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B.A.R.D
Bots And Realistic Damage

Version 1.4

http://www.planetsoldier.com/arkanis/bard

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Manual Last Updated: 07/08/04

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1.0   Introduction
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1.1   What is B.A.R.D?

B.A.R.D is short for "Bots And Realistic Damage". The aim of BARD was to add an integrated realistic damage mode to the standard SOF2 multiplayer, as well as bots and a few other small features, whilst making minimal changes to the code. This is a great alternative for server administrators running the regular SOF2, but want the option to use "Realistic Damage", third person or online bots, whilst having the option to keep the base game play as Raven intended it.

This "Realistic Damage" integration into SOF2 means that server administrators can easily switch between "Realistic Damage" mode and standard SOF2 default weapon values through the use of one simple command. Administrators now don't need to worry about other mod files installed on their server clashing with the old "Real Damage" mods that simply override the original weapon values in the SOF2.WPN file – B.A.R.D uses two distinct weapon files for standard and "realistic damage" modes.

B.A.R.D also has many other features which can be enabled such multiplayer bots, which can be used online or offline, and the ability to change the SOCOM as the default weapon to respawn with in Deathmatch and Team Deathmatch – replacing it with any weapon of your choice. People often complain about being owned when respawning in deathmatch with a dinky pistol – now you can even the odds with the OICW!

The best thing about B.A.R.D is that it doesn't change any of the game play unless you want it to, so you can live in the comfort that you are still playing vanilla SOF2 – but now have "real damage" mode, third person and bots at your disposal, without needing to download another file to do it. Frankly if you played it and didn't have a clue you were running B.A.R.D you would probably think you were playing the out-of-the-box SOF2.

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2.0   Setup Guide
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2.1   General Setup

1. Download and install the latest patch of Soldier Of Fortune 2, currently this is version 1.03. The latest patches for Soldier Of Fortune 2 can be found at SOF2Files (www.sof2files.com), Planet Soldier (www.planetsoldier.com), or the Raven Software website (www.ravensoft.com).

    B.A.R.D was built on 1.02 source code, but has been updated to 1.03 and tested exclusively under 1.03. I would not advise trying to play this mod under version 1.01 – try this at your own risk.

2. Check that you do not have a previous copy of B.A.R.D installed. If you already have a folder called "sof2mpbard" in your Soldier Of Fortune directory then it is best you delete it before installing the newer version.

3. Unzip (extract) the file "sof2mpbard_14.zip" to your Soldier Of Fortune 2 directory, with directory structure intact. It is important that you keep the directory structure intact; otherwise the mod will not work. In WinZip, make sure the box "Use folder names" is ticked. Similar programs should also have this feature.

    On most machines your Soldier Of Fortune 2 directory should be located at: 'C:\Program Files\Soldier of Fortune II - Double Helix\'.

    This assumes that the game is install on C drive, if your game is installed on another drive, such as D drive, then it would most likely be 'D:\Program Files\Soldier of Fortune II - Double Helix\'.

4. Load "SOF II Multiplayer", SOF2MP.exe, as you normally would.

5. Click on the Mods option on the menu, which is represented by a Hammer and Spanner icon.

6. When the Mod screen loads you should now see the words "BARD 1.4" in white writing. Select "B.A.R.D 1.4" from the menu and then press on the arrow in the top right corner of the screen. This will activate/load the mod so you can play it.

A quicker way of doing steps 4 – 6 is to run the batch (.bat) file supplied with the mod, which will be located in your Soldier Of Fortune 2 directory. Double click on the file "start.bat", and this will load the mod upon the start up of Soldier Of Fortune 2.

An alternative to this is to make a copy of your original Soldier Of Fortune 2 Multiplayer shortcut on the desktop, then rename it to something like BARD. Then right click on the shortcut and go into Properties. Here you will see that the target is "C:\Program

Files\Soldier of Fortune II - Double Helix\SoF2MP.exe", depending on the location you installed it. At the end of the Target line, add '+set fs_game bard14', so it looks like:

"C:\Program Files\Soldier of Fortune II - Double Helix\SoF2MP.exe"'+set fs_game bard14'.

2.2   Server Setup

1. Download and install the latest patch of Soldier Of Fortune 2, currently this is version 1.03 Gold. The latest patches for Soldier Of Fortune 2 can be found at SOF2Files (www.sof2files.com), Planet Soldier (www.planetsoldier.com), or the Raven Software website (www.ravensoft.com).

2. Check that you do not have a previous copy of B.A.R.D installed. If you already have a folder called bard14" in your Soldier Of Fortune directory then it is best you delete it before installing the newer version.

3. Unzip (extract) the file "sof2mpbard_14.zip" to your Soldier Of Fortune 2 directory, with directory structure intact. It is important that you keep the directory structure intact; otherwise the mod will not work. In WinZip, make sure the box "Use folder names" is ticked. Similar programs should also have this feature.

    On most machines your Soldier Of Fortune 2 directory should be located at: 'C:\Program Files\Soldier of Fortune II - Double Helix\'.

    This assumes that the game is install on C drive, if your game is installed on another drive, such as D drive, then it would most likely be 'D:\Program Files\Soldier of Fortune II - Double Helix\'.

4. Open up the file "server.cfg" and edit any necessary information. If you are unsure of some of the settings then it is best to leave them as the default values contained in the CFG file, or simply experiment to see what works.

5. If you plan on running a dedicated Internet server then run the batch file 'dedserv.bat'. If you plan on running a dedicated LAN server then run the batch file 'lanserv.bat'.

2.3   Linux Servers

1. Download and install the latest patch of Soldier Of Fortune 2, currently this is version 1.03. The latest patches for Soldier Of Fortune 2 can be found at SOF2Files (www.sof2files.com), Planet Soldier (www.planetsoldier.com), or the Raven Software website (www.ravensoft.com).

3. Check that you do not have a previous copy of B.A.R.D installed. If you already have a folder called "bard14" in your Soldier Of Fortune directory then it is best you delete it before installing the newer version.

4. Unzip (extract) the file "sof2mpbard_14.zip" to your Soldier Of Fortune 2 directory, with directory structure intact. It is important that you keep the directory structure intact; otherwise the mod will not work.

5. Open up the file "server.cfg" and edit any necessary information. If you are unsure of some of the settings then it is best to leave them as the default values contained in the CFG file, or simply experiment to see what works.

6. If you plan on running a dedicated Internet server then start the server with ./dedserv. If you plan on running a dedicated LAN server then start the server with ./lanserv.

2.4   Cvars and Special Features

g_realisticDamage [0 | 1 | 2 | 3]
> Turns "Realistic Damage" modes on or off. You will need to restart the level before this change takes place. Default is 0 (off), Realistic Damage is 1, Unrealistic Damage is 2, and Custom Damage is 3. Custom Damage allows servers to run their own damage settings, and requires alteration to the ext_data/sof2custom.wpn file. Non-BARD WPN files will not work as numerous new weapons have been added to BARD.

g_realisticDamageSpeed [0 | 1]
> Turns "Realistic Damage Speed" mode on or off. You will need to restart the level before this change takes place. Default is 0 (off).

g_thirdPerson [0 | 1 | 2]
> Turns third person mode on or off. This can only be done by the host, and the level will need to be restarted before changes take place. Default is 0 (off), 1 is third person without a crosshair, 2 is third person with a crosshair.

g_dmWeaponOnSpawn [0 – 25]
> Example, 'g_dmWeaponOnSpawn 10' with let everyone spawn with MP5's
> 'g_dmWeaponOnSpawn 0' - Default Socom
> 'g_dmWeaponOnSpawn 1' - Knives
> 'g_dmWeaponOnSpawn 2' - US Socom-SD
> 'g_dmWeaponOnSpawn 3' - 1911
> 'g_dmWeaponOnSpawn 4' - Silver Talon
> 'g_dmWeaponOnSpawn 5' - Micro Uzi
> 'g_dmWeaponOnSpawn 6' - M3A1
> 'g_dmWeaponOnSpawn 7' - M590
> 'g_dmWeaponOnSpawn 8' - USAS-12
> 'g_dmWeaponOnSpawn 9' - MP5SD
> 'g_dmWeaponOnSpawn 10' - MP5
> 'g_dmWeaponOnSpawn 11' - AK-74
> 'g_dmWeaponOnSpawn 12' - M4
> 'g_dmWeaponOnSpawn 13' - M4/M203
> 'g_dmWeaponOnSpawn 14' - SIG-551
> 'g_dmWeaponOnSpawn 15' - MSG90A1
> 'g_dmWeaponOnSpawn 16' - OICW
> 'g_dmWeaponOnSpawn 17' - M60
> 'g_dmWeaponOnSpawn 18' - RPG7
> 'g_dmWeaponOnSpawn 19' - MM1
> 'g_dmWeaponOnSpawn 20' - SMOHG (Frag)
> 'g_dmWeaponOnSpawn 21' - ANM-14 (Fire)
> 'g_dmWeaponOnSpawn 22' - F1 (Frag)
> 'g_dmWeaponOnSpawn 23' - Molotov Cocktail
> 'g_dmWeaponOnSpawn 24' - All Weapons
> 'g_dmWeaponOnSpawn 25' - A Random Weapon Each Spawn

bot_enable [0 | 1]
> Enables or disables bots on a server. Default is 1 (on).

g_botsReady [0 | 1]
> Enables bots being able to declare themselves "ready" at the end of levels. If there are no human players on the server and this cvar is enabled the bots will be ready and the next level will load. If this cvar is not enabled then the level will wait until a human player joins before the next level will load.

Chat tokens
> OSP-style chat tokens can be added to in game chat:

#a - Displays armor in numerical format
#A - Displays armor in word format
#b - Displays armor in a bar format
#B - Displays health in a bar format
#h - Displays health in numerical format
#H - Displays health in word format
#p - Displays primary weapon in word format
#s - Displays secondary weapon in word format
#g - Displays grenade in word format
#l/#L - Displays current location

2.5 Administration/Referee System

Since the introduction of BARD 1.4, the mod has included a series of
administrator/referee commands to help hosts manage their servers more efficiently.

1. Administrator commands
        /adm strike <id>
        /adm plant <id>
        /adm plantx <id>
        /adm unplant <id>
        /adm split <id>
        /adm phone <id>
        /adm burn <id>
        /adm runover <id>
        /adm strip <id> - If left blank all will be striped!
        /adm stripx <id> - If left blank all will be striped! (This is no knife either)
        /adm addnokick <id> - Adds to nokick list or removes
        /adm mute <id> - Mutes/Un-mutes
        /adm addreferee <id> - Adds to referee list or removes
        /adm passvote
        /adm cancelvote
        /adm pause
        /adm kick <id>
        /adm addban <id>
        /adm remban <ip>
        /adm chat <text> - Only admins can see it
        /adm talk <text> - Global msg, e.g. /adm talk its #hello dave
        /adm broadcast <text>
        /adm lockteams <0/1/2/3> - Locks/Un-locks teams
        /adm maprestart
        /adm mapnext
        /adm mapend
        /adm comp - Loads competition config settings for the map
        /adm pub - Loads public config settings for the map
        /adm suspend - Suspends admin powers

2. Referee commands
        /ref talk <text>
        /ref pause
        /ref broadcast hello world
        /ref lockteams - locks/unlocks teams
        /ref mute <id> - mutes <id>
        /ref chat <text> - Hidden msg to admins and ref's

3. To enable these administration and referee commands, three new CVARs have been
introduced:

/sv_adminPassword <password>   //The administrators password for the server

/sv_refereePassword <password>   //The referees password for the server
/auth <password>   //Authorisation

To be able to use administration commands, you must first set an administration password for your server. For the example below, we will set our administration password to "bard". In the console you must type:

/sv_adminPassword bard

Then once a password is set, a player must authorise themselves to the server using that password.

/auth bard

You should now see a message saying you are now an admin. From here you can do all the various /adm commands. The same principle applies to login as a referee, except now the /sv_refereePassword must be set.

IMPORTANT: The administrator and referee passwords cannot be the same. Also both the administrator and referee passwords are blank by default, and steps have been implemented to make sure players cannot log into any BARD servers using a blank password. This prevents people unlawfully gaining access to your server. Passwords will be reset each time a server is restarted, so they must be re-entered upon restart.

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3.0   B.A.R.D Gameplay
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There are many methods of play and game modes available to play in BARD; this section aims to cover what you can play and how you can play them.

3.1   General Gameplay Notes

GAME TYPES:

B.A.R.D will play every game type that is included with the regular Soldier Of Fortune 2 as well as any custom game types, i.e. Assassination, all with the option of Realistic Damage mode, third person and/or bots enabled.

IMPORTANT THINGS TO REMEMBER

IF YOU ARE RUNNING A SERVER AND YOU WANT TO ADD BOTS, CHECK BOT_ENABLE IS SET TO 1!!! Otherwise you will not be able to add bots to you server.

TURN PUNK BUSTER OFF!!! Unless you have the latest Punk Buster client and server updates, PunkBuster will continually give you warnings about GUID violation errors regarding the bots (since they are spawned on your system from your CD Key). Turn it off or the game will be virtually unplayable. Instructions to turn PunkBuster off can be found below.

DO NOT ADD TOO MANY BOTS AT ONCE!!! It is wise to add only 4 or 5 bots at a time if you are using the in-game bot menu, otherwise you will get some initial lag when they all try and join and once. Man Down allows you to add only one bot at a time that prevents this lag, although it is rather painful to do this 15+ times, so this is why this system was used. BARD's system should work well if you adhere to the 4 – 5 bot limit each time

USE THE ~ KEY TO BRING DOWN AND CLOSE YOUR CONSOLE!!! If you need to add commands during a game then press the ~ key to get your console. If this doesn't work then try holding Shift and pressing ~.

BOTS WILL NOT WORK PROPERLY ON MAPS WITH NO WAYPOINTS!!! Bots will not work properly on Randomly Generated maps, or maps where there are no waypoints. To see if there is a waypoint file for a certain map, check in the 'botroutes' folders for a file <map name>.wnt, where <map name> is the same name as the map you wish to play. IF one doesn't exist you may be able to download one from SOF2Files.com (www.sof2files.com), or make a waypoint yourself following the instructions in the "Ark's Bot waypoint tutorial" document in the 'documents' folder.

3.2   Single Player Games

The term 'single player' is a bit of a misnomer; actually it is still multiplayer but rather than playing other people you will be playing against computer-controlled bots.

Don't be disparaged by the word 'bot' – because unlike other bots you have encounter in Soldier Of Fortune, these bad boys (and girls) can wield weapon pretty well, but will never match a real human opponent. These bots were developed from the Man Down (www.mandown.net) code. On 'Soldier Of Fortune' setting, the bots will give you a definite run for your money, and won't hesitate to take your head off with a well-placed shot.

To play a single player game:

1. Load B.A.R.D by using one of the methods in section "3.0 Setup Guide". Either by loading it in-game, or through the batch file or shortcut.

2. You should be able to tell if it has worked due to the fact that you should now have a new loading screen. Now you should be at the main menu. Change any key configurations and player name information before continuing. If you plan on playing a deathmatch game then this would also be a good time to pick a player skin, although this can also be done in-game.

3. Once you have made all the necessary changes to your settings, click on the 'Create Server' button, which is the second button on the lower bar of icons (it looks like a computer with arrows coming out of it).

4. You will now be at a screen where you can choose the type of game type you wish to play. Read the section above "4.1 General Gameplay Notes" to learn more about the types of game types you can play. For now, let's stick with straight deathmatch, which is certainly the most fun variant in BARD.

    - Keep pressing on the 'Type' "button" above the picture of the level to cycle through the various game types until you find 'Deathmatch'.

    - Once you get to 'Deathmatch' you can stop clicking. On the right side of the level image will be a list of available maps that support the current game mode. B.A.R.D should support virtually any map you give to it, as long as it handles Deathmatch, Team Deathmatch, Infiltration, Capture The Flag, Demolition or Elimination.

    - From the map list, pick the map you wish to play. Let's try playing 'Hospital Roof', which can be a really amazing map to play against bots in single player mode. If you don't see it on the list you may have to scroll down the list by moving the slider like you would in Windows.

- Click on the Options button, which is in the top left corner and looks like a bunch of ticked boxes. Here you can change any settings you want to, such as the score limit, time limit and maximum players. Set the Score Limit to 30 and the Time Limit to 15 – you can change this to what you want, but to give you an idea let's set it to 30 and 15. Also change - set the Maximum Players value to 16, this will allow you to add up to 15 bots in to the match.

- **IMPORTANT – TURN PUNK BUSTER OFF!!!** Unless you have the latest Punk Buster client and server updates, PunkBuster will continually give you warnings about GUID violation errors regarding the bots (since they are spawned on your system from your CD Key). Turn it off or the game will be virtually unplayable.

  There are two ways to Enable / Disable PunkBuster software. One is by typing commands into the game console. The other way is built into the game's user interface. Both will be described below. Note that when PunkBuster is Disabled, it will ignore commands and setting changes except for the specific command to Enable after which it will begin full and proper operation.

  From the mutliplayer game's main screen, clicking the 'Join Server' icon moves to the in-game Server Browser and Selection Screen. In the upper center portion of this screen will be a button that says either 'PunkBuster Enabled: Yes' or 'PunkBuster Enabled: No'. Click this button to toggle the current status of PunkBuster. If you wish to change from a PunkBuster Enabled mode to Disabled mode, then the game must be restarted. Clicking the button to say 'PunkBuster Enabled: No' simply tells the game that you don't want PB enabled the **next** time the game is started.
  If you wish to create a Game Server, there is a PunkBuster option in the list of Server options. Set it to 'Yes' if you wish to have PunkBuster Server Software Enabled for the newly created Game Server and set it to 'No' otherwise.

  The alternative method of Enabling and Disabling PunkBuster involves typing commands into the game console. To Enable PunkBuster from the console, type in "PB_CL_ENABLE" without the quotes. To Disable PunkBuster, type "PB_CL_DISABLE". If you wish to run your own game server, you can Enable/Disable the corresponding PunkBuster Server software using similar commands: "PB_SV_ENABLE" and "PB_SV_DISABLE".
  IMPORTANT: PunkBuster cannot be Disabled immediately during the middle of gameplay. Choosing to Disable PunkBuster by any methods described above will set PunkBuster into Disabled mode but that does not take effect until the entire game is restarted.

- When finished, click on the 'Start Server' icon in the top right corner (the one that looks like two men standing back to back. This will launch your game.

- Adding bots is easy, simply press the Esc button (escape) and go along the menu bar at the top and select 'Player'. You will now see a new on-screen menu, go down and click on the button that says "Add Bot". Press this button and you will get a new menu pop-up. From here you can select the bot, the team on which they will join and the skill level. To add the bot simply press the "Add Bot" button on this new menu. You can continue adding bots using this method until the server is full, when finished press on the "Close" button. **IMPORTANT – DO NOT ADD TOO MANY BOTS AT ONCE!!!** It is wise to add only 4 or 5 bots at a time, otherwise you will get some initial lag when they all try and join and once. Man Down allows you to add only one bot at a time that prevents this lag, although it is rather painful to do this 15 times, so this is why this system was used. BARD's system should work well if you adhere to the 4 – 5 bot limit each time.

- If you have a reasonable machine, see section "2.0 System Requirements" to find them, I would advise adding 15 bots onto this map. A 16 player Deathmatch on the Hospital Roof is absolute chaos and really, really fun.

5. Enjoy yourself.

3.3 LAN Games

Playing a LAN game of B.A.R.D is almost exactly the same as playing a single player game, although the only difference is the you have the other person/s connect to the host machine.

1. After making a game by using the single player steps above on the host machine, clients must click on the to the "Join Server" icon to join a LAN game of BARD.

2. Once at the Join Menu screen, make sure you have the "Source" as 'Local' and the "Type" as 'All' – otherwise you won't find the server. If the host machine has loaded the map you should notice the name of the server you wish to play on listed in the list. If it isn't, then try clicking the "Get New List" button, or the "Refresh List" button.

3. Once you see the game you wish to join, simple select the server, and the click the arrow in the top right hand corner called "Join Game"

NOTE: When playing on a LAN or Multiplayer, only the host machine has the ability to add and remove bots, clients are not given the option.

3.4 Bots, Bots, Bots

If you plan on playing BARD, then you should really get an idea about bots, and what you need to know about them to get bots up and running in a game.

IMPORTANT: Press the ~ key to bring down and close your console.

Here's the skinny regarding bots in BARD:

ADDING BOTS:
You can do this in three ways, the first two ways are through the console, and the other is through the in-game menus (which is covered in 4.2 Single Player Games).

Method 1) To add a bot from the console you simply type '/addbot <botname> [skill 1-5] [team]'

i.e. /addbot Mullins 1 blue
or /addbot Taylor 5 auto

The first will add Mullins with a skill level of one to the blue team; the second will add Taylor with a skill level of 5 to any team that needs filling. Skill levels go from 1 to 5, 1 being the lowest, through to 5 being the highest. I suggest always playing against skill level 5 bots. Auto will evenly balance out a team and saves you from designating teams each time you add a bot. You will know if it has worked when you see something like:

"Mullins[BOT] is connecting..."

If you are unsure of the bots names then open up the folder "Botfiles" under the SOF2MPBARD directory and open the file 'bots.txt'. Have a read of it and you will find the bots names in there, i.e. 'name   "Mullins"'.

Method 2) At the console you can type 'bot_minplayers x', where 'x' is the number of bots you want to fill the server. Random bots will then slowly start filling you server until it reaches the maximum number, or the server is full.

KICKING BOTS:

At present there are no in-game features to kick bots like there is for adding bots, this must be done through the console for now. There are two main commands to kick bots, there is 'kick' and 'kick allbots'.

/kick <botname>

When a bot is added to a game, they will have the 'tag' [BOT] added after their name so you know they are a bot. You must remember this when kicking bots, to kick Mullins out of the game you would need to type:

/kick Mullins[BOT]

If this worked correctly you should get the message:

"Mullins[BOT] You were kicked off of the server!"

The other alternative command if you wish to get rid of all the bots on your server is the 'kick allbots' command. Instead of specifying names, you simply type:

/kick allbots

This should kick all the bots from your game.

3.5 "Realistic Damage" Mode

Incorporated into the B.A.R.D is a "realistic damage" mode which can be turned on and off by the administrator/host. This mode is by no means a truly accurate reflection of real life - there still had to be a balance between playability and fun. What you will get is more damage and hopefully a bit more realistic weapons to give the game a greater feeling of reality.

3.6 "Realistic Damage Speed" Mode

Incorporated into the B.A.R.D is a "realistic damage speed" mode which can be turned on and off by the administrator/host. This mode changes the clients speed depending on how much damage they have taken. The more damage a player has sustained, the slower they will move. Picking up health kits will allow the player to move faster, simulating the player healing their wounds. Although having said this, the speed when injured has not been reduced so much as to adversely affect the game play, rather it adds an interesting new element.

3.6 Third Person Mode

Incorporated into the B.A.R.D is a third person mode which can be turned on and off by the administrator/host. Raven disabled the third person mode for the client, so it has been re-enabled for the small but growing group of third person players in the community.

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4.0 Version History and Changes
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4.1 Version History

Version Number   Date (dd/mm/yy)

V1.4	16/04/04 – 15/05/04
V1.3	10/01/04 – 25/01/04
V1.2	01/09/03 – 01/12/03
V1.1	18/06/03 – 21/06/03
V1.0	19/02/03 – 03/03/03

4.2   Changes

Version v 1.4

- g_respawnWaveDelay defaulted from 90 to 60 seconds
- g_profanityCheck default set to 0
- Intermission waits 10 seconds minimum instead of 5 seconds
- Changed default forcerespawn from 20 to 5, 20 allowed a dead player to stay
  dead on the ground watching his enemies moving around for way too long
- Kick/recoil on MP5 secondary increased slightly
- g_botsReady set to 1 by default
- g_profanityCheck set to 0 by default
- Warmup message changed from "map restarts in" to "warmup over in"
- g_noFallingDamage renamed to g_fallingDamage
  The old cvar name was too confusing. (Default 1 for on)
- Molotov Cocktails reduced from 2 to 1, damage also slightly reduced
- Administrator commands
  /adm strike <id>
  /adm plant <id>
  /adm plantx <id>
  /adm unplant <id>
  /adm split <id>
  /adm phone <id>
  /adm burn <id>
  /adm runover <id>
  /adm strip <id> - If left blank all will be striped!
  /adm stripx <id> - If left blank all will be striped! (This is no knife either)
  /adm addnokick <id> - Adds to nokick list or removes
  /adm mute <id> - Mutes/Un-mutes
  /adm addreferee <id> - Adds to referee list or removes
  /adm passvote
  /adm cancelvote
  /adm pause
  /adm kick <id>
  /adm addban <id>
  /adm remban <ip>
  /adm chat <text> - Only admins can see it
  /adm talk <text> - Global msg, e.g. /adm talk its #hello dave
  /adm broadcast <text>
  /adm lockteams <0/1/2/3> - Locks/Un-locks teams
  /adm maprestart
  /adm mapnext
  /adm mapend
  /adm comp - Loads competition config settings for the map
  /adm pub - Loads public config settings for the map
  /adm suspend - Suspends admin powers
- Referee commands
  /ref talk <text>
  /ref pause
  /ref broadcast hello world
  /ref lockteams - locks/unlocks teams
  /ref mute <id> - mutes <id>
  /ref chat <text> - Hidden msg to admins and ref's

- g_friendlyFire 2
  Enables friendly fire during all gameplay, including warmup
- /players command to list players on server, with id# and various info
- /settings command shows a list of regular server settings
- /bard command shows a list of bard server settings
- /credits command shows a list of credits containing some of the many people
  who have contributed to BARD
- /say_teamnl command prints a team message without the location indicator
  besides your name
- g_intermissionStats (default 1)
  Turns intermission stats on/off at the end of a game
- g_teamTokensOnly (default 0)
  Only tokenize say_team messages (prevent global say abuse)
- Default config loading system
  Predefined config files for public and competition servers can be loaded
  by the administrator:
  /adm pub - loads public config for that game type
  /adm comp - loads competition config for that game type
- Chat tokens, (/tokens to get a list)
        #a - Displays armor in numerical format
        #A - Displays armor in word format
        #b - Displays armor in a bar format
        #B - Displays health in a bar format
        #h - Displays health in numerical format
        #H - Displays health in word format
        #p - Displays primary weapon in word format
        #s - Displays secondary weapon in word format
        #g - Displays grenade in word format
        #l/#L - Displays current location
- Improved loading screen art, logos

Version v 1.3 Beta / v 1.3

- Added Molotov Cocktail (model by Inc & Syn)
- Re-Added Last Man Standing and Classic Capture The Flag gametypes
- Added females skins to teams (skins by Fragger)
- Extended team skins from 5 to 6 (5 male, 1 female)
- Added female radio messages
- Added Wave CTF gametype
- Added Health/Armor Regeneration
- Added Reserved names list
- Added Admin list
- Added a basic administration system
- Added in a third person crosshair (g_thirdPerson 2)
- Added extra scoreboard information
- Replaced Mods button with a Demo button
- Falling Damage can be tunred off
- Create Server menu has been improved
- Bot menu has been added
- OICW animations speed up
- Added RMG support for custom game types
- Added Colombian_Chick to bots
- Changed g_removeBotPrefix to g_removeBotSuffix
- Fixed Team Kill damage showing up twice on the scoreboard
- Fixed console message saying streak sounds could not be loaded
- Improved mp_col1 waypoint
- Bot skill is default from 2 (Amature) to 5 (Soldier Of Fortune)
- Maximum multiplayer maps displayed in map list increased from 128 to 256
- Added server download re-direction message
- Changed wording of "you must be connected to the internet" popup

- Minor fixes and improvements

Versions v 1.2

- Added US Socom-SD
- Added M4
- Added M4/203
- Added MP5
- Added MP5SD
- Added OICW
- Added F1
- Spawn With Any Weapon In Deathmatch
- Lean Bug Fix
- Onscreen Clock/Time
- Headshot Obituary Notification
- More Waypoints
- Improved Waypoints For Some Maps
- Unrealistic Damage Mode
- Mod Filtering On Join Game Menu
- Ability To Disable Personal Scores In Team Games
- Start With Or Without Armor In Deathmatch
- Spectator Voting
- Shotgun Crosshair Size Can Be Increased
- Map Name Overlayed On Levelshot In Create Game Menu
- Kill Streak For Deathmatch
- Randomized Obituaries
- Death Match Score Info On HUD
- Can Limit The Number Of Dropped Items On Ground
- Profanity Checker
- Removed Ability To Score Points After Game Ends
- [BOT] Prefix For Bots Can Be Removed
- Random Bot Outfittings In Team Games
- Fixed Issue Where Objective Photos Would Not Displaying
- Assassination Gametype
- Inbuilt Server Messaging
- Extra Gore Mode
- Post Game Stats
- Heaps Of Minor Fixes

Versions v 1.1

- Fixed issue where disabled weapons would be displayed in the outfitting
- Added Last Man Standing game type
- Added Classic Capture The Flag game type
- Added g_realisticDamageSpeed cvar and code, alters speed according to health
- Added "REALISTIC DAMAGE ON" message on loading screen only when enabled
- Added "REALISTIC DAMAGE SPEED ON" message on loading screen when enabled
- Added "THIRD PERSON ON" message on loading screen when enabled
- Added g_botsReady cvar and code, so bots can automatically be ready at end of level
- Removed crosshair and returned default horizontal pitch to 15 in third person mode
- Removed kills being added to scoreboard during warm-ups

Versions v 1.0

- Added g_realisticDamage cvars and code
- Addition of code to load sof2.wpn and sof2real.wpn depending on mode
- Added menu option to turn Realistic Damage on or off from menu
- Added "REALISTIC DAMAGE ON/OFF" message on loading screen
- Added enhanced bot code from Man Down
- Added Add Bot option to in-game player menu

- Added the deathmatchStartWithUzi cvar and code
- Re-enabled third person mode that is set only by host

4.3   Known Bugs and Issues

As with any release, there will always be a few bugs and issues that creep in during the design process, or ones that previously existed and simply can't be resolved.

4.4   Future Additions

B.A.R.D was originally intended as a one-off release, but due to its popularity, B.A.R.D has grown over time to be packed full of great features. If you have any suggestions for new additions to the code then please also feel free to contact me, if it can be done and won't compromise the game play too much – then I might just include it.

```
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```
5.0   Credits
```
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```

Kris Rigby (kris@mandown.net)
Kris is the author of Man Down (http://www.mandown.net/). Thanks to the release of the Man Down source code, Kris has given the SOF2 modding community (the few of us left), a real leg-up on understanding the code and giving us access to many new and improved features not available in the original game.

B.A.R.D makes use of the Man Down bot code.

```
============================================================
```
6.0   Special Credits
```
============================================================
```

PlanetSoldierofFortune.com - Your source for SoF\SoF2 news, information, and content.

SOF2Files.com for being the major host of SOF2 files and content.

Special thanks to the gang on the Raven Soldier Of Fortune 2 Forum for helping me out in supplying some new one-liners for the bots to use.

Bot sayings contributors, in no particular order:
T¥RANITH
Fuz@2die4.com
The Guvner
striffy the snowman
Spoonraker

Frankly I was getting sick of the stuff I wrote 18 months or so ago. :)

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7.0   Legal Notices
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7.1   User Agreement – Must Read

The author of this modification accepts no responsibility for damage to data, or physical damage to hardware, caused by the appropriate or inappropriate use of this modification. It is deemed

that users who run this modification, are automatically considered as having read and understood this liability clause before using the said modification.

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