



www.commod.eu

Version 1.8 (14.May.09)

Introduction :

Welcome to competitionMod. A unified ruleset war modification for Call of Duty: World at War.

Also known as comMod it 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. It has also developed a dedicated base of public servers taking advantage of some of the *improvements* that the mod can bring.

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

Installation :

Upload **z_v18_commod.iwd**, **z_svr_v18_commod.iwd** & **mod.ff** to a folder called "commodv18" within your "mods" folder.

Call the directory from your command line.

For redirects, only the files **z_v18_commod.iwd** & **mod.ff** need to be hosted at your redirect space.

Changes :

comMod

V1.8 :-

- Limited heavy gunners to 2 per team in match (private) modes

- Increased the spread of fire slightly for BAR when firing from the hip
- Reverted back to forced sv_fps 20 to improve FPS and overall smoothness client side
- Reduced the range of both shotguns
- Reduced the spread of fire of all sniper rifles when firing from the hip
- Reduced the damage caused from barrel explosions by 62%
- Removed headbob to increase hit reg and FPS
- Removed useless rank information on map change countdown menu
- Added a small pause at the end of round scores/before new round
- Fixed a bug in public mode in which if enabled the end of each killcam was missing
- Fixed a bug in CTF mode in which team sides didn't swap
- Fixed player skins so there are a range of player skins depending on weapon class
- Fixed side names after bomb plant, previously would change back to default CoD:WW names (Red Army etc.)
- Fixed shotguns so they do not drop weapon on death (no shotgun pickups)
- Fixed a public mode SD bug by disallowing the planting of a bomb if < 2 players on the server causing the round to never end and a new round start.
- Added the ability to have more than 1 sniper/shotgun in deathmatch (FFA) mode
- Added the ability to require a shot fired anywhere each respawn before being able to be killed in RUP mode
- Added improved IWD file checks to stop tampering with comMod internal files

Mode Usage :

Mode usage SD:-

Softcore (aka Default)

/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]

Public modes remove strat times and the need to ready-up.

For all SD modes please make sure the server is in SD mode before issuing one of the above commands, with /rcon g_gametype SD

CTF, HQ, TDM, DOM & SAB :

You have the ability to control the roundtime of CTF, HQ, TDM, DOM & SAB 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 [4 for SAB]) 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]
```

Rifles Only :

Rifles only mode can be used in conjunction with any other mode, public, private, HC, 2v2, CTF, TDM, etc.

To activate Rifles only mode you need to add a space and the word "rifles" to the end of any mode you choose.

eg;

```
/rcon commod_mode 2v2 rifles
```

/rcon commod_mode public_10 rifles
/rcon commod_mode private_12 rifles

etc, etc.

This mode will allow the selection of bolt rifles only, no other weapons will be selectable, no grenades etc.

Rifles Only with Grenades/Pistols:

Rifles with grenades and pistols can be used in conjunction with any other mode as normal rifles mode. To access this mode add the word "riflesgp" to the end of any normal mode you choose, for example :-

/rcon commod_mode 2v2 riflesgp
/rcon commod_mode public_10 riflesgp
/rcon commod_mode private_12 riflesgp

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

Any gametype 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

Any gametype 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

Any gametype 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

Any gametype 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

Any gametype 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

Any gametype 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 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.

Player Options :

It is possible for players to control their own FoV, Max FPS, Max Packets and enable/disable items like drawing FPS and Lagometer. This can be achieved by ingame by accessing the comMod Advanced options. This is possible by pressing ESC -> Click Options -> Click Multiplayer Options -> See bottom right hand corner.



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

Debranding Your Server :

It is always handy to have the CM 1.8| branding at the start of your server hostname, especially for public servers where people will actively search out comMod servers to play on. If you wish to remove this branding then it is possible by adding the following line to your server.cfg :-

set commod_nobranding 1

Known Bugs :

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"
Client Fix - Delete local mods/comMod_xxxx 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\
XP : C:\Documents and Settings**username**\Local Settings\Application Data\Activision\CoDWaW\mods\
Vista : C:\Users**username**\AppData\Local\Activision\CoDWaW\mods\

Official Public Server :

Fancy a game of CoD:WW with comMod? Try the official comMod server run by BanFai clan. Nearly always populated with some of the best known comMod players :-

85.25.120.69:28960

Credits :

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

Thanks To :

A special thanks to **Ryan 'raf1' Palmer** who created the foundations for this mod.

UK|HD Boost - For many hours of testing and server usage, you`re truly a saint.

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Arrax - German Support

Hunor - Hungarian Support

Xai - Public rotation fix suggestion & ideas

konLlzius - Weapon balancing consultation

Bulletworm - sv_fps multiplier & players left code

SubK, BanFai & Xtenz clan(s) for testing

Testing... Nuupster, Scouse, Falco, R3negade, Chimp, JellyBe4r, Jam!e, JoosT, Chris, VickNesh, Hunor, Sarenoso, Nastysnake, KeTo, Alex & 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 IRC @ **Quakenet** on channel **#commod**

or find wars on #cod5.wars

Supported by



Random Quote : "(Yesyo) 3vs3//server on//Girls luv C.Warmod PlaYazZ"