menu.
15. *Added auto rate* adjustment. The client's rate will adjust to help ease heavy network load up to the server's max rate. There is also an option to simply use the server's maximum rate.
16. *Patched* interface for *Omni-bot 0.66*.

17. *Fixed:* cannot hear own *admin greeting*. The greeting will now be delayed until the client is fully connected.
18. *Fixed:* cannot select a new client to spectate while the player you were spectating died with flag 4 of g_spectator(cvar) enabled.
19. *Fixed:* can occassionally spectate the other team while in limbo.
20. *Added class icons* to fireteam window. They replace the single letter class abbreviations. This should make it somewhat easier to identify what class your fireteam members are playing as.
21. *Fixed:* an exploit that would allow solders with less than level 4 heavy weapons to spawn with an SMG or M97.
22. *Optimized* a few server to client commands that typically eat a lot of bandwidth on busy servers.

beta 2.1.5

1. *Fixed:* missing counters from *!readconfig* which shows number of records loaded.
2. *Added* support for *antiwarp* feature from ETPro. See g_antiwarp(cvar).
3. *Merged* new interface for *Omni-bot 0.65*.
4. *Added* flag 2 to g_xpSave(cvar) - resets all XP at the beginning of a new campaign.
5. *Fixed:* XP save for stopwatch mode. The game will no longer save any XP regardless of settings in stopwatch mode.

beta 2.1.4

1. *Fixed:* Linux signal management to work properly when CVAR *ttycon=1*. This bug comes about when server operators (namely gaming-server providers) use non-canonical (character) terminal mode with ET on Linux. A GSP has tested our fix with their screen/loop scripts and indicate our fix looks good.
2. *Fixed:* regression in *Omni-bot library loading* introduced in Jaymod 2.1.3 where the loader consistently fails for Windows platform. Loading logic has been rewritten for both Linux and Windows with added log verbosity for the library search path.

beta 2.1.3

1. *Added* server frame rate to *!status*.
2. *Fixed:* wasted *bandwidth* when bullet-debugging is disabled.
3. *Optimized* general *bandwidth* usage to be similar to pre-2.1.0 days.
4. *Fixed:* friendly-fire *poison syringes* have no effect.
5. *Fixed: poison syringes* have no effect when share-adrenaline is disabled.
6. *Antilagged poison syringes*.
7. *Changed* Linux signal management. *SIGHUP* now behaves identical to *SIGTERM* in that it will cause safe server shutdown. This is done to promote maximum compatibility with screen-style server management scripts. *SIGUSR1* is now caught and queued to cause same behavior as !readconfig command.
8. *Changed* serverctl script command *readconfig* to *reload*.

beta 2.1.2

1. *Fixed:* mortar *reticle shader* bug.
2. *Fixed: convert_shrub* dependency on unpopular module and loss of MAC information during conversion.
3. *Added* Linux shutdown signal management. *SIGTERM* is caught and queued to cause safe server shutdown via { killserver, quit } command sequence.

4. *Added* Linux readconfig signal management. *SIGHUP* is caught and queued to cause same behavior as !readconfig command.
5. *Overhauled* critical-code sections to block Linux *signals*.
6. *Enhanced serverctl* to offer 'readconfig' argument.
7. *Fixed:* unavailable *poison-syringes* when g_friendlyFire=1.
8. *Removed* legacy cvar *g_motd* as it does nothing.
9. *Removed* legacy voting for cvar *g_antilag* as it is now a read-only and used solely for serverinfo purposes.
10. *Enhanced* all *hitmodes* to perform better during close-proximity combat.
11. *Enhanced g_hitmode=5* from 7 -> 9 box model. Generally, slightly easier to hit when target is facing head-on, slightly harder to hit when target is sideways.
12. *Enhanced* correctness of *fair-rifles* parity for all relevant weapons characteristics.
13. *Added g_hitmode=6* which introduces **oriented** boxes. Generally, this is as tight (and realistic) as we can get without going to a full-blown animated mesh hitmodel. It is unknown at this time how much CPU this mode will consume on busy servers.
14. *Renamed* new-style *listplayers -> lsplayers*.
15. *Restored* old-style *listplayers* from 2.0.X days.
16. *Added* player *name-change* counting (reset after each connection). Value is shown in last-column output for lsplayers.
17. *Enhanced !status* to display config-string information.
18. *Fixed:* client 2D-desktop *XP* display to show more positive values -535..65000 instead of -32768..32767 .
19. *Fixed:* client-crash when closing *fireteam menu*. This crash usually happens when you hit ENTER to popup fireteam menu, and then subsequently hit ENTER again to close it. Bug is known to exist on 2.1.0 and 2.1.1 .
20. *Fixed:* missing icons on the *command map*. There was an issue with Windows NVidia drivers when texture bits were set to 16 that caused the icons to not appear on the expanded command map.
21. *Enhanced* client console command *jaymodinfo* to show more information.
22. *Merged* new interface for *Omni-bot 0.61*.
23. *Added* support for *map locations*. Jaymod is bundled with the map locations for the standard 6 maps. The menus have been updated accordingly.
24. *Fixed:* an issue where *player names* would not appear for poisoned players.
25. *Fixed:* the bug where the new *landmines* would cause other mines (even planted ones) to shift around and make very audible noise when thrown on the ground.
26. *Fixed:* missing M97 *text-shortcut* where it would show up as "unknown".
27. *Security Fix:* client-side command can be abused to cause server crashes.

beta 2.1.1

1. *Added* OSX universal binary support for *i386* and *PPC* architectures.

beta 2.1.0

1. *Added* Added: g_misc 64 bitflag for more realistic aim-spread which factors environment (ground, water, air) and player-state (crouch/prone) for stability.
2. *Greater* overall server efficiency w/ 10% CPU workload reduction (as seen on a server with 40+ players) even with our most accurate hitmodel=4 enabled.
3. *Overhauled* server-side ban logging.
4. *Overhauled* !finger.
5. *Overhauled* !baninfo.
6. *Overhauled* !showbans.

7. *Added* !status.
8. *Optimized* entity information to help reduce likelihood of truncated server commands on big servers.
9. *Fixed:* satchel and dynamite bug: corpses are now blown up.
10. *Adjusted* M97 to not give extra damage for headshot.
11. *Added* Jaymod 2.0 shrubbot -> Jaymod 2.1 user/level database converter (perl).
12. *Added* automatic purging of oldest anonymous-users (level=0) when > ~8000.
13. *Fixed:* weaponbank icons to remain sharp w/ r_picmip for m97, binocs, syringe, adren, mortar, mg42, satchel, radio, poison-gas, and all landmines.
14. *Replaced* !listlevels.
15. *Removed* legacy debug hitboxes. New hitbox implementation has integrated visual/text debugging system.
16. *Removed* legacy bullet-hit system.
17. *Removed* legacy anti-lag system.
18. *Improved* landmine game efficiency by an order of magnitude.
19. *Added* mounted-MG42 anti-lag support.
20. *New* anti-lag implementation integrated with new hitboxes.
21. *New* hitbox implementation w/ 5 levels of g_hitmode to choose from.
22. *Improved* !listplayers to show more information about each player.
23. *Fixed:* poison-gas landmines to be reclaimed when player leaves team/disconnects.
24. *Fixed:* poison-gas landmines to also be included for "landmines reported in this area".
25. *Fixed:* poison-gas landmines to trigger against tanks (movers).
26. *Improved* playdead significantly. Many bugs are fixed, including a nasty bounding box issue, added hitboxes to head and legs while playing dead, made the face static (doesn't animate anymore), players can walk through a playdead player, and much more.
27. *Removed* previous shrubbot system.
28. *Removed* previous xp save system.
29. *Removed* previous longest spree record.
30. *Removed* previous censor implementation.
31. *Added* user database. This replaces part of the old shrubbot system, and xp save. Data is stored in text, and for every player that connects, basic information is recorded and saved, including tracking information such as ip, guid, and mac. XP info is saved in text format but is encrypted so that admins may not edit it.
32. *Added* level database. This replaces the levels aspect of the old shrubbot system.
33. *Added* map database. This currently replaces the longest spree system, and will be expanded on to keep records of stats of maps.
34. *Added* censor database. This replaces the old censor code, with unlimited words (there was a 50 word limit), and it is significantly more effecient. Also, formatting of words will not be lost, whereas before censored text would have color removed.
35. *Added* greeting audio at both the level and admin level.
36. *Fixed:* a nasty sticky movement bug.
37. *Fixed:* throwing knife while using binocs bug.
38. *Fixed:* throwing knife charging while playdead bug.
39. *Fixed:* several spawn weapons bugs, including soldier spawning with a single pistol bug.
40. *Fixed:* several class switching bugs.
41. *Improved* weapons switching when switching classes. Ammo is now taken from the reserve ammo the player had.
42. *Fixed:* mines so that the owner of the mine is updated if the player who armed it is not the one who threw it.
43. *Added* mute icon to the scoreboard for muted players.
44. *Added* new stat for VSP chat parser workaround. Since the stats parser is closed source and cannot be changed, the stat is ignored in the logs now.
45. *Fixed:* akimbo reload bug. You can now reload if only one shot was fired.
46. *Added* color to disguised names.

47. *Added* g_covertops flag 32 - do not cut off disguised covert ops disguise names when close to a player.
48. *Fixed:* med kit throwing animation (thanks Jaquboss!).
49. *Added* reverse scrolling through players when spectating. The button bound to +attack2 will do this.
50. *Fixed:* stuck poll after joining a game.
51. *Added* chat icons (team graphic next to chat, for example).
52. *Added* userinfo server logging. This includes the GUID.
53. *Added* flag 4 to g_engineers for shared construction xp.
54. *Fixed:* compass. Icons will no longer extend outside of the compass (support for fixed ETPro shaders).
55. *Added* menu item for compass scale.
56. *Added* new time format to appropriate CVARS. Time can be specified with D, H, M, and S modifiers, with the default being S.
57. *Adjusted* some on-screen HUD text elements. The fonts are smaller and should take up less space.
58. *Fixed:* #43 - players could launch arty, then quickly switch teams and get kills against their old teammates.
59. *Added* #42 - /kill counts as a death.
60. *Added* timed muting.

Appendix B. Thanks and Credits

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

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

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

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

Thanks to **SplashDamage®** for taking the time to develop and release an incredible free **id Software®** based game. They have made a good many fan because of their generosity and dedication to the gaming community. Thanks to the SplashDamage **forums community** for the help they provide to everyone wanting to mod for ET.

—Jaybird