



Call of Duty: World at War Promod : Public BETA 1.0

Official Site: www.mypromod.com

UGAME Group: www.ugame.net/groups/923/

Maker of the successful Call of Duty 4 Promod, Ryan "Raf1" Palmer returns with his latest version of the competitive modification for Call of Duty: WaW.

Promod has continued where it left off with Call of Duty 4, but going much further this time, in reducing what many quote as the 'random' elements of the game, increasing the skill gap between different teams and making the game much more enjoyable to play for the long term.

The mod is based around the competitive community, and will largely not be customisable. Instead, it is aimed at fixing, pruning and enhancing specific elements of the game, to create a game that engages players and ensures stability.

Essentially the driving force behind the mod is to push far beyond the boundaries of any previous Promod releases.

The mod no longer uses a PAM base, and is in fact developed from scratch, using specific code tailored to the requirements of the mod.

The mod now increases visibility, frames-per-second and bullet registration.

An innovative quick and easy class picking system has replaced the normal menu system, which will continue to evolve and improve.

Although we named this project 'Promod', it is based on a trend in other competitive games. We do target a wider audience than the name suggests, you may be looking for more realistic weapon control, you may be on any level, you could be from another game, or you may have just joined a server and liked the mod. We welcome everyone to the Promod community, and invite you to visit www.mypromod.com for information on team finding, LAN events, leagues and server providers.

If you are a league or LAN organiser, or a server host, you are welcome to use our product without permission.

The code of this project is now fully available to view, and must always be downloadable from the server in its original form. Editing the project code could be viewed as cheating by your league, and I recommend to leagues to disqualify any

matches played using unofficial versions of the mod. You may not edit or re-release our product without our explicit permission, but if you believe you have a good idea for us to code, let us know!

Multiplay are happy to announce that the final version of Promod will be used at the upcoming **Mfestival**, hosting **i36** and the Call of Duty: World at War tournament, with a current prize fund of £2,500.



This is a **PUBLIC BETA** release; all previous versions are no longer supported or recommended for use.

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1. Installation

Current supported game types: **Search & Destroy only (SD)**

Method 1 – means having a copy of the mod files in
C:\Documents and Settings\Data\Activision\CoDWaW\mods\promod_waw

CoDWaWmp.exe +set fs_game mods/promod_waw +set fs_basegame
mods/promod_waw +set g_gametype SD +map mp_castle

Method 2 –

"CoDWaWmp.exe" +set fs_game mods/promod_waw +set fs_localAppData
../../../../Program Files/Activision/Call of Duty 5 +set g_gametype SD +map mp_castle

2. Player Guide

Selecting Class:

To change class, during 'strat' (10 seconds) or 'ready-up' time move **UP/DOWN** to
desired choice. Click **FRAG** to select.

We have made it easier for you to find public 'Promod' servers. Just open up the Call
of Duty 5 server browser, sort 'alphabetically' and any servers starting with the word
'Promod' in RED will most likely have the mod installed. Servers with 'Promod' in
yellow are now outdated, and I recommend you do NOT use them.

3. Admin Guide

Promod currently only supports the SD gametype

Promod does not yet support map rotation

To change mode, use rcon to type the following command ingame

rcon promod_mode [public/private]_[roundsperside]

e.g.

Match Mode MR15

rcon promod_mode private_15

Public Mode MR10

rcon promod_mode public_10

LONG Public Game

rcon promod_mode public_9999

FILEPLAY BETA

www.fileplay.net is the official download location for this, updates, fixes and future releases of Promod ongoing.

Multiplay's ClanForge system will have the latest version available to them first and will be kept up to date for all our customers ongoing. This means you do not have to raise a support ticket.

For those hosted with Multiplay, open ClanForge and create a new profile choosing Promod as the mod option. Edit your basic details and then visit Servers to apply your new profile.

4. Disclaimer

This BETA is not yet suitable for official competitive play, and all results returned by playing this mod should not be set in stone. Errors are possible – in fact likely – as this is an initial BETA.

5. Modification Compatibility:

Promod is **NOT** compatible with any other modification running.

6. Future releases

Proper Menu's
DM, then TDM, then CTF

7. Credits

Manager : Neil 'Kboy' Kirk
Coding and Development : Ryan 'raf1' Palmer

Also thanks to:

www.Multiplay.co.uk
www.UGAME.net
www.bashandslash.com
www.Tek-9.net
www.Team-Coolermaster.co.uk
www.Fnatic.com

Hardware support: Multiplay



MULTIPLAY

Special thanks to:

MavLP
Bilboe
Davy

All those that gave up time to test, play and give their thoughts and feedback!

Finally, thanks to Morg for all his previous work with Promod, specifically in Call of Duty 4: Modern Warfare.



We really hope all of the community supports the development and is open-minded to the changes suggested and made. Any constructive feedback during the Public BETA will be happily discussed and taken onboard.