

Elitemod Beta 3 whitepaper
Updated: 10/5/2008



What is elitemod?

Elitemod is a mod "on top" of etpub 0.8.1 source code. It does not represent etpub officially or its community in anyway, however if it were not for etpub this mod would not be here. It has several source code changes as well as client side modifications. Most of the changes center around beginning a new class, rearranging weapons, adding AP mines and the GPG44. Elitemod uses a combination of custom, imported and contributed mods. This is a community mod and modders are free to contribute, change or improve on what ever they want. The source code of the final version will be released at some point to solicit more modding, fix bugs, and make improvements.

Goal

The goal of this mod is to accomplish several things:

- 1) Develop a new player class
- 2) Add some new weapons and mod some existing ones
- 3) Add new things to the game
- 4) Reinvent and empower the soldier class
- 5) Encourage community involvement
- 6) Change a few things about ET that don't make sense (i.e., Rambo medics)

Changed Weapon Assignments and Class Tools

	Soldier	Medic	Engineer	Special Ops	Covert Ops
					
ALLIED	CHOPPER GPG44 M. MORTAR BANZER F.THROWER MG42 M. MARK 3	CHOPPER	CHOPPER F.THROWER	CHOPPER FG42	CHOPPER FG42 GARAND
AXIS	MP43 GPG44 MORTAR BANZER F.THROWER MG42 M. MARK 3	MP43	MP43 F.THROWER	MP43 FG42	MP43 FG42 K43
GRENADES	x 12	x 1	x 4	x 4	x 2
A.P. MINES	x 0	x 0	x 0	x 3	x 0
ADDED	Smoke		Ammo packs	Pliers Syringe Satchel	
	<ul style="list-style-type: none"> ○ Yellow is default spawn weapon ○ Tools not listed remain unchanged 				

Weapon Mods and Descriptions

CHOPPER

The American “Chopper” is a nickname for the Thompson SMG or “Tommy-gun”. The name was changed, and also the skin and sounds. This is a more masculine looking version of the Thompson and it kind of sounds like...a chopper.

- 30 rounds, x1 clip
- Max ammo 96

MP43

The German MP43 is a later model replacing the MP40. It is similar to the STG44 and was adapted from NoQuarter Mod.

- 30 rounds, x1 clip
- Max ammo 96

GPG44

The GPG44 is a custom grenade launcher/SMG. It replaces the Axis and Allied grenade rifles in the game. It fires rounds much faster and can switch to grenade launcher mode where it holds 12 grenades. There is a heat restriction which limits firing. Action sounds and other effects were added. This is a work in progress.

- 42 rounds, x2 clips
- Max ammo 128

GPG44 MODIFIED

This is the same model as the GPG44, however it has been modified to eliminate the heat restriction. This allows for continuous firing however at the expense of not being able to reload until all rounds are fired. This also carries slightly less ammo than the Axis version.

- 38 rounds, x2 clips
- Max ammo 112

BANZER

The banzer is a simple name and skin replacement for the panzerfaust. "Banzer" is a popular nickname for the rocket launcher which makes SMG spammers cry, and occasionally players get banned simply for playing with them hence the name "ban-zer". Although the name was changed in fun, it was also changed because allied soldiers did not use panzerfausts in WWII.

- Max 4 rounds

MARK 3

The MARK 3 sten replaces the sten mk.II version in the game. Essentially it is one long heat shield, and so the heat restriction was changed to allow a full clip to fire nonstop. It is not a suppressed rifle with a silencer and so more damage can be expected from them. This is the dominant SMG in elitemod and only soldiers carry them.

- 32 rounds, x 3 clips
- Max ammo 112

MG42 MODIFIED

This is exactly the same as the MG42 with minor modifications. It does not shake the screen violently when firing in standing position allowing a better view of the enemy, but still shoots wildly. Standing mode also fires slightly faster. More ammo was added.

- Max ammo 500

LIGHT ANTI-PERSONNEL MINE

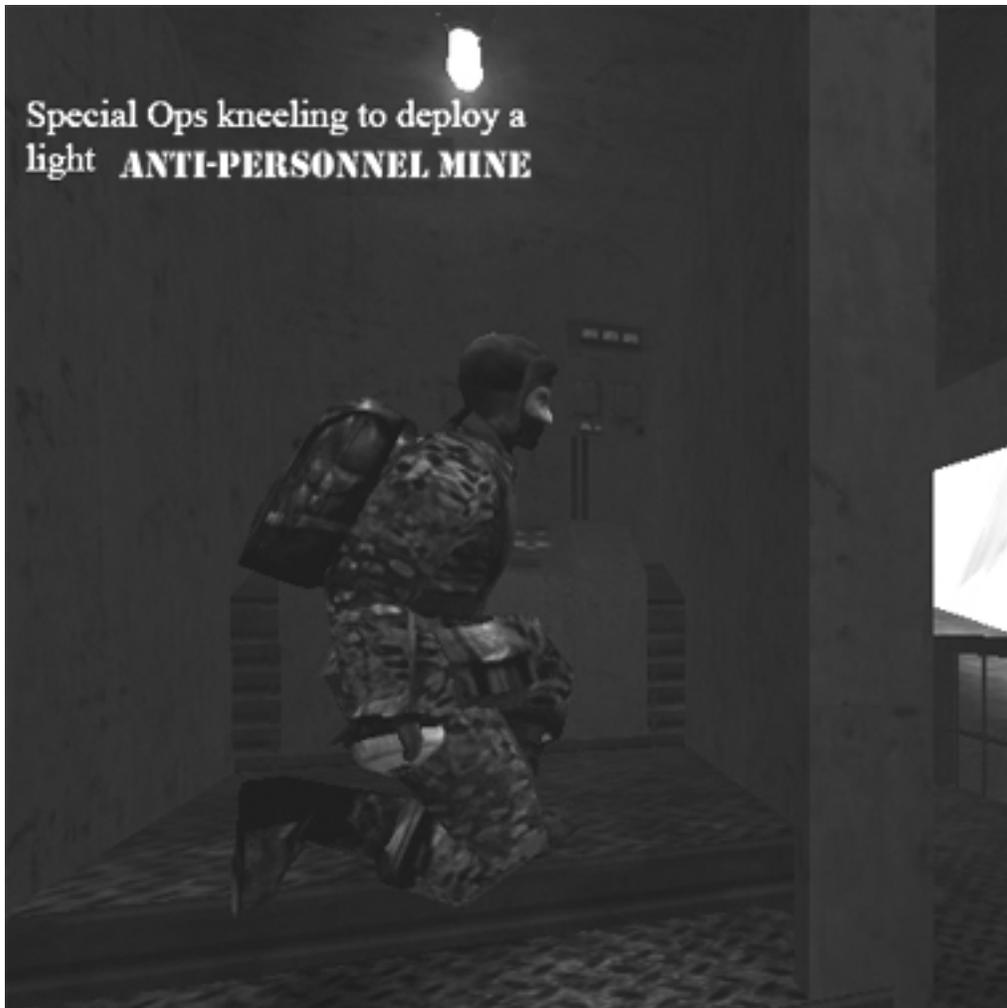
AP mines, or “trip mines” as many games call them, have always been a part of the ET game code however they were never configured by modders such as NQ, Etpub and Jaymod. These are small portable mines that can be placed virtually anywhere in the map. It contains a small charge of C4 which detonates when the tripping line is touched. They are not designed to be too powerful in elitemod, as this would make completing objectives nearly impossible. A player at full health blasted by one of these might survive, however two or more mines is out of the question. They can NOT be disarmed and are limited to only 3 per spawn for the special ops class.

- 3 per spawn

How to use Light Anti-Personnel Mines

AP Mines can be selected by pressing the number key “9” when playing Special Ops. These can be placed on any solid object and the direction of the tripping line depends on the surface they are set on. These are “anti-personnel” which means they are designed to hurt people...not tanks or vehicles. In fact vehicles will not detonate the mines. Here are some useful facts.

- AP mines should be set low (see pic below), to insure that they are tripped properly. If AP mines are set at eye-level or higher, they will not detonate
- AP mines will not disarm, trying to will only result in getting blown up
- AP mines are not affected by vehicles, and vice versa
- There is a damage variable cvar (g_DmgTMine 110). This damage should be relatively low since they can be placed anywhere and can not be disarmed. Set cvar to “0” to disable damage and use merely as a decoy
- AP mines are ideal for defending objectives and deploying in locations not frequented by friendly players
- They should not be placed in doorways unless guarding an objective and access is not needed to that area
- Server admins may have to provide feedback to players using AP mines if they are using inappropriately
- They can be placed on any relatively flat surface, including the ground and ceiling if reached
- There is no maximum variable (cvar) and they do not require a charge in elitemod.



Special Ops

During WWII the United States had a special ops branch which was much like the special forces of today. These were men who dressed according to the occasion ranging from civilian cloths to full combat gear. They were mission oriented and had a broad range of talents. Nazi Germany also had a similar branch which was kept more secret and little intelligence survived the war.

In ET, the special ops is a new player class which is designed to be more fun and versatile. This is a hybrid class, useful in many ways and hell-bent on helping any way they can. They have a unique weapon called "anti-personnel mines" which can be deployed to safeguard objectives and intimidate the enemy. In addition to the tools that traditional field ops carry, the special ops have engineering pliers to help construct objectives, a medic syringe to revive players and even heal others (if enabled) and satchel charges to destroy minor objectives.

Note:

The special ops do not carry dynamite, med-packs, or landmines. They do not possess the ability to use disguise like the covert ops. They do not use heavy weapons.

Special Ops Skill

This skill replaces the signals skill. It has been modified for use with special ops. Use of the artillery, airstrikes, AP mines, poison needles, and thrown knives increase this skill.

Health System

The health system has been changed to give health to players gradually over time and only as their various skills develop. Health no longer has anything to do with how many medics are on the team. This new system is fair to all players and rewards accomplishment.

Starting HP:	112
Battle Sense Skill, Level 2	+3
First Aid Skill, Level 4	+3
Heavy Weapons Skill, Level 4	+3
Special Ops Skill, Level 4	+3
Explosives and Construction, Skill Level 4	+3
Military Intelligence, Skill Level 4	+3
Total Possible:	130

Award Titles

"Most Fragging Missions"
 "Most Time-in-Service"
 "Highest Ranking Officer"
 "Most Highly Decorated"
 "Most Battle Sense"
 "Most Engineering Missions"
 "Most Medical Missions"
 "Most Support Missions"
 "Most Close-Combat Missions"
 "Most Frontlines Missions"
 "Most Covert Missions"
 "Most Combat Efficiency "
 "Needs Remedial Training"
 "New Recruit"

Note:

The rewards no longer try to tell you what class you are...(i.e., "best medic"), when in actuality you are playing a soldier.

Other changes

Review past change logs

This is the final beta version. Any immediate changes will only include bug fixes. More contribution changes will eventually be added later.

Report Bugs: the_reservist@hotmail.com

Server settings

The below cvars should be added to the etpub server.cfg, or the new default server.cfg should be used. Defaults listed.

```
Set g_dmgTMine "110"
set g_dmgChopper "18" //smg
set g_dmgMP43 "18" //smg
set g_dmgGPG44 "24" //new grenade launcher
set g_dmgGPG44m "24" //new grenade launcher modified
```

etpub 0.8.1 Elitemod Legal

- Version: Beta 3
- Date: 10-5-08
- ET Version: 2.55 or 2.60b
- OS: Win32 or Linux
- Developer: Elitemod
- Changes: See "change_log.txt"
- Support: None
- General License: None
- License of skins: Free to use, not commercially
- License of models: Free to use, not commercially
- Owner: Splashdamage...as per their mod policy, they own all mods
- Use: However you want, how ever you can
- Mod compatibility: Yes to 99% of the minor mods out there, but not NQ, or Jaymod
- Clan Affiliation: None
- Website: wolfmap.de
- Install: See "install.txt"
- Mod contributions: Reviewing contributions. If you would like a mod, fix or improvement added to elitemod, submit to email below. Credit will be given. Currently in need of better weapons animations for gpg44 and mp43 and multiple special ops uniform packs.
- Contact: The_reservist@hotmail.com

Change logs

Elitemod Beta 3 Changes (includes prior beta changes)

10-05-08

Added the following cvars:

g_dmgTMine
g_dmgChopper
g_dmgMP43
g_dmgGPG44
g_dmgGPG44m

- updated default server.cfg for optional use, if not used the above cvars must be added
- the axis and allied SMG and GP44s have their own cvars for fine tweaking
- added new default axis special ops uniform pack (downloadable separately)
- changed name of boony-trap to "light anti-personnel mine" and made tripping line semi-transparent
- added new weapon, mp43
- added new weapon, GPG44
- modded thompson (now chopper), modded panzerfaust (now banzer)
- rearranged weapons: gave most weapons to soldier, sten is now soldier's default, removed sten from cvops but gets smg as replacement, engineer gets flame thrower to help defend objectives
- new default spawn weapons: soldier (mark 3 sten), specialops (fg42), and cvops (sniper rifle)
- replaced all special ops icons, and class selector icons in limbo menu with larger versions
- added common killing spree sounds to default location listed in etpub's "settings.cfg" file for easy server setup
- removed health regeneration for medics. its does not exist in elitemod
- new health increase system

Fixes

- * fixed level 4 light weapons, akimbo pistols not working at all for special ops
- * class selection icons not highlighting

Known Bugs

- * The progress bar does not appear when the special ops performs engineering tasks, however the text indicator does display.

Elitemod Beta 2 Changes (includes beta 1 changes)

09-20-08

Compatible with 2.55/2.60b under win32/Linux

- Changed the signals skill to "specops skill", and use of tripmines, thrown knives, mortar, and airstrikes contribute to this skill

- I separated the specops uniform mod, so server owners can use what ever mod they want, or just use default uniforms
- Real-world (unsuppressed) Sten Mark 3 sound

Planned for Elitemod Final/ Version 1

- Soldier Class: will attempt to add the BAR rifle. If that don't work out, a grenade rifle and mark 3 sten will be added to soldier's selection. The mark 3 is no longer a suppressed smg, hence the better heat tolerance and louder firing sound.
- Medic Class: Should medics have only light weapons and same HP? Forums decide.
- Will add a selection of separate uniform packs of specialops for server owners to choose. In WWII there was no one-particular special ops uniform and it depended on the mission
- TRIPMINES: I am going a slightly different direction with the mines. I am going to make them smaller, with lower profile tripping line, significantly less damage and must be used at close range. The goal is to have people use them strategically instead of all over map. They will be called "light mines" and give skill points to both light weapons and specialops skill. These will be suitable for defending objectives and map exploits such as the back door on seawall battery map. At that point I will give the soldier a couple.

At the conclusion of this beta, the Soldier and Specialops will reign superior in close combat while the "support classes" mainly provide medical, engineering and sniper cover support...as it should be.

Elitemod Beta 1 Changes

08-15-08

Soldier (beefed up a bit)

- Added smoke canisters to assist engineers and others with objectives
- More ammo on the MG-42 and reduced the recoil so if they get caught carrying the MG they have a slightly better chance at killing them at close range
- More grenades
- Can pick up some non-spawn weapons laying in the field (in-progress)

Special Ops (formerly field ops)

- New spawn weapons consist of: default rifle, sniper rifle, and mark 3 sten
- New uniforms, including tool bags
- Can pick up some non-spawn weapons laying in the field (in-progress)
- Tools now include
 - o Airstrike marker
 - o Ammo packs
 - o Satchel charge
 - o Booby-traps (formerly trip-mines), Qty. (3)
 - o Medic syringe (not medpacks)
 - o Pliers

Engineer

- Added ammo packs to help supply players, and not put this responsibility completely on special ops

Weapons Changes

- MARK 3 sten fires slightly faster, doesn't overheat until the end of the clip now, and has a faster reload, and new look
- MG-42 has been modified so that when firing while standing, the screen does not get blurry (although the bullets still fire wild and the aim is difficult)
- Booby-traps (trip-mines) are reintroduced, however the models, texture, damage, radius, spawn amount and tripping mechanism have been modded. A sound has been added when planting these traps but it is buggy at the moment.

Other Changes

- Increased health by 10%
- A few miscellaneous icons and graphics changes
- True-to-form, the rank is hidden on the special ops class
- Minor grenade changes

Credits

etpub.org
shitstorm.org
wolfmap.de
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