

# Jaymod v2.0 Manual

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## **Introduction**

### **Foreword**

First and foremost, thanks for taking the time out to give this mod a try. There are many other ET modifications out on the internet nowadays with the release of the Enemy Territory source code. 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.

### **What is Jaymod?**

Jaymod is an add-on modification to RTCW: 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 Shrubmod has long been out of date and unsupported, and with the instability issues that come with Shrubmod, something had to be done to get a Shrub-like server-side mod that would provide most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 Shrub's features, be stable, and be supported.

This mod has, obviously, outgrown the original objective of being server-side only. Some of the ideas I wanted to implement could not be done with server code only, so the decision was made to start working on the client end as well. I wanted this to be as easy as possible for end users, and now only one pak needs to be downloaded (on the fly) to be able to play this mod.

With most of Shrub's 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.

### **Where to Download**

Jaymod is available for download at its site at <http://jaymod.clanfu.org>. You may find versions available elsewhere on the internet, but if at all possible download it from Jaymod's homepage, as you are most likely to get the most up-to-date version.

### **Further Information/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 be up to date than this documentation.

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!

## **Getting Started**

### **Requirements**

Setting up Jaymod is rather simple, and only takes a few standard requirements:

If you are setting up Jaymod up on a server, you will need to have an understanding of how to set up and configure a game server in general. This manual will make no attempt at teaching one how to install an Enemy Territory installation and set up its configuration file and startup script. You can find other sources for this on the internet.

Jaymod requires a good, working Enemy Territory installation. This mod is based on 2.60 code, so you must have the 2.60 patch installed to use this mod.

If you understand the above, you're in good shape to be running in no time.

### **Installation**

Once you have a working Enemy Territory installation, you're ready to start.

If you are a player looking to play with Jaymod, simply connect to a server running Jaymod and it will auto-install itself onto your computer. Since you're reading this already, take a little time to read through the client-side portion of this manual.

If you are installing Jaymod onto a server, follow these steps:

1. Obtain a genuine copy of Jaymod if you do not already have one. You can find it at <http://jaymod.clanfu.org>.
2. Make a subdirectory in your Enemy Territory installation folder. "jaymod" is a good name for it unless you really want to put it in another folder.
3. Unpack the Jaymod archive in the newly created directory from above. You should have a few files, namely:
  - 1) jaymod-2.0.x.pk3
  - 2) qagame.mp.i386.so
  - 3) qagame\_mp\_x86.dll
  - 4) qagame\_mac.bundle
  - 5) jaymod.cfg-sample
  - 6) jaymod-2.0.pdf (this manual)
  - 7) mapscripts/
  - 8) linux/serverctl
  - 9) readme.txt
4. Set up your server configuration file. You can use the included sample file for a quick setup of Jaymod's settings, or start from a plain file and read through the CVAR section of this manual for specific settings. You can then include Jaymod's settings into your normal server configuration through 'exec jaymod.cfg', or whatever you named your jaymod configuration file, or by simply copy/pasting the configuration into your normal server configuration file.
5. Make sure that jaymod-2.0.x.pk3 is downloadable to your clients. If it is not, and they do not already have this file, they will not be able to connect.
6. Create a startup script to tell Enemy Territory to use the mod you just installed (use the "+set fs\_game <your\_directory>" directive, your\_directory is the directory you created for Jaymod).

## **Client**

This portion of the manual is for those playing on a server running Jaymod. This mod has a few new commands a features added to the regular Enemy Territory multiplayer game. Become familiar with some of the commands you can now use!

### **In-game Commands**

#### **Private Messaging**

Jaymod implements a popular feature called private messaging that allows one to send a private message to a specified individual or group of individuals. Check with the server admin of the server you are playing to check whether this is enabled or not. To use this feature, simply go into the Misc section of the Jaymod menu, and bind a key to use it.

You can 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 !listplayers Shrubbot command (see the Shrubbot commands section). 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 Shrubbot 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 in the Jaymod game menu.

If you have Private Message Sounds turned on (this is on by default, you can turn them off by using the Jaymod game menu.

#### **Playdead**

A popular Shrub feature, playdead has to be turned on by the server admin to be used. Note that this version of playdead is a bit less bugged than Shrub'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". You can use this feature by binding a key for it in the Jaymod menu under Misc.

The key you specify will now 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.

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

## **In-game Features**

### **Class Stealing**

Class stealing allows a player to steal a dead teammate's class. This option must be enabled on the server to use.

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. I'll leave the possibilities up to your imagination...

### **Corpse Dragging**

When this option is enabled on the server, you can drag dead players using your activate key. You can use this to drag a teammate waiting to be revived away from danger, or drag a dead enemy away so that you can steal their uniform, for example.

### **Double Jump**

Double Jump allows you to do just that: double jump! When this option is enabled on the server, you can jump mid-air again and gain more height. This makes trick jumping easy, and allows for some interesting gun fights.

### **Hitsounds**

This extremely popular feature (when turned on in your game) makes a sound when you hit a player. The sound played depends on what you hit.

If you hit a teammate, "Hold your fire!" will sound, alerting you that you hit your own teammate.

There are two sounds for an enemy hit. One sounds when you hit an enemy's head and another for a shot anywhere else.

You can turn hitsounds off in your Jaymod preferences if you'd rather not hear them. You can also select which hitsounds sounds you want to use.

### **Killing Sprees and Sounds**

When enabled on the server, the game will keep track of players' kills and display Unreal-Tournament-like killing spree messages.

The Unreal Tournament sounds have been added as well, and, if enabled on the server, will play along with the killing spree messages. This is turned on in your game by default, but you can turn them off in your Jaymod preferences.

### **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 is sometimes useful to have those messages display in the chat area instead. In the Jaymod Display menu, you can set where you want these to display.

### **Alternate HUD**

For those that don't know, HUD stands for Heads Up Display. This is how things are set up on your screen, like 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 of the screen. You can find this option in the Jaymod Display menu.

### **Watermarks**

Server admins have the option of displaying a small logo on every player's screen. Usually this logo will fade after a specified period of time, but sometimes admins may decide to keep the logo for an extended or indefinite amount of time. You can adjust the opacity or even completely disable this logo under the Jaymod Display menu.

### **Panzer War**

When Panzer War is enabled on the server, the whole game-play changes.

You will spawn as a Soldier with a panzerfaust, a knife, and 100 grenades. Your player's behavior is heavily modified as follows:

- You do not walk slowly with the panzerfaust as you normally do.
- You do not have to wait for your weapon charge bar to charge up before firing off your next shots.
- There is neither whine-up sound nor delay, so that you can fire much faster than normal.
- Damage is turned down to 1/3 its normal damage, and the splash radius is turned down to 2/3 its normal value.
- You do not lose rockets as you fire them off, effectively giving you infinite rocket ammo.

This is a fun mode, and as such you cannot complete most maps (as most require engineers to perform certain functions and you cannot be anything but a soldier in this mode). Have fun with this one; it's a blast!

### **Sniper War**

Sniper War is another special play mode made just for sharpshooters

You will spawn as a Covert Ops with a sniper rifle (relative to the team you're on), a knife, and binoculars. There are a few changes in this mode to the game play:

- You receive all the high level Covert Ops bonuses regardless of your level.
- You spawn with 400 rifle rounds.
- Headshots with the rifle (when you are scoped) count as instant kills.
- If you have hitsounds enabled, a headshot results in a voice shouting "headshot".

As in Panzer War, this is a fun mode. Do not expect to complete the objectives of most maps.

### **Poison Syringes**

Jaymod has a new weapon for use by every class if the server has it enabled.

Introducing Poison Syringes. You can find them on weapon slot 4 (behind the grenades). It is a blue colored syringe that you can stab enemies with (or friendlies with friendly fire enabled). When hit with a Poison Syringe, your view will start swaying back and forth, and warp just as you would if you were underwater, but to a much higher degree. You can hear your heart pounding. Better find help.

Poison injections compound – that is, if you get hit multiple times, you get hurt faster. This allows XP sharing with poison hits – if you hit someone with a poison syringe, you will get XP for it every time they get hurt from your needle 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 3 Medic XP.

Poisoned players can un-poison themselves by finding health packs. Poisoned players cannot heal themselves, however, in an effort to make it fair for players who aren't medics. Essentially, a player can un-poison 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 hit 4 times with a syringe, you must find 4 health packs. Health cabinets also count.

### **Adrenaline Sharing**

If it is enabled on the server, along with your adrenaline syringe, you will 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.

### **Goomba Killing**

Alluding to the Mario Bros. days, if enabled on the server, 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.

### **S-Mines**

If it is enabled on the server, level 5 engineers are able to use S-Mines (aka Bouncing Betties). These mines are more powerful than regular mines, and bounce in the air before exploding.

### **Poison Gas Mines**

If it is enabled on the server, level 5 engineers are able to use poison-gas mines. Like the S-mines, they bounce into the air, but release a deadly gas for a duration of time.

### **Winchester M97**

If it is enabled on the server, every class but Covert Ops can use the new shotgun. It is a very powerful 6-shot pump-action shotgun that is great for close combat. Reloading works different than most weapons as you must load one shell at a time, and reloading can be interrupted by pressing (not necessarily holding) fire while reloading.

### **Throwing Knives**

If it is enabled on the server, anyone with a knife can throw them. You will need to re-bind whatever key you are currently using for alternate weapon to use the new Jaymod command. It acts just like the alternate weapon function, with the addition of allowing alternate fire. You can find this in the Jaymod Misc menu. To throw a knife, hold the alt fire button and release. The longer you hold the knife, the harder you throw it (up to one second worth of strength). Knives react according to your momentum too – if you are strafing left when releasing, the knife will have a leftward path as well.

### **Poison Throwing Knives**

If it is enabled on the server, throwing knives will also poison whoever they hit.

### **Live Uniform Stealing**

If it is enabled on the server, covert ops players can sneak behind someone and steal their pants right off of them! You must stay behind the player though.

### **Shoutcasting**

If it is enabled on the server, players with the password 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 use this, use the following commands:

```
/sclogin password  
/sclogout
```

## **Shrubbot Commands**

Jaymod implements a feature called Shrubbot that closely mirrors Shrub's implementation. This allows for easy administration of the server, with many convenient (and fun) commands, with different levels a server admin can set to give different people different levels of access to the commands. Those commands in this mod are outlined below.

### **Usage**

To use a command, simply type (at the console or global chat):

***!command options...***

Of course, replace command with the command you want to use. The options you specify after it depends on the specific command. To find the usage for each command in-game, simply type the command without any options and it will display usage if the specific command requires any other options.

### **About**

Usage: ***!about***

This displays the current Jaymod version number and website.

### **Admintest**

Usage: ***!admintest***

This displays your admin status on the server.

### **Ban/Unban**

Usage: ***!ban*** *player time reason*

This command will ban the specified player for the specified time.

*Player* can be either a slot number or partial name. Note that if more than one player matches the partial name, the ban will not take place and prompt you to try again.

*Time* must be a number specified in minutes for the amount of time to ban the person. This number must be greater than 0.

The *reason* must be given (unless you are an admin with the flag allowing you not to have a reason, see the Shrubbot section for details). This message is sent to the client when they are disconnected and displayed on returns to the server while they are still banned.

Usage: ***!unban*** *ban#*

This unbans a player.

*Ban#* is a ban slot found by using the ***!showbans*** command.

### **Baninfo**

Usage: ***!baninfo slot***

Provides detailed information about a ban.

*Slot* must be a valid ban slot. You can find a ban's number by using *!showbans*.

### **Cancel Vote**

Usage: ***!cancelvote***

Issuing this command will stop a vote that is in progress.

### **Crybaby**

Usage: ***!crybaby player***

Let a player know that their whining isn't appreciated.

*Player* can be a slot number or partial name.

### **Crazy Gravity**

Usage: ***!crazygravity [on|off]***

Turning this option on will set the gravity to a random value between 0 and 1200 in 30 second intervals.

### **Finger**

Usage: ***!finger player***

This command will provide information about the specified player. This includes IP Address, GUID, MAC Address, and admin level.

*Player* can be a slot number or partial name.

### **Fling/Flinga**

Usage: ***!fling player***

This command will "fling" a player in a completely random direction. This is a good attention grabber for those players who will not respond to an admin.

*Player* can be a slot number or partial name.

Usage: ***!flinga***

This command flings everyone instantaneously. A favorite of power-abusing admins!

### **Ftime**

Usage: ***!ftime***

Short for "fun time", it shows the current time of the server in a "fun" way.

### **Glow**

Usage: ***!glow*** [on|off]

If enabled, all players will emit a different color around them.

### **Kick**

Usage: ***!kick*** *player reason*

This command will kick a player off of the server.

*Player* can be a slot number or partial name.

The *reason* must be given (unless you are an admin with the flag allowing you not to have a reason, see the Shrubbot section for details). This message is sent to the client when they are disconnected.

### **Launch/Launcha**

Usage: ***!launch*** *player*

This command will “launch” a player straight up into the air. This is a good attention grabber for those players who will not respond to an admin.

*Player* can be a slot number or partial name.

Usage: ***!launcha***

This command launches everyone at once. Another admin favorite...

### **Listplayers**

Usage: ***!listplayers***

Listplayers will display a list (much like the in-game scoreboard) of connected players in your console. You must be playing in 800x600 resolution or higher to see this list correctly. The list consists of the player client number, player name, their XP, and their ping. This is a handy function to get a client number to use for the rest of the Shrubbot commands.

### **Lock/Unlock**

Usage: ***!lock*** *team*

Usage: ***!unlock*** *team*

This command locks or unlocks a team, keeping anyone from joining them, and blacking out a spectator's view.

*Team* uses the same values from !putteam.

### **Lol**

Usage: ***!lol*** *player numGrenades*

This rains grenades on players. Using ***!lol*** alone causes a single grenade to drop on every player at once. *Player* and *numGrenades* are optional.

*Player* can be a slot number or partial name.

*numGrenades* is the number of grenades to drop on a player. Max is 16.

### **Mute/Unmute**

Usage: ***!mute*** *player*

Usage: ***!unmute*** *player*

These will mute or unmute a player. When muted, and player cannot use any kind of text or voice chat, except for private messaging.

*Player* can be a slot number or partial name.

### **News**

Usage: ***!news***

Issuing this command will play the news associated with the map (assuming there is one). All players will hear this.

### **Nextmap**

Usage: ***!nextmap***

This command will end the current map and move on to the next.

### **Orient/Disorient**

Usage: ***!orient*** *player*

Usage: ***!disorient*** *player*

This command will orient or disorient a player. When disoriented, the player's view will be upside down and their controls backwards. This lasts until they are oriented or they die.

*Player* can be a slot number or partial name.

### **Pants**

Usage: ***!pants*** *player*

Strip a player of their pants!

*Player* can be a slot number or partial name.

### **PanzerWar**

Usage: ***!panzerwar*** [on/off]

This command will toggle panzerwar on or off, or display its status if no option is specified.

### **Pause/Unpause**

Usage: ***!pause***

Usage: ***!unpause***

This command will pause or unpause the game. While paused, gameplay stops, and no one can move.

### **Pip**

Usage: ***!pip*** *player*

Causes flying sparks to shower around a player (looks much like fairies).

*Player* can be a slot number or partial name. This is optional.

### **Pop**

Usage: ***!pop*** *player*

Causes a player's helmet to pop off, if he has one.

*Player* can be a slot number or partial name. This is optional.

### **Putteam**

Usage: ***!putteam*** *player team*

This puts a player onto the specified team.

*Player* can be a slot number or partial name.

*Team* can be "allies", "axis", or "spec". You can also use the shorthand of "r" for axis, "b" for allies, and "s" for spec.

### **Readconfig**

Usage: ***!readconfig***

Issuing this will read the Shrubbot configuration file in case changes were made manually.

### **Rename**

Usage: ***!rename*** *player name*

This will rename a player to whatever name you specify.

*Player* can be a slot number or partial name.

*Name* can have spaces in it, but must be specified. The new name is only temporary; it will be their regular name after they disconnect.

### **Reset**

Usage: ***!reset***

This resets the current match, much like the referee reset works.

### **Reset My XP**

Usage: ***!resetmyxp***

Allows players to reset their own XP.

### **Reset XP**

Usage: ***!resetxp*** *player*

This command will reset a players XP to 0, take away all skill levels, and all awards.

*Player* can be a slot number or partial name.

### **Restart**

Usage: ***!restart***

This command restarts the current level.

### **Revive**

Usage: ***!revive*** *player*

As long as the player has not gibbed, this will revive them. If *player* is omitted, this will revive the player who issued the command, otherwise, *player* can be a slot number or partial name.

### **Seen**

Usage: ***!seen*** *player*

If the seen database is enabled on the server, the specified player will search for a match in all stored admins.

*Player* must be a partial name.

### **Setlevel**

Usage: ***!setlevel*** *player level*

Setlevel will put a player at a specified level.

*Player* can be a slot number or partial name.

*Level* needs to be a positive whole number. This level must exist before you can set someone there. For more information about setting up the Shrubbot configuration file, see the Shrubbot section.

### **Shake**

Usage: ***!shake*** *player time*

This command makes a player shake uncontrollably.

*Player* can be a slot number or partial name.

*Time* is optional, and is the number of seconds to shake the player up to 120 seconds. If not specified, it shakes 1 second.

### **Showbans**

Usage: ***!showbans***

Showbans will print a list of current bans in your console.

### **Shuffle**

Usage: ***!shuffle***

Shuffle will rearrange the teams if they are uneven or unbalanced. Note that teams are now shuffled by rate of XP gained, not by total of XP. This allows for more balanced gameplay.

### **Slap**

Usage: ***!slap*** *player amount*

Now you have the chance to slap someone around a bit.

*Player* can be a slot number or partial name.

*Amount* is optional. If not specified, it deals 30 HP damage. Otherwise it will deal damage all the way up to 1HP of the players health, that is, it will not kill a player.

### **Smite**

Usage: ***!smite*** *player*

I smite thee! Use this to set a player on fire.

*Player* can be a slot number or partial name.

### **SniperWar**

Usage: ***!sniperwar*** [on/off]

This command will toggle panzerwar on or off, or display its status if no option is specified.

### **Spec**

Usage: ***!spec*** *player*

Issuing this command will put you into spectator mode following the specified player, assuming they aren't a spectator themselves.

*Player* can be a slot number or partial name.

### **Spec999**

Usage: ***!spec999***

This will put all players with a ping of 999 into the spectators.

### **Splat/Splata**

Usage: ***!splat*** *player*

This will deal 10,000 damage to a specified player, effectively making them go "splat".

*Player* can be a slot number or partial name.

Usage: ***!splata***

This will splat everyone all at once! M-M-M-Monster Splat!

### **Swap**

Usage: ***!swap***

This command swaps the current teams.

### **Throw/Throwa**

Usage: ***!throw*** *player*

This command will "throw" a player forward with great force. This is a good attention grabber for those players who will not respond to an admin.

*Player* can be a slot number or partial name.

Usage: ***!throwa***

This command throws everyone at once. Another admin favorite...

**Time**

Usage: *!time*

This displays the current time of the actual server machine the game is running.

**Uptime**

Usage: *!uptime*

This displays how long the Enemy Territory server has been running. It, of course, starts back at 0 when the server is shut down.

## **Server**

This portion of the manual is for those who are setting up an Enemy Territory server with Jaymod. Every attempt is made to make installation and configuration of Jaymod simple enough, but not every question can be anticipated, so visit <http://jaymod.clanfu.org> for any additional information you may need.

### **Setup**

Setting up Jaymod will be simple if you've ever set up a mod before. Note that this manual will not make any attempt to give a tutorial on setting up a server, but rather the Jaymod-specific instructions that are needed. If you have never set up an Enemy Territory server before, do a web search as there are many resources available on the internet.

If you haven't installed Jaymod already, see the Installation section for detailed instructions.

To reiterate from the Installation section, make sure you have both .pk3 files in the mod directory. Jaymod.pk3 isn't required, but you will lose some functionality if you omit it.

The first thing you need to do to get Jaymod running is to set up your server configuration file for Jaymod. You can use the included server.cfg.sample as a good starting place, or start from scratch. The sample config that is bundled has all of the new Jaymod Cvars in it, with their default values assigned. Below you will find a detailed listing of new Cvars and their options.

The final step in setting up Jaymod is to set up a shrubbot configuration file (if you enable it). See the Shrubbot section for details.

### **Cvar Dictionary**

This is a complete listing of all of the new Cvars that Jaymod implements. They are shown with their default values and their usage.

#### **XPSave**

##### Synopsis:

g\_XPSave 0

##### Description:

When set to 1, XP will save for the amount of time specified (see *g\_XPSaveTimeout*). This is simplified from Shrub's implementation. XP Save keeps XP through campaign changes/restarts, map restarts, and disconnects. XP data is saved to a file in binary format. This helps XP persist across server shutdowns and restarts.

#### **XPSaveTimeout**

##### Synopsis:

g\_XPSaveTimeout 60

##### Description:

This is the time the XP Saver will save XP in minutes. Specify a positive number for a timelimit, or use 0 to never reset XP. g\_XPSave must obviously be turned on for this to take effect.

### **AmmoRechargeTime**

#### Synopsis:

g\_ammoRechargeTime 60000

#### Description:

This sets the interval of time between ammo cabinet respawns. The value is seconds X 1000. For example, 10 seconds would be 10 X 1000 = 10000.

### **HealthRechargeTime**

#### Synopsis:

g\_healthRechargeTime 10000

#### Description:

This sets the interval of time between health cabinet respawns. The value is seconds X 1000. For example, 10 seconds would be 10 X 1000 = 10000.

### **PackDistance**

#### Synopsis:

g\_packDistance 1

#### Description:

This is the multiple of the original pack throw distance. Use 1 for stock ET throwing of ammo or health, or set higher values to throw further.

### **DropHealth**

#### Synopsis:

g\_dropHealth 0

#### Description:

Medics drop health packs upon death. The value is how many packs they drop; leave this set to 0 for no dropped health packs.

### **DropAmmo**

#### Synopsis:

g\_dropAmmo 0

#### Description:

Field-Ops drop ammo packs upon death. The value is how many packs they drop; leave this set to 0 for no dropped ammo packs.

### **SaveCampaignStats**

#### Synopsis:

g\_saveCampaignStats 1

#### Description:

In Campaign mode, setting this as 1 will cause kill stats to save across the entire campaign. This is stock Enemy Territory behavior. Turn this to 0 to reset the stats after every map.

### **PrivateMessages**

Synopsis:

g\_privateMessages 0

Description:

Set this to 1 to enable private messaging. Leave at 0 to disable.

NOTE: clients can now use private messaging from the global chat popup as well as the console. See the Private Messaging section for details.

### **PlayDead**

Synopsis:

g\_playDead 0

Description:

Setting this to 1 turns on play dead mode, where players can “pretend” they are dead. See the Playing Dead section for details.

### **Shove**

Synopsis:

g\_shove 0

Description:

Leaving at 0 disables this feature, and any positive number sets the distance a player can push another player.

### **ClassChange**

Synopsis:

g\_classChange 0

Description:

Setting this to 1 allows players to “steal” the uniform of a teammate once they are dead, and take on their class as well as their weapons. See Class Changing for more details.

### **DragCorpse**

Synopsis:

g\_dragCorpse 0

Description:

Set to 1 to allow players to drag a dead player on the ground.

### **MoverScale**

Synopsis:

g\_moverScale 1.0

Description:

Multiplies the speed of all movers (trains, tanks, and such) by the value specified.

### **Skills**

#### Synopsis:

g\_skills 0

#### Description:

This is a bitflagged variable with the following attributes. Add up the desired features to enable them:

- 1 Any Level 4 Battle Sense can spot mines for teammates.
- 2 Non-engineers w/ Level 4 Explosives & Construction benefit from the flak jacket.
- 4 Adrenaline carries over to non-medical classes.
- 8 Players with Level 4 Signals will be able to spot disguised enemies regardless of class.

### **Weapons**

#### Synopsis:

g\_weapons 0

#### Description:

This is a bitflag variable with the following attributes. Add up the values corresponding to the desired features and set g\_weapons appropriately to enable them:

- 1 Field Ops with level 0 battle sense do not spawn with binoculars.
- 2 Syringes work underwater.
- 4 Pliers work 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 when they die.
- 128 Allied can now reload rifles mid-clip.
- 256 Enable throwing knives
- 512 Enable poison throwing knives
- 1024 Enable Winchester M97

NOTE: Flag 8 takes precedence over flag 16.

### **SlashKill**

#### Synopsis:

g\_slashkill 0

#### Description:

This changes the behavior of the /kill command. Values are:

- 1 A player will spawn with half a charge bar after /killing.
- 2 A player will spawn with 0 charge bar.
- 3 A player will spawn with the same amount of charge bar as when he /killed.
- 4 /kill is disabled.

### **MapConfigs**

#### Synopsis:

g\_mapconfigs ""

#### Description:

Set this to the directory containing map-specific configuration files. Name the individual file names after their .bsp file name (i.e., radar.cfg). Use "." for current directory.

### **Spectator**

#### Synopsis:

g\_spectator 0

#### Description:

This is a bitflag with the following properties. Add up the desired values to enable each setting.

- 1 Free-look spectators can click on a player to spectate him. If the click doesn't point at another client, nothing happens.
- 2 When spectator clicking is enabled (1), a "miss" cycles to the next client that can be spectated rather than doing nothing.
- 4 Spectators continue following a player when he goes into limbo and respawns (same behavior as in RTCW).
- 8 Spectators go into free look mode after a spectated player limbos (4 takes precedence over 8).

### **PanzerWar**

#### Synopsis:

g\_panzerWar 0

#### Description:

Turning to 1 enabled the Panzer War mode. In this mode of play, all players will spawn as a soldier with a panzerfaust, a knife, and 100 grenades. There is no delay time for firing the panzer, no slowed walk speed, there is not wait for the charge bar, and you do not lose ammo when shots are fired (effectively infinite ammo). The damage is turned down to 1/3 the normal damage, and the splash radius is 2/3 its normal value. Be sure not to have g\_knifeonly turned on for this to work!

### **ShoveNoZ**

#### Synopsis:

g\_shoveNoZ 0

#### Description:

g\_shove must be enabled for this to take effect. When set to 0, you will be able to launch a player vertically, while when set to 1, you will not be able to launch a player vertically with a push.

Warning: Leaving this at 0 can greatly alter gameplay, as it allows new ways of easily winning objectives.

### **SpawnInvul**

#### Synopsis:

g\_spawnInvul 3

#### Description:

The number of seconds players are invincible after spawning.

### **IntermissionTime**

#### Synopsis:

g\_intermissionTime 60

#### Description:

This is the time in seconds intermission will last. Default is 60. This must be a positive integer.

### **IntermissionReadyPercent**

#### Synopsis:

g\_intermissionReadyPercent 100

#### Description:

This is the percentage of people required to end intermission and continue on to the next map.

### **DropMsg**

#### Synopsis:

g\_dropMsg ""

#### Description:

This message is tacked onto any kicks, bans, and connect denials due to outstanding bans. Enter useful information, for example, your server or clan's web forums.

### **Banners**

#### Synopsis:

g\_banners 0

#### Description:

Set to the number of banners you are going to display, or 0 to disable.

To set messages, in your config enter messages as such:

```
set g_banner1 "Message text 1."
```

```
set g_banner2 "Message text 2."
```

Banner numbering starts at one.

### **BannerTime**

#### Synopsis:

g\_bannerTime 5

#### Description:

The number of seconds between banner displaying.

### **BannerLocation**

#### Synopsis:

g\_bannerLocation 2

#### Description:

Where to display the banner on the screen. The options are:

1 – cpm (left side of screen)

2 – cp (center screen)

3 – print (console only)

4 – bp (top center screen)

**KickTime**

Synopsis:

g\_kickTime 0

Description:

How long to temporary ban after a kick, in seconds.

**Shrubbot**

Synopsis:

g\_shrubbot ""

Description:

Assign this to the shrubbot configuration file to turn on shrubbot functionality.

**LogAdmin**

Synopsis:

g\_logAdmin ""

Description:

Assign this to your desired log file name where shrubbot commands are logged.

**MaxPanzers**

Synopsis:

team\_maxPanzers -1

Description:

The maximum number of panzerfausts a team can have. -1 disables this, 0 disables the weapon altogether, and any higher number is the max amount.

**MaxFlamers**

Synopsis:

team\_maxFlamers -1

Description:

The maximum number of flamethrowers a team can have. -1 disables this, 0 disables the weapon altogether, and any higher number is the max amount.

**MaxMG42s**

Synopsis:

team\_maxMG42s -1

Description:

The maximum number of MG42's a team can have. -1 disables this, 0 disables the weapon altogether, and any higher number is the max amount.

**MaxMortars**

Synopsis:

team\_maxMortars -1

Description:

The maximum number of mortars a team can have. -1 disables this, 0 disables the weapon altogether, and any higher number is the max amount.

### **MaxGrenLaunchers**

#### Synopsis:

team\_maxGrenLaunchers -1

#### Description:

The maximum number of grenade launchers a team can have. -1 disables this, 0 disables the weapon altogether, and any higher number is the max amount.

### **MaxArtillery**

#### Synopsis:

team\_maxArtillery 6

#### Description:

The maximum number of artillery strikes a team can have per minute. 0 disables them altogether, while any higher number is the max amount. The maximum allowed for this one is 6.

### **MaxLandmines**

#### Synopsis:

team\_maxLandmines 10

#### Description:

The maximum number of landmines per team.

### **Censor**

#### Synopsis:

g\_censor ""

#### Description:

A string of words, separated by commas, to be censored from game chat.

### **CensorPenalty**

#### Synopsis:

g\_censorPenalty 0

#### Description:

A bit flagged variable that determines what happens to a player when they are censored. Add the options below to enable them.

- 1 Kill the player.
- 2 Not implemented
- 4 Kill the player, but don't gib them.
- 8 Auto-mute the player for g\_censorMuteTime seconds

### **WolfROF**

#### Synopsis:

g\_wolfRof 0

#### Description:

Adjusts rates of fire for the MP40, Thompson, and Sten. ET rates of fire for these weapons are 150ms (meaning that much time between bullets being fired). RTCW rates make the weapons uneven, but for this implementation are averaged and made equal to 110ms.

- 0 ET rates
- 1 RTCW rates

### **CensorMuteTime**

#### Synopsis:

g\_censorMuteTime 60

#### Description:

The number of seconds used for an auto-mute.

### **Misc**

#### Synopsis:

g\_misc 0

#### Description:

This is a bitflagged variable with different options that don't really tie into anything else. Add the numbers to enable the options.

- 1 Double Jump
- 2 Binoc War – Keeps track of how many binoculars players pick up and report the top 3 every minute and at the end of the match.
- 4 Only admins (shrubbot level 1 or higher) can connect to the server.
- 8 Players will be able to throw health and ammo packs vertically.
- 16 This has been removed. See g\_covertops.
- 32 If a player has level 4 Battle Sense, the player will get full health back when revived, regardless of the level of the medic that revived him.

### **Hitboxes**

#### Synopsis:

g\_hitboxes 0

#### Description:

This changes the "hitboxes" of players in the game. In Jaymod, prone and corpse hitboxes are lowered. Setting this to 1 will turn on ETPro's "b\_realhead" option, where the head hitbox follows the player animation. This is a flagged Cvar. It is also latched, meaning if you change the value mid-map, it will not take affect until the next map.

- 1 Turn on "realhead".
- 256 Display the head hitbox every server frame.
- 512 Display the prone leg hitbox every server frame.
- 1024 Display the body hitbox every server frame.

### **SniperWar**

#### Synopsis:

g\_sniperwar 0

#### Description:

This is much the same as Panzerwar, from an administration point of view. Sniper War takes precedence over panzer war, so if you have both enabled, you will end up having Sniper War enabled. See the Sniper War section in this manual for more information on how the mode works.

### **DefaultSkills**

#### Synopsis:

`g_defaultSkills ""`

#### Description:

Allows skill levels to be automatically gained on initial connection of a client. The values is 7 integers separated by spaces. The skills are defined in this order:

Battle Sense  
Explosives and Construction (Engineering)  
First Aid (Medic)  
Signals (Field Ops)  
Light Weapons  
Heavy Weapons (Soldier)  
Military Intelligence and Scoped Weapons (Covert Ops)

To give everyone default battle sense 2 and light weapons 3, you would do  
`g_defaultskills "2 0 0 0 3 0 0"`

Note that you must include all 7 integers or this cvar will take no effect. Also (obviously), only use numbers 0-5.

### **Custom Levels**

#### Synopsis:

`g_levels_????? ""`

#### Description:

Defines the amount of XP a particular skill needs to upgrade.

The XP requirements for each skill level are split up over 7 variables:

`g_levels_battlesense`  
`g_levels_covertops`  
`g_levels_engineer`  
`g_levels_fieldops`  
`g_levels_lightweapons`  
`g_levels_medic`  
`g_levels_soldier`

Each variable accepts 1-5 integers denoting 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.

#### Examples:

Disable level 3 and 4 engineers:

`g_levels_engineer "20 50"`

Don't give medics full revive until level 4:

`g_levels_medic "20 50 -1 140 200"`

Give everyone binoculars almost immediately:

`g_levels_battlesense "5 50 90 140 200"`

### **Watermark**

#### Synopsis:

g\_watermark "jaymod"

#### Description:

Sets the server watermark to be used. If you leave this blank, no watermark will display.

Watermarks can be either .tga or .jpg files. If you use .tga files, you can also use alpha channels to get some transparency effects (as long as you save them as 32-bit targa format).

You can set up and use a shader if you like, but it is not necessary. Using a shader will help on load times and such.

An example of a shader is:

```
// 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 file name. Something to note is the watermark/ preceding the file. When you set a watermark, the game will automatically look in the watermark subdirectory for it, and then anything you specify. For example, g\_watermark "clanfu.jpg" will really look for watermark/clanfu.jpg. Make sure you remember this when you make your .pk3.

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

### **WatermarkFadeAfter**

#### Synopsis:

g\_watermarkFadeAfter "60"

#### Description:

Sets the amount of time in seconds before the watermark starts to fade. If you specify -1, the watermark will never fade.

### **WatermarkFadeTime**

#### Synopsis:

g\_watermarkFadeTime "60"

#### Description:

Sets the amount of time in seconds that the watermark takes to fade (once it has started to).

### **SmoothClients**

#### Synopsis:

g\_smoothclients "1"

#### Description:

Smoothclients, when enabled, will attempt to smooth out player movements when players are lagging. It does this by extrapolating (or predicting) what the player is going to do in the next few milliseconds. You will also notice that a lagging player will have a disconnected phone jack above their heads, so that players will know that the player is 'lagged out'.

### **TruePing**

#### Synopsis:

g\_truePing "1"

#### Description:

True ping takes the timestamps of commands sent by clients, stores them, and averages them. This is a better way of calculating latency between the client and the 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 is not required to take advantage of the new antilag stuff.

### **Engineers**

#### Synopsis:

g\_engineers "0"

#### Description:

This allows tweaking of certain behaviors of things related to engineers. It is a bitflagged variable.

- 1 With friendly fire off, teammates do not trip your mines.
- 2 Teammates cannot disarm your dynamite if it is set near an enemy constructible or objective.

### **Soldiers**

#### Synopsis:

g\_engineers "0"

#### Description:

This allows tweaking of certain behaviors of things related to soldiers. It is a bitflagged variable.

- 1 Panzerfaust rockets will be affected by gravity (they will arc)

### **Medics**

#### Synopsis:

g\_medics "0"

#### Description:

This allows tweaking of certain behaviors of things related to medics. It is a bitflagged variable.

- 1 Not yet implemented.
- 2 Medics can't pick up their own health packs at all.
- 4 Medics regenerate health at 2HP/second until they reach their base health level, usually 110-125 HP, depending on number of medics/team They then regenerate at 1HP/second until they reach maximum health.
- 8 Medics regenerate health at 1HP/second until they reach their base health level, usually 110-125 HP, depending on numbers of medics/team then no regeneration after that.
- 16 Medics can share adrenaline if they have it. Use the revive needle to use on a live teammate.

### **Covertops**

#### Synopsis:

g\_covertops "0"

#### Description:

This allows tweaking of certain behaviors of things related to covert ops. It is a bitflagged variable.

- 1 Covert Ops will not lose their uniform when they class switch. This has been moved from g\_misc flag 16.
- 2 You will not lose your uniform for throwing med packs and reviving.
- 4 You will not lose your uniform for throwing ammo packs.
- 8 You will not lose your uniform for laying mines or using pliers.

### **DynamiteTime**

#### Synopsis:

g\_dynamiteTime "30"

#### Description:

Set to the number of seconds the dynamite fuse should be set to. Default is 30.

### **Goomba**

#### Synopsis:

g\_goomba "0"

#### Description:

Set to the multiple of damage the victim should receive relative to the damage the player who is falling would receive.

Setting this to 0 disabled goomba killing.

### **Headshot**

#### Synopsis:

g\_headshot "0"

#### Description:

This allows customizing of headshot behavior. It is bitflagged.

- 1 Only headshots do damage.
- 2 Headshots do an instant kill.

### **Shortcuts**

#### Synopsis:

g\_shortcuts "0"

#### Description:

Setting this to 1 enables Shrub-style text shortcuts.

### **PoisonSyringes**

#### Synopsis:

g\_poisonSyringes "1"

#### Description:

Setting this to 1 enables Poison Syringes. See the Poison Syringe section in this documentation for information on them.

### **CampaignFile**

#### Synopsis:

g\_campaignFile "0"

#### Description:

Usually Enemy Territory will force a client to download any file on the server (either in the mod directory or etmain) that contains a file that contains campaign information. If you want to change this behavior, you can set g\_campaignFile to the filename holding the specific campaign you want to use. Note that you must set this to the campaign file, not the pak file holding the campaign file.

Example: set g\_campaignFile "mycampaign.campaign"

### **KillingSpree**

#### Synopsis:

g\_killingSpree "0"

#### Description:

Turning to 1 turns on killing sprees. Setting it to 2 also saves the longest killing spree record for a map.

### **KillingSpreeLevels**

#### Synopsis:

g\_killSpreeLevels "5 10 15 20 25 30"

#### Description:

The number of kills that trigger the various killing-spree levels. All 6 numbers must be provided.

### **LoseSpreeLevels**

#### Synopsis:

g\_loseSpreeLevels "10 20 30"

#### Description:

The number of consecutive deaths that trigger the various losing-spree levels. All 6 numbers must be provided.

### **XP Max**

#### Synopsis:

g\_xpmax "0"

#### Description:

This puts a limit on the amount of XP a player can gain before a specified action is taken. This is used in conjunction with g\_xpcap.

### **XP Cap**

#### Synopsis:

g\_xpcap "0"

#### Description:

Specifies the action to take against a player who has reached the maximum XP.

- 1 Allow the player to continue gaining XP in classes that are not maxed out, but not beyond.
- 2 Disallow **any** further gaining of XP
- 3 Reset the player's XP to 0.

### **Damage XP**

#### Synopsis:

g\_damagexp "0"

#### Description:

Changes the way that XP is gained from damage skills. When enabled (set to 1), instead of gaining XP from a kill, you gain XP from inflicting damage to players. 1 XP is gained from 50 HP of damage, and another 1 XP is awarded for a kill.

### **Fear**

#### Synopsis:

g\_fear "0"

#### Description:

When enabled, will award the last person to get a hit on a player the credit for the kill if that player commits suicide within the amount of time specified. Set this to the number of seconds after the hit that credit should be given.

### **Mapscript Directory**

#### Synopsis:

g\_mapScriptDirectory ""

#### Description:

Specifies the location of alternative mapscripts on the filesystem (in relation to the mod's directory) to use. This is useful with ETPro extended mapscripts.

### **Reflect Friendly Fire**

#### Synopsis:

g\_reflectFriendlyFire "0"

#### Description:

The percentage of friendly fire damage to be reflected back to the attacker. This is used with g\_friendlyfire is set to 2.

### **Seen Database**

#### Synopsis:

g\_seenDB "0"

#### Description:

When set to 1, records players into a database, along with a timestamp. When gone, players can use the !seen command (if they are allowed to) to see when a specific player was on last.

### **Shoutcast Password**

#### Synopsis:

g\_shoutcastpassword ""

#### Description:

This servers to both enable the Shoutcasting feature and serve as the password to use the feature. When this is blank, Shoutcasting will not be enabled.

### **Vulnerable Weapons**

#### Synopsis:

g\_vulnerableweapons "0"

#### Description:

Allows different missile-type weapons to be blown up. This is bitflagged:

- 1 Panzer shots
- 2 Grenades
- 4 Airstrike Canisters
- 8 Satchels

### **Max M97s**

#### Synopsis:

team\_maxM97s "-1"

#### Description:

Limits the number of M97 shotguns each team can have. -1 is no limit, 0 means disabled, and > 0 is the total number each team can have.

### **Omnibot Enable**

#### Synopsis:

omnibot\_enable "1"

#### Description:

Whether Omni-bot should attempt to load or not. Set to 0 to totally disable Omni-bot.

### **Omnibot Path**

#### Synopsis:

omnibot\_path ""

#### Description:

If set, Omni-bot will first search this path for the Omni-bot installation.

### **Team Damage Restriction**

#### Synopsis:

g\_teamDamageRestriction "0"

#### Description:

If set to greater than 0, is the percentage of friendly fire hits to total hits allowed. If this limit is hit or exceeded, the player will be kicked.

### **Team Damage Minimum Hits**

#### Synopsis:

g\_teamDamageMinHits "6"

#### Description:

Sets the minimum number of hits required before the percentage is checked for g\_teamDamageRestriction.

### **Vote Based Votes**

#### Synopsis:

vote\_voteBased "0"

#### Description:

When set to 1, calculates the vote based on the number of votes that have been cast rather than the total number of players on the server.

### **Vote Min Percent**

#### Synopsis:

vote\_minPercent "0"

#### Description:

The minimum percent of votes needed to total players on the server for vote\_voteBased to take effect.

### **Vote Flags**

#### Synopsis:

vote\_allow\_generic "1"  
vote\_allow\_matchrestart "1"  
vote\_allow\_startmatch "1"

#### Description:

These have been added to control a new and a couple existing votes.

### **Level 5 Skills**

These CVARs control how the level 5 skills work for each class. Each CVAR is bitflagged.

#### g\_sk5\_battle

*Default: "1"*

1 Faster stamina recharge

#### g\_sk5\_cvops

*Default: "7"*

1 Consume less charge  
2 More grenades  
4 Enable poison-gas grenade

#### g\_sk5\_eng

*Default: "127"*

1 Consume less charge  
2 More grenades  
4 Landmines take longer to spot (the ones planted by skill5 eng)  
8 Landmines take longer to defuse (the ones planted by skill5 eng)  
16 Build things faster  
32 Enable S-mines  
64 Enable poison-gas mines

#### g\_sk5\_fdops

*Default: "3"*

1 Consume less charge  
2 More grenades

#### g\_sk5\_lightweap

*Default: "1"*

1 Reduced recoil time

#### g\_sk5\_medic

*Default: "243"*

1 Consume less charge  
2 More grenades  
16 Carry-over health recharge for CVOPS  
32 Carry-over health recharge for ENG  
64 Carry-over health recharge for FDOPS  
128 Carry-over health recharge for SOLDIER

#### g\_sk5\_soldier

*Default: "7"*

1 Consume less charge  
2 More grenades  
4 Enable poison-gas grenade

## **Omni-Bot Support**

Jaymod natively supports the Omni-bot project. This allows 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 can download the files needed to get Omni-bot running, and the documentation for installation and configuration is available.

It is imperative that you match the Omni-bot installation to what version Jaymod supports. This version supports 0.52, but for beta releases, check the included readme.txt file for updates to Omni-bot support.

## **Unlagged 2 Support**

Jaymod implements Neil "Haste" Toronto's antilag scheme. Enemy Territory already has a partial implementation, but it is very limited to basic backwards reconciliation. Jaymod implements much more of the Haste's code, including optimized client-side prediction, true ping, client smoothing, and lag simulations in dev mode. The new antilag options are turned on by default, and can be disabled via the appropriate CVARS.

## **ETPro Mapscripts**

Jaymod has the added functionality of ETPro's extended mapscript support.

The extended mapscripts offered by ETPro allow new things such as new spawn points and map bugfixes, among other possibilities. There is documentation on these scripts at ETPro's website. To enable them, simply set `g_mapscriptDirectory` to the directory where the mapscripts are located (Jaymod comes with the ETPro versions of the standard 6 maps in a folder called 'mapscripts').

## **Shrubbot**

This mod implements a popular and useful feature from the old Shrubmod called "Shrubbot". This system allows for easier administration of the game by allowing server admins to set up different levels of access to shrubbot's many commands. This way, there is no need to set up referee password or give out sensitive rcon passwords. This section will go into detail on how to set up the shrubbot configuration file.

NOTE: For shrubbot to work properly, you must have PunkBuster enabled on your server!

### **Initial Setup**

If you do not have an existing shrubbot config file, all you need to do to get started is fire up the game with the `g_shrubbot` Cvar set to your desired shrubbot config file (for simplicity, this manual will refer to this file as `shrubbot.cfg`). Since the file will not exist, the game will automatically create the file with 2 admin levels assigned: 0 and 1. Level 0 will have basic commands, such as `about`, `time`, etc., and Level 1 users will have access to every command. This should get you started so that you can manually edit this file and add on to meet your needs.

### **Syntax**

The way the file is written resembles a Windows .ini configuration file. The two different options you have are as follows.

#### **Level**

```
[level]
level      = 0
name       = ^xR^fegul ar ^xU^fser
flags     = i ahCp
greeting =
```

[level] - Tells the game that the following information sets up a level.  
level - Specifies what number level it is.  
name - The name that shows when !admintest is used.  
flags - What privileges this level has. See the flags section for information on what flags there are.  
NOTE: You can use \* to specify all permission. Also, \* followed by flags means that lever has all permissions EXCEPT for the ones specified.  
greeting - A greeting that is displayed when a player of this level enters. [player] gets replaced with the player name, and [level] gets replaced with the level name.

#### **Admin**

```
[admin]
name       = ^xJay^4bi rd
gui d     = <player's gui d>
level     = 1
flags     =
greeting =
```

[admin] - Tells the game that the following information sets up an admin.  
name - The name of the player.  
gui d - The guid of the player.  
level - What level is assigned to the player.  
flags - Modifications to default privileges. For example, if you wanted to add a flag to a user beyond what his level was, you would add +flag. To take away a privilege, use -flag.  
greeting - A greeting that is displayed when this specific player enters. [player] gets replaced with the player name, and [level] gets replaced with the level name.

An example, for a level 2 admin with added kick permissions and taken away time permission and a greeting:

```
[admin]
name       = ^xJay^4bi rd
gui d     = <gui d>
level     = 2
flags     = +k-C
greeting = Stand up! [player] (a [level]) has entered!
```

**Flags**

These flags specify what commands a specific level is authorized to use. The available flags are as follows:

Command	Flag	Command	Flag
about	A	putteam	p
admintest	a	readconfig	G
ban	b	rename	N
baninfo	B	reset	r
cancelvote	c	resetmyxp	X (upper)
crazygravity	M	resetxp	R
crybaby	y	restart	r
disorient	d	revive	v
finger	I (capital i)	seen	E
fling	I	setlevel	s
flinga	L	shake	H
ftime	g	showbans	B
glow	z	shuffle	S
help	h	slap	l
kick	k	smite	U
launch	l	sniperwar	M
launcha	L	spec	e
listplayers	i	spec999	P
lock	K	splat	l
lol	x (lower)	splata	L
mute	m	swap	w
news	W	throw	l
nextmap	n	throwa	L
orient	d	time	C
pants	z (lower)	unban	b
panzerwar	M	unlock	K
pause	Z (upper)	unmute	m
pip	z (lower)	unpause	Z
pop	z (lower)	uptime	U

There are also status flags that give admins different abilities. Those are:

- 1 Cannot be vote kicked, vote muted, dropped for inactivity, or complained against.
- 2 Cannot be censored or flood protected.
- 3 Can runs commands silently from console (!/command).
- 4 Can see all team, fireteam, and PM chat as spectator.
- 5 Can switch to any team regardless of balance.
- 6 Does not need to specify a reason for kick/ban.
- 7 Can call a vote anytime (even if disabled).
- 8 Does not need to specify the duration of a ban (permanent ban).
- 9 Can run commands from team or fireteam chat.

## Change Log

Fixed longstanding bug where, through class stealing, players could use weapons they are not supposed to use.

Added a 5th skill upgrade to each class.

Added poison-gas grenades as a level 5 skill for covert ops and soldier.

Added S-mines as level 5 skill for engineer.

Added poison-gas mines as level 5 skill for engineer.

Added censor checks and text shortcut replacement to vchats.

Added mute check to votes.

Added cg\_muzzleFlash. When set to 0, most weapons will not have muzzle flash.

Added sample Linux/BSD start/stop/status/restart script to packaging (linux/serverctl)

Updated Jaymod menus.

Added multikill sounds.

Reworked killing and losing sprees. Also removed the killing and losing spree sound cvars.

Fixed a color glitch in small scoreboard display.

Added /textshortcuts to list and explain the various text shortcut options.

Changed private messages so that muted players cannot private message as well.

Changed cg\_draw2d so that crosshair will not draw if the individual is a spectator. This will make movie-making with Jaymod very nice with Shoutcaster and cg\_draw2d 0.

Added cg\_drawClock. This will display your current time in HH:MM[?M] .

Fixed bug where you can immediately spawn after a team change (Chrucker)

Fixed cp and bp commands. Color will save across newlines (Chrucker)

Fixed the server list. The list could only hold 2048 servers, now it can hold 4096 (Chrucker)

Added vote\_voteBased and vote\_minPercentage. These will allow votes to be based off of the total amount of votes received instead of the total number of players on the server.

Added /jaymodinfo that will print relevent information about the mod.

Added hardware banning.

Changed team damage restriction so that it does not kick admins with kick protection.

Added !crybaby (flag 'y').

Fixed some various GUID checking.

Disabled playdead in the water.

Changed poison syringes so that invulnerable players cannot be poisoned.

Added poison throwing knives for players with 3+ skill on covert ops (g\_weapons flag 512).

Changed disorientation so that it does not flip the head on third person animation.

Changed !showbans. It breaks the bans into pages of 20, along with detailed more detailed information.

Added !baninfo. It gives specific information on a certain ban.

Added Winchester M1897 (shotgun) as a new weapon for most classes (g\_weapons flag 1024).

Added team\_max\* CVARs checking on client. This will now show weapons as unavailable on limbo screen.

Added team\_maxM97s.

Fixed issue where clients can be assigned a level without a GUID, thus allowing anyone else without a GUID their permissions.

Fixed !resetxp. Users will no longer be moved to spectator to be reset.

Added !resetmyxp (flag 'X').

Added credits to Jaymod menu.

Added playdead bind to Jaymod misc menu.

Fixed revive with !slap bug.

Optimized Jaymod configstrings to help alleviate the MAX\_GAMESTATE\_CHARS exceeded error.

Added g\_XPMax and g\_XPCap.

Added longest killing spree records.

Changed g\_XPSave. It now takes a 1 or 0 like before, and the filename is hardcoded as 'xpbackup.dat'

Added g\_seenDB. This will track up to 8192 players at a time.  
Changed the g\_shrubbot, g\_xpsave, g\_seendb, and g\_killingspree cvars to the latch type. This will help avoid lost information due to poorly written server configs.  
Fixed spectators seeing landmines when spectating a player with shoutcaster privileges.  
Fixed spectator spotting landmines bug.  
Added icon over a disguised covert ops heads, on the command map, and scoreboard.  
Added objective icon to command map.  
Added g\_friendlyFire option 2 (reflect team damage).  
Added g\_reflectFriendlyFire (used in tandem with g\_friendlyFire option 2).  
Added ETPub's g\_fear.  
Added g\_teamDamageRestriction and g\_teamDamageMinHits.  
Added a popup for private messaging (need to bind "messagemode4").  
Changed private messages to be sent to admins with the '4' flag (spectator chat viewing).  
Added ability for players to open doors silently while prone or crouched without needing to hold the walk key.  
Changed version checking to be more relaxed on the server-side. It will now only warn (and not kick).  
Fixed a longstanding floating point error bug causing various scripting errors on various maps at specific intervals of the game.  
Touched up playdead code.  
Redid hitboxes (for the final time). The hitboxes are much closer to etpro's implementation.  
Redid double jump. It is even smoother and no longer relies on double tap prone being enabled.  
Fixed empty IP on shrubbot ban issue.  
Changed hitbox debugging. The color of the hitbox will now be the color of the team the player is on.  
Fixed !seen.  
Fixed the made field of shrubbot bans.  
Fixed g\_XPSaveTimeout to some extent. You can specify larger values.  
Touched up throwing knife support. It should be much tighter now.  
Fixed memory leak associated with real head.  
Fixed menu error associated with private messages and connection icon.  
Updated throwing knife support significantly. The weapon system now handles it, meaning it is client predicted and has animations. It also have variable throw strength. (Mr.Mxyzptlk)  
Changed XP Save. It now saves via a binary file, and slots have been expanded from 128 to 8192.  
Changed lag-o-meter. The back is now semi-transparent. (Mr.Mxyzptlk)  
Changed lag-o-meter and server watermark to not show when the scoreboard is raised. (Mr.Mxyzptlk)  
Added client/server mod mismatch checking. This will assure that 1) the Jaymod client is used on the server and 2) that the server and client versions are the same. (Mr.Mxyzptlk)  
Fixed double jump while prone in midair bug.  
Fixed shrubbot bans. IP based bans will now work as well.  
Added g\_logOptions flag 8. Notifies attempted connections from banned players.  
Fixed Optimized Prediction. This was causing the grenade ticks even after you released.  
Added vote\_allow\_matchrestart and vote\_allow\_startmatch. These did not exist, and now can disable those votes.  
Added vote\_allow\_generic. This lets an individual call a vote with a question of their own (it does not really do anything).  
Fixed sniper war headshots. They will no longer result in an INCREASE in health.  
Touched up Unlagged code. There are more client options, including the option to opt out of backwards reconciliation.  
Recoded most of Shrubbot's core. It should now be much more stable, and a significant memory leak has been avoided as a result.  
Fixed !slap. It will no longer kill the intended player.  
Added !seen.  
Added !finger.

Fixed admin greeting crash.  
Added admin pruning (g\_adminPrune).  
Changed losing spree levels from 3 to 6.  
Added g\_vulnerableWeapons. You can blow certain grenade-type weapons up now.  
Fixed spectator bug where you can view the other team while in limbo.  
Added throwing knives. It is flag 256 of g\_weapons.  
Moved thompson/mp40 to weapon slot 2 when you also have a heavy weapon.  
Fixed bug where primary weapon would switch to SMG after level 4 soldier upgrade.  
Expanded fair rifles to even up ammo and load time.  
Fixed flamethrower chunk issue.  
Finished ETPro Mapscript support.  
Changed g\_XPSaveTimeout to allow a value of 0 to save XP indefinitely  
Added Shoutcasters.  
Added stealing of uniforms from live players.  
Added filter to view Jaymod servers only in game browser.  
Added Average Ping to scoreboard.  
Added Obituary Filtering.  
Fixed bug introduced in 1.4 that disabled most of the g\_slashkill options.  
Changed font size for many on-screen text items.  
Added /campaigninfo for clients.  
Added g\_soldiers, flags 1 (shootable panzer rockets) and 2 (rockets have gravity).  
Fixed !restart and !reset. They should work in intermission now.  
Fixed !nextmap. It will now work in warmup.  
Added Killing Spree display area. It will no longer clutter up the CP area.  
Added g\_damagexp. This will hopefully mirror ETPro's implementation.  
Added cg\_hitsounds flag 2 - only play headshot hitsounds.  
Added colored obituary icons (ETPro).  
Added initial, basic support for ETPro's extended mapscripts.  
Added custom messages on Vsay's (ETPro).

#### v1.4

Fixed banner print (bp). It will no longer scroll off the top of the screen.  
Added console commands 'playsound' and 'playsound\_env'.  
Small touchups not worth mention.  
Added Omni-bot support.  
Expanded fireteams to 9 members max.  
Made the fireteam select all to include the extra slots.  
Added poison needles.  
Added adrenaline sharing.  
Improved playdead.  
Changed the behavior of realhead support. If not enabled, skin packs are NOT required downloads.  
Added !slap  
Added !shake  
Added !ftime  
Added Neil "Haste" Toronto's Unlagged 2 code.  
Added support for Omni-bots  
Added g\_covertops  
Removed g\_misc flag for covert ops uniform carryover (see g\_covertops)  
Changed many shrubbot flags. This was to provide better compatibility with the original shrub setup. PLEASE take the time to look over your levels to make sure your levels did not receive a flag they should not have with this change  
Added admin greetings  
Changed !help. It now has more verbose and helpful output, much like shrub did  
Fixed doublejump. It is now predicted, and the notorious 'triple jump' is no longer possible. It feels MUCH better

Fixed issue where once you gain your thompson as a level 4 soldier, you would get awarded but still have handguns on next spawn  
Added current time to log at game startup. It uses OSP's style of timestamp  
Fixed !spec999. People in spec will not be placed into spec again  
Fixed adrenaline carryover issue. Regardless of your class, it would always require the charge time of a medic. Now you can use adrenaline when your charge bar is full  
Fixed a nasty buffer overflow bug (thanks @ Forty)  
Changed number of XP Save slots. There are now double the slots (128)  
Fixed g\_spectatorInactivity  
Fixed !resetxp bug  
Added g\_engineers  
Added g\_medics  
Added !glow  
Fixed g\_weapons flag 1  
Added silent responses for silent shrubbot command issuance  
Added g\_headshot, and flags 1 and 2  
Added adrenaline to covert ops protected uniform weapons. They will no longer lose their uniform for using it.  
Added g\_goomba  
Adjusted knife distance (should be easier to use)  
Added g\_dynamiteTime for custom fuse time  
Added g\_shortcuts - Tied this to a Cvar instead of always on.  
Changed hitsounds. They are mostly client side and now only offer ETPro hitsounds. There are easily replace, however, through a sound pack.

### v1.3

Reworked hitboxes. They are now based off of ETPro's "realhead" hitbox system, where the head hitbox follows the animation. Also lowered the standing hitbox to shoulder height, and lowered the prone and corpse hitboxes to a more reasonable height. The "realhead" mode is toggleable, the lowered body hitboxes are not. Major thanks to Zinx and Forty for their help in realizing this.  
Moved obituaries location completely client side. g\_logOptions has no affect on anything anymore, but is not removed. Some of the other functions of that cvar are still planned.  
Removed the hitsounds cvars. Hitsounds have been moved client side, and are selectable by the client. Look for customizable hitsounds to be back in a future release.  
Removed g\_maxAirstrikes. g\_maxArtillery controls both artillery and airstrikes.  
Added !panzerwar and !sniperwar.  
Added !nextmap to intermission.  
Updated Jaymod menus.  
Added g\_wolfRof.  
Added level name in !admintest.  
Fixed a major issue in the XP Saver.  
Added gibs.  
Fixed double uniform steal bug.  
Added mine naming.  
Added customizable skill levels:  
    g\_defaultskills  
    g\_levels\_battlesense  
    g\_levels\_covertops  
    g\_levels\_engineer  
    g\_levels\_fieldops  
    g\_levels\_lightweapons  
    g\_levels\_medic  
    g\_levels\_soldier

## Jaymod Documentation

Added new HUD.

Charge icon now turns red when no artillery or airstrikes are available.

Removed grenades from sniperwar.

Fixed cross-map shove bug.

Added watermarks (including default Jaymod logo [Thanks @ Zendochi]).

Added g\_moverscale.

Fixed random images on command map.

### v1.2

Finished flags for g\_weapons.

Added g\_slashKill.

Added custom hitboxes.

Added most shrubbot commands (missing glow still, if anyone has ideas, email me.)

Added team\_maxartillery.

Took match\_readypercent out of intermission exit. (Was causing early exits depending on its value)

Added Shrubbot text shortcuts (case insensitive).

Numerous little bugfixes, see the website for details.

Updated server.cfg-sample.

Fixed an issue with the sample server config where hitsounds would reset themselves.

Added g\_misc.

Removed g\_fairrifles, see g\_misc.

Removed g\_bsrevive, see g\_misc.

Added losing sprees to the killing spree mode.

Added \* to shrubbot permissions.

Added chat censoring.

Added g\_shoveNoZ.

Added map-specific configs.

Implemented most of the bugfixes in Project Bugfix (sponsored by Chruker).

Fixed issue with names appearing twice on the game status popup on large servers.

Added Sniper War.

Added mod\_version and mod\_url to the serverinfo string.

### v1.1

Added flag 1 of g\_logOptions.

Added !swap, !restart, !nextmap shrubbot commands.

Fixed XP Save to work in modes besides campaign mode.

Changed some of the shrubbot command flags.

NOTE: Please read through the flags and update your configs!

### v1.0

Initial Release

## **Bugs & Other Problems**

This has been tested on one of Enemy Territory's most popular servers and deemed stable enough to release. As with any program, there may be bugs that have not been discovered or surfaced at the time of release. If you come across anything needing attention, please visit the forums at <http://jaymod.clanfu.org> and let me know of it!

## **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.

My utmost, sincere thanks and appreciate go to Zinx, Bani, and Forty for their contributions.

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Thanks to Meyerinchains for his contribution of the M97 model and animations.

Thanks to Jeremy "Dr. Evil" Swigart and Magick of the Omni-bot team for their continued help with the implementation and debugging of support of Omni-bot in Jaymod.

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

Thanks to the ETPub team 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 everyone at the SplashDamage forums for the help they provide to everyone wanting to mod for ET. And definitely thanks to those guys for taking the time to develop and release an incredible FREE id Software based game. While I'm sure it wasn't their intention on giving it out for free, they have made a good many fan because of their generosity and dedication to the gaming community.