www.commod.eu

Version 1.4 (12.Feb.09)

Introduction :

Welcome to comMod. A unified ruleset war mod for Call of Duty: World at War.

comMod started life as a modification of Promod to allow hardcore mode. Since those humble beginnings it has gone on to become a war mod in its own right with many features added that have been requested by the CoD:WW community.

With custom weapon select menus, softcore & hardcore modes, many gametypes supported, 1v1 and 2v2 modes, low client size downloads, weapon balancing and much more it makes comMod the premium in unified ruleset war mods for CoD:WW!

Why "comMod"? :

comMod started life under the name "noobMod", after alot of user feedback it was deemed that the name wasn`t appropriate for the direction that the mod was going. So competitionMod was born (comMod)

Changes :

comMod

V1.4 :-

- Added shoot to die in RUP mode. If you don`t shoot you can`t be killed in RUP mode.
- Added stopping power to all weapons
- Added the ability to change FoV, Max FPS & Max Packets manually via the Options, Graphics Menu ingame.
- Added the ability to select Private, 2v2 & 1v1 (Match) mode timelimits for CTF, DOM, HQ, TDM & SAB gametypes (Default, 10)
- Added support for Sabotage gametype
- Added Makin Day files required from V1.2 CoD:WW Patch
- Added ALL CoD:WW V1.2 map patches for Hangar, Downfall, Castle, Suburban, Shrine, Seelow, Roundhouse, Makin & Outskirts
- Added 5 seconds "match starting" before first round strat time

- Increased recoil for STG-44 & Thompson
- Increased bullet impact damage of Kar98k inline with the other bolt rifles

- Lowered public half time strat time from 15 to 10.

- Removed headbob on snipers while holding breath scoped and moving
- Removed the ability to throw a nade/flare/smoke in strat time
- Removed rank/experience window at the end of game
- Removed death location icon
- Removed hit blip when shooting through walls
- Removed match bonus text

- Fixed Attack/Defence names on Downfall, Seelow & Roundhouse

- Fixed bug in which the server would crash if 2v2 mode entered incorrectly
- Fixed Koth public timelimit bug in which the time would never end

- Public mode timelimits for SD will follow server.cfg settings

- Changed weapon damage on the majority of weapons (see additional weapon guide)

Installation :

Upload **z_14_commod.iwd**, **z_svr_14_commod.iwd** & **mod.ff** to a folder called something along the lines of "comMod" within your "mods" folder. Ideally call the folder something like "comMod_Yourclan_v14", this will stop the kick problem at map change. Adding the new version number will also stop problems occuring for all clients who have downloaded older comMod versions.

Call the directory from your command line.

Mode Usage :

Mode usage SD:-

Softcore
/rcon commod_mode private_xx (eg, private_10, private_12) [War Mode]
/rcon commod_mode public_xx (eg, public_10, public_12) [Public Mode]

Hardcore
/rcon commod_mode privatehc_xx (eg, privatehc_10, privatehc_12) [War Mode]
/rcon commod_mode publichc_xx (eg, publichc_10, publichc_12) [Public Mode]

2v2
/rcon commod_mode 2v2_xx (eg, 2v2_10, 2v2_12) [2v2 War Mode]
/rcon commod_mode 2v2hc_xx (eg, 2v2hc_10, 2v2hc_12) [2v2 Hardcore War Mode]

1v1
/rcon commod_mode 1v1_xx (eg, 1v1_10, 1v1_12) [1v1 War Mode]
/rcon commod_mode 1v1hc_xx (eg, 1v1hc_10, 1v1hc_12) [1v1 Hardcore War Mode]

CTF, HQ, TDM, DOM & SAB

A new feature that has been added in recent versions is the ability to control the roundtime of CTF, HQ, TDM & DOM modes in both private (match) and public modes.

For public modes the timelimits will follow those set in your server.cfg so make sure the following are set to your requirements as the mod will use these as the time settings for the mentioned gametypes :-

HQ - scr_koth_timelimit "x"
TDM - scr_tdm_timelimit "x"
CTF - scr_ctf_timelimit "x"
DOM - scr_dom_timelimit "x"
SAB - scr_sab_timelimit "x"

For private (match) modes the timelimits can now be set via console using the commod_mode private_XX command.

Firstly you should make sure the server is in the required gametype mode by issuing one of the following commands via console :-

[Capture The Flag] /rcon g_gametype ctf
[Headquarters] /rcon g_gametype koth
[Team Deathmatch] /rcon g_gametype tdm
[Domination] /rcon g_gametype dom
[Sabotage] /rcon g_gametype sab

You will then need to reload the current map with /rcon map mp_*mapname*

You can now set the timelimit of each side (2 sides by default) of the map by using the following commands :-

Softcore
/rcon commod_mode private_xx (eg, private_10, private_15) [War Mode]

Hardcore
/rcon commod_mode privatehc_xx (eg, privatehc_10, privatehc_15) [War Mode]

2v2
/rcon commod_mode 2v2_xx (eg, 2v2_10, 2v2_15) [2v2 War Mode]
/rcon commod_mode 2v2hc_xx (eg, 2v2hc_10, 2v2hc_15) [2v2 Hardcore War Mode]

1v1
/rcon commod_mode 1v1_xx (eg, 1v1_10, 1v1_15) [1v1 War Mode]
/rcon commod_mode 1v1hc_xx (eg, 1v1hc_10, 1v1hc_15) [1v1 Hardcore War Mode]

Rulesets :

	SD	TDM	CTF	DOM	HQ	SAB
Timelime	2	MR	MR	MR	MR	MR
Roundlimit	MR	2	2	2	2	4
Scorelimit	0	0	0	0	0	0
Sideswitch	1	1	1	1	1	2
Bombtimer	45	x	x	x	x	45
Planttime	5	x	x	x	x	5
Defusetime	7	x	x	x	x	5
Respawndelay	x	7	7	7	7	7

private_xx

Search & Destroy based game for private/war/match servers, ready up required
Default health settings with full hud, UAV, crosshair etc
Rounds/Timelimit per side based on MR value (eg. 10, 12)
1 Sniper & 1 Shotgun allowed per team.

privatehc_xx

Search & Destroy based game for private/war/match servers, ready up required
Hardcore health settings with HUD, UAV and crosshair turned off
Rounds/Timelimit per side based on MR value (eg. 10, 12)
1 Sniper & 1 Shotgun allowed per team.

public_xx

Search & Destroy based game for public servers, no ready up required.
Default health settings with full hud, UAV, crosshair etc
Rounds/Timelimit per side based on MR value (eg. 10, 12)
1 Sniper & 1 Shotgun allowed per team.

publichc_xx

Search & Destroy based game for public servers, no ready up required.

Hardcore health settings with HUD, UAV and crosshair turned off
Rounds/Timelimit per side based on MR value (eg. 10, 12)
1 Sniper & 1 Shotgun allowed per team.

2v2_xx / 1v1_xx

Search & Destroy based game for private/war/match servers, ready up required
Default health settings with full hud, UAV, crosshair etc
Rounds/Timelimit per side based on MR value (eg. 10, 12)
No Snipers or Shotguns allowed.

2v2hc_xx / 1v1hc_xx

Search & Destroy based game for private/war/match servers, ready up required
Hardcore health settings with HUD, UAV and crosshair turned off
Rounds/Timelimit per side based on MR value (eg. 10, 12)
No Snipers or Shotguns allowed.

CTF

2 rounds, MR minutes per side, no scorelimit.

HQ

2 rounds, MR minutes per side, no scorelimit.

TDM

2 rounds, MR minutes per side, no scorelimit.

DOM

2 rounds, MR minutes per side, no scorelimit.

SAB

4 rounds, MR minutes per side, no scorelimit.

Quick Menu :

Within the voice command quick menu there is a new comMod menu, accessable by default by pressing the 'B' key and then option '4' ingame.

In this are three new options, Call Timeout, Suicide and Drop Bomb. These are mostly used for Search & Destroy but the suicide option can be used in any gametype.

Each team has 3 timeouts which last 5 minutes. In timeout mode it is possible to carry on killing but all scores will be stored and replace once the match resumes, after either 5 minutes or when every player presses ready up.

Player Options :

It is possible for players to control their own FoV, Max FPS and Max Packets. This can be achieved by ingame pressing ESC -> Click Options -> Click Graphics -> See bottom right hand corner.

Please make sure that your settings stay within the league rules you are playing.

Known Bugs :

Sniper Bug - When holding breath scope zooms out.
Fix - Bind Sprint & Breath to seperate keys, sprint on one and hold breath on another.

mod.ff Bug - COD:WW does not download the new mod.ff and uses the old versions.
Fix - Delete mod.ff from local folders (ie, C:\Documents and Settings\XXXX\Local Settings\Application Data\Activision\CoDWaW\mods\ComMod)

Kick Bug - Players are kicked at map change for invalid .iwd
Fix - Rename the comMod folder on your server to something unique, eg. comMod_clanname

Impure Client - Player kicked for "Impure Client Detected, Invalid .iwd files referenced"
Server Fix ***Suggested*** - Upload and run all new versions of comMod from new folders, eg, comMod_clannameVXX (Vxx = V13, V14 etc, etc)
Client Fix - Delete local mods/comMod_clanname folder for the server you are connecting to, can be found at the following locations

XP : C:\Documents and Settings**username**\Local Settings\Application Data\Activision\CoDWaW\mods\
Vista : C:\Users**username**\AppData\Local\Activision\CoDWaW\mods\

Sniper/Shotgun Bug - Sniper or Shotgun becomes unselectable even though no one on the team has it
Fix - Move to spectator and back to your team.

Test Server :

Why not try the public comMod test server, always running the latest version. Give it a try,

Currently running in mixed Softcore Public mode.

Credits :

comMod created by **datLicht**, **England4eva** ('e4E.) & **Phoenix**

Major credit goes to **Ryan 'raf1' Palmer** who created the original Promod in which this mod is built on top of.
Without him and his team of talented guys this mod would never be possible.

Thanks To :

UK|HD Boost - For many hours of testing and server usage, you`re truely a saint.
NovemberDobby - For patience beyond what is required, general tips.
Akai & Reudh - Spanish Support & testing.
Arrax - German Support
Hunor - Hungarian Support
Xai - Public rotation fix suggestion & ideas
konLlzius - Weapon balancing consultation
Bulletworm - sv_fps multiplier & players left code
INconfuseD' ChZ - For tips/ideas and suggestions regarding softcore mode.
BabYlon e-Sports, SubK & Rockit clan for testing
ESL Deutsch community - For weapon balancing feedback & suggestions

Testing... Nuupster, Scouse, Falco, R3negade, Chimp, JellyBe4r, Jam!e, JoosT, Chris, VickNesh, Hunor, Sarenoso, Nastysnake, KeTo & all those from UK|HD clan.

<3 Khaoz

Also a big thanks to all commod.eu forum users for tips, suggestions and bug reports.

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Updates :

All future updates will be available from :-

http://www.commod.eu

Xfire Group :

We`ve started an Xfire group where you can contact other clans who play comMod and who are interested in it.
Why not join the group?

http://www.xfire.com/clans/commod

IRC :

Come and join us on **Quakenet** on channel **#commod**

You can also try the CoD5 comMod Gather channel at **#cod5.gather**

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