www.commod.eu

Version 1.3 (25.Jan.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, sprint enabled, nade cooking enabled, slight headbob enabled, many game modes like TDM, CTF & HQ, 2v2 modes and much more this makes comMod the premium in unified ruleset war mods.

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

V1.3 :-

- Removed JP, GE & RU "We've got the bomb" SFX in SD inline with the US removal from previous versions
- Removed the PTRS-41 anti-tank sniper from weapon selection

- Fixed Capture The Flag missing sounds
- Fixed 2v2 rounds bug in which only 2 rounds played before switch and 2 before end
- Fixed 1 sniper per team bug in which sniper sometimes became unselectable
- Fixed solider type & flags for maps Asylum, Dome, Downfall, Outskirts, Roundhouse & Seelow
- Fixed all snipers raise and drop time inline with springfield
- Fixed map hole bug on Downfall in which players could go under the map
- Fixed map hole bug on Roundhouse in which players could go under the map
- Fixed public rotation bug in which rotation wasn`t being followed or first map played twice
- Fixed dead can talk to living bug

- Introduced 1 shotgun limit per team
- Introduced longer SD round time, increased from 1:45 to 2:00

- Added MRxx to mode name text in RUP mode
- Added 15 second strat time for halftime on public mode
- Added force sv_fps 30 and fixed sv_fps timing bug
- Added 1v1 mode
- Added Domination gametype & fixed domination sounds
- Added switching side message/pause for TDM mode
- Added players left HUD feature

- Improved weapon disable in strat time to eliminate nade drop problem

- Public mode timelimits for CTF, HQ, TDM & DOM will follow server.cfg settings
-- scr_koth_timelimit
-- scr_tdm_timelimit
-- scr_ctf_timelimit
-- scr_dom_timelimit

- Reduced the size of the mod.ff file by 120k
- Reduced the size of the client side .iwd file by 145k

V1.21b - v1.23b :-

- Fixed roundswitch bug
- Fixed get Bomb in Public mode bug
- Fixed TDM scores @ side swap bug
- Fixed timeout in public mode bug
- Fixed HQ & TDM modes
- Fixed round/score bug in which scores over counted giving the impression too many rounds
- Fixed Makin & Roundhouse crash bug which crashed the server when map loaded

V1.2b :-

- NEW Class/Weapon selection menu allowing a large range of guns - rifles, bolts, smgs, mgs, snipers & more!
- Range of pistols now user selectable
- Frag nade or Molotov selectable
- Smoke or Flare selectable

- Added CTF, HQ & TDM gametypes
- Added 2v2_ & 2v2hc_ modes (2 vs 2 Mode, No Snipers, No Shotguns)

- .375 Magnum damaged reduced inline with other pistols
- All bolt rifles damage increased to 1 shot kill (upper torso, head, neck, upper arms & upper legs)
- All bolt rifles recoil increased
- All snipers damage increased to 1 shot kill (upper torso, head, neck, upper arms & upper legs)
- All light/heavy gunner weapons recoil increased
- Snipers do not drop weapon on death (no sniper pickups)

- Added comMod quick menu (Default accessable by key 'B', option '4')

25/01/2009

- Added Suicide (Under comMod quick menu)
- Added Drop Bomb (Under comMod quick menu)
- Added Call TimeOut (Under comMod quick menu)

- Removed the ability to ready up in match mode if there is only 1 person on the server
- Added current mode text to the top right hand side in RUP mode
- Added generic pickup and drop bomb sounds for S&D
- Disabled the use of the bomb (S&D) and flags (CTF) in pre-match RUP mode
- Introduced CoD:WW 1.0.1017 map bug/hole fixes
- Fixed public map rotation (now follows server.cfg rotation)
- Fixed bug in public mode in which maps would constantly rotate if only 1 player on the server
- Fixed bug if you changed game modes in strat time no players would be able to move
- Fixed bug in which Mosin rifle users had 2 frag grenades

v1.1b :-

- Fixed & improved the distance in which you can hear plant/defuse sounds
- Introduced greater recoil on Thompson, MP40 & STG-44
- 3rd person spectating disabled
- Disabled weapons & ability to kill in strat time
- Fixed reconnect/late connect spawn bug, now you won`t spawn mid round if it is in play
- Fixed bug, "We've got the bomb" sound didn`t always play on certain maps
- Fixed 24 round bug in which the match was switching at 12 rounds but ending on 20
- Fixed dual bomb defused voice sounds, now only commod sound, no Ger, Rus, Jap or US voice plays
- Ghillie-style player camo removed from rifle players, retained for snipers only
- Improved RUP key recognition
- Added Press Use Key to ready up message in RUP mode
- Optimised internal code removing unnesseccary files

v1.0b :-

- Custom weapon select menu introduced
- Team kill with no death in Ready-Up mode introduced (must be put in a private mode to kick this off)
- Fixed missing sound alias spam in console on Airfield map
- Promod look up/down weapon selection removed
- Mode names changed to commod_mode public_10 etc.

Installation & Usage :

Upload **z_13_commod.iwd**, **z_svr_13_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_v13", 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 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
No comMod mode is required to be run for CTF, HQ, TDM & DOM modes.

All that is required is the map is loaded into the required gametype. comMod will automatically recognise the mode and follow the unified rules of comMod. For example you need to issue the following command to the server :-

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

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

By default these gametypes will be in Softcode mode. If you required hardcore or 2v2 modes in the above gametypes then firstly run the required gamemode (eg. commod_mode publichc_10 or 2v2_10) and then follow the above steps to load in CTF, HQ, TDM or DOM.

<u>Rulesets :</u>

	SD	TDM	CTF	DOM	HQ
Timelime	2	10	10	10	10
Roundlimit	MR	2	2	2	2
Scorelimit	0	0	0	0	0
Sideswitch	1	1	1	1	1
Bombtimer	45	x	x	x	x
Planttime	5	x	x	x	x
Defusetime	7	x	x	x	x
Respawndelay	x	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 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 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 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 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 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 per side based on MR value (eg. 10, 12)
No Snipers or Shotguns allowed.

CTF

2 rounds, 10 minutes per side, no scorelimit.

HQ

2 rounds, 10 minutes per side, no scorelimit.

TDM

2 rounds, 10 minutes per side, no scorelimit.

DOM

2 rounds, 10 minutes per side, no scorelimit.

Quick Menu :

Within the voice command quick menu there is a new comMod menu, accessible 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.

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\

Test Server :

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

78.129.202.14:28970

Currently running in TDM 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
Bulletworm - sv_fps multiplier & players left code
INconfuseD' ChZ - For tips/ideas and suggestions regarding softcore mode.
BabYlong e-Sports & SubK clan for texting

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

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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