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AWE5 2.5 MULTIMODE

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Introduction to the Mod

AWE5 is Multiplayer modification for *Call of Duty World at War* by Treyarch. Version 2.5 has been tested on version 1.7

Latest Changelog (for 2.5):

[a] = Added

[f] = Fixed

- [a] Added Vehicle Support (Better MG animations, health and more)
- [a] Added Binoculars
- [a] Added Spotting Feature for use with Binoculars (using USE key)
- [a] Added Dvar to disable console on Clients
- [a] Added Tripwires (with multi-options)
- [a] Turret Overheating options
- [f] Fixed an issue where Molotov/Sticky/Flare nade were not given out
- [f] Reduced size of icons/text for Team Status / Bottom prints
- [f] Some issues in Force Weapon mode
- [f] An issue with drop grenade primary
- [f] Removed/Added/Tweaked some of the weapon sounds
- [f] Some minor code improvements

Note from previous versions:

The number of material files loaded in the mod.ff has now been reduced by 63 allowing most maps to run without the dreaded "2048 error". Thanks to Chris Pierro and his colleagues from Treyarch for helping on this.

All changes are done to bring this version up to patch 1.7;

1. There are 4 "modes" in this mod:

- **PowerRank**
- **Stock Ranking**
- **ForceWeapons**
- **Unranked**

Control of these modes is at the top of awe.cfg.

NB: No 2 mode dvars should be set at the same time. This is fundamental to the running of the mod.

2. The awe5.iwd contains modded weapon files with no sway + long range on Snipers, Bash for all weapons except for the STG44 and Magnum 357 (knife on those 2). Standard IWD available on request: awe5 [at] zeroy [dot] com

3. A dvar for the quick messages is included. This lets you turn off the quick messages voices. Please see in awe.cfg under Server Settings (Misc).

If you choose to turn off the voices you could reduce the size of the awe5.iwd by removing all the folders in /sounds/ except the folder called awe

4. The Bouncing Bettys now have no glow on plant. Again should you not like this, delete the following file from the IWD Weapon folder:

mine_bouncing_betty_mp

5. A note to mappers or Server Admins regarding overly sized map fastfiles: The mod will not run (crash on Client or server) if the main map fastfile exceed 53Mb in size – It leads to memory allocation problems and the Engine quits ☹

6. All relevant dvars are dvardef-friendly, that is, they can now be set to be map or gametype specific. This means, for example, that you can have a different MOTD for each map or gametype. Or, as another example, the Admin rules on the Server Info menu can now be set separately for different maps or gametypes. So, you can now set different rules for different maps or gametype.

Example:

```
set scr_server_rule_1 "Rule 1. Don't Cheat!"  
set scr_server_rule_1_mp_castle "Rule Castle. Don't Hack or Cheat!"
```

Putting the extension mp_castle on the end of scr_server_rule_1 makes it different only for Castle.

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Full List of AWE5 Features

Those familiar with AWE will already recognise most of these features, but for the sake of completeness, here is a full list of the features:

- console Disabler on clients
- firing mode (see details in docs)
- vehicle Support + Health Dvars
- spotting from Binoculars
- turret Overheating
- tripwires
- server info menu
- realistic sounds (see details in docs)
- sound occlusion dvar
- grenades per nationality
- view shift handling
- anti-lag handler
- anti-gravity dvar
- force autoassign
- death icon handler
- hardcore persistent minimap option
- gametype delay
- hit icon handler
- drop weapons on death handling
- drop weapons on hit handling
- server messages
- welcome messages
- server logo: text and shader
- pain and death sounds
- anti-camper handling
- anti-bunny hopper, and anti-jump shoot
- dead body handling
- team killing handler
- spawn protection
- health bar
- health packs (if stock health regen isn't used)
- bleeding out
- firstaid packs
- map turret handling
- map vehicles handling
- end of map voting system
- map rotation handling
- team status hud

- weapon damage mod
 - weapon pools
 - explosives disarming
 - swap teams at end round
 - laserdot crosshairs
 - crosshairs handling
 - enemy crosshairs handling
 - rank and crosshair names handling
 - zoom scope function
 - range finder function
 - Idle Monitor functions
 - Forfeit override function
 - Shellshock & Earthquake handler
-

Firing Mode

New feature in AWE5 2.5 is the ability to change the rate of fire on certain weapons from Full Auto to either Single Shot or Burst. The weapons currently supported are:

- MP40 without attachments
- STG44 without attachments
- Thompson without attachments
- BAR without attachments
- Ppsh without attachments
- Type 100 without attachments

To activate the rate of fire change double tap on the [USE] key. If the weapon you carry does not support the firing mode feature you will see a message on bottom left of screen.

If you have a Satchel Charge (or more) planted (not yet exploded) the firing mode will be disabled.

This to prevent a mix up as the Alt-detonation for the Satchel also uses the Double Tap on USE key. As soon as the Satchel(s) has exploded the firing mode feature will be available.

Spotting

New feature in AWE5 2.5 is the ability to “spot” enemies using the Binoculars (if enabled on server). To use activate the Binoculars (Right Mouse Click – ADS) and press your [USE]

Key when pointing directly at the enemy. If correctly spotted your player may shout, team chat may be displayed or/and minimap might show the enemy's position for a while – all this depending on the Server configuration.

AWE5 Custom Gametypes

In addition to the stock gametypes, we added the following custom gametypes to enhance your server's experience:

- Capture the Flag (back)
- Hold the Flag
- Capture and Hold
- AWE Domination
- VIP

AWE5 Modes

Here are some brief notes on what each AWE5 mode does:

1. AWE5 PowerRank

With PowerRank, you have **persistent custom classes**, just like in the stock game. Unfortunately, you cannot transfer your stock game custom classes over to AWE5, but PowerRank custom classes are exactly the same, so it won't take long for you to re-create them for AWE5.

In order to get the custom classes working in a mod, everyone starts at level 64 instantly.

It takes approx. 30 seconds to rank up to level 64 starting from any rank, even if it's the first time you visit a PowerRank server.

Then, you can create your own custom classes, and they are persistent just like in the stock game. They will work on any AWE5 PowerRank server.

Note: your must be created offline unlike in AWE4.

Although you reach what is the "top" rank in PowerRank, ranking still carries on, as we activated Prestige mode in AWE5. This means you carry on to get the 10 Prestige ranks, just like in the console version of the game.

2. AWE5 Stock Ranking

If you enable this mode, you start at Private (level 0) and rank up, gaining XP points, and getting unlocks as you go.

For fans of the stock gameplay, this is ideal. However, now you can add the extra features of AWE5 to enhance your server's experience.

There is no separate config file for this game play mode.

3. AWE5 Force Weapons

Previous releases of AWE for other Call of Duty games had the option for “forcing” certain weapons onto a player. This was ideal for servers which wanted to run sniper-only, or pistol-only (for so-called “bash” servers). So, we took the basic idea from Old School, and developed it into a fully configurable mod, which you can choose which weapons each player gets.

There is an option to have different weapons per team, so not every team gets exactly the same.

There is an option to choose which perks a player spawns with (this does not work on a per team basis).

Please see forceweapons.cfg for full details of dvars and settings for this game play mode.

4. AWE5 Unranked

As the title indicates, play with no ranks at all, all players start at rank one and stay at rank one.

Realistic Sounds

This new feature in AWE5 was made possible thanks to a mod called **Knokploeg Sound Mod** made by Michel S. Boonstra (e-mail: michel@marcelboonstra.nl)

You can download the mod separately from Single Player here:

http://callofduty.filefront.com/file/Knokploeg_Sound_Mod_for_CoDWaW;96747

From readme:

The KP sound mod replaces a number of original COD:WAW sounds, mostly weapons, footsteps, gear, whizbys, impacts & vehicles for some of the best I could sample from sources like:

- Band of Brothers (2001)
 - Kokoda (2006)
 - Saving Private Ryan (1998)
 - The Thin Red Line (1998)
 - Stalingrad (1993)
 - Flags of Our Fathers (2006)
 - Der Untergang - aka Downfall (2004)
 - Enemy at the Gates (2001)
 - Saints and Soldiers (2003)
 - Windtalkers (2002)
 - The Great Raid (2006)
-

Making a Custom Clan Logo

To make your custom clan logo, you need to edit logo01.iwi (in awe5.iwd).

You will need to convert this to DDS, so you will need converters to do this. These can be obtained here:

http://wiki.modsrepository.com/modding_utils/cod4_converters.zip

You will also need a DDS plug-in for your image editor (Photoshop, Paintshop Pro, or GIMP).

A PS one can be obtained here:

http://developer.nvidia.com/object/photoshop_dds_plugins.html

And a Paintshop Pro one here:

http://wiki.modsrepository.com/modding_utils/Paintshop_DDS_Plugin.zip

For a tutorial on "how to create a custom logo", see my tutorial on it here:

<http://forums.raidiersmerciless.com/showthread.php?t=2178>

Once you have your logo, convert the DDS file back to IWI with the converter obtained in the link above.

You now need to place it in awe5.iwd\images folder.

Set these dvars to make your custom logo show:

```
set awe_use_awe_logo 0  
set awe_use_custom_logo 1
```


This turns off the awe logo, and your one on.

You can set the dimensions of the logo with these settings:

```
set awe_custom_logo_width ?? <---- make this what you want  
set awe_custom_logo_depth ?? <---- make this what you want
```

NB: please do NOT edit the AWE5 logo file (logo00.iwi). We will be upset if you get caught doing that. Please respect our wish not to alter that file.

Mod Setup and Use

Place both mod.ff and awe5.iwd in your mod folder on your server.

Place both files also on your redirect space for download.

Edit your servers startup command line to something like this:

```
C:\Program Files\Activision\Call of Duty 5 - Modern Warfare\  
codwawmp.exe +set fs_game mods/awe5 +set dedicated 2 +set net_ip X.XX.XX.XX +set  
net_port 28960 +exec mp-server.cfg +set sv_punkbuster 1 +map_rotate
```

NB: Do not take this command line as Gospel. It assumes many things, such as the install path being same as the games' default install path. It's just a guide.

For comprehensive server setup, please see this tutorial at the support site:

http://wiki.modsrepository.com/index.php/Call_of_Duty_5:_Servers

NB: In the download ZIP file, there are 2 others folders – ‘configs’ and ‘docs’. These should NOT be used as sub-directories within your mod folder (technically called an fs_game folder). They are for convenience sake only.

When setting up your mod server, take all the config files OUT of the ‘configs’ folder that came with the ZIP file, and place them next to the mod.ff file and awe5.iwd file on your server.

Standardization of AWE5 Servers for Ranking Purposes

In order for a player's rank to be persistent across AWE5 servers, it is recommended that all server admins name their AWE5 fs_game folder ‘awe5’

This will mean that a player will be able to visit many different AWE5 server's and still have his rank maintained.

There is only 1 problem with this that I foresee – that a particular server admin is running a different version of AWE5. This will mean a visiting player may not get his rank persistent on that particular server.

In order to work-around this, I recommend that server admins place the version number in their server info (do not name the fs_game folder according to your mod version as, obviously, this will defeat our point), so that a player is able to tell what version that particular server is running.

Credits

Bell – it's his creation really, we just carried the mod forward.

Ravir – For the dvardef function

Tally – Tally left to the RGN Dev team on his recent departure from the COD scene.

Marc (aka "Wildcard") – creator of ACE mod. A lot of help from Marc on this release, also code borrowed from his awesome mod ACE. Thanks Marc!

Peluski – for his idea on how to sequence ranking up made my early attempts at PowerRanking finally work.

Open Warfare Team - code for disarming Bettys, Idle Monitor

AintNoMeInTeam – his method for custom persistent stats is used in PowerRank

Sven71 – For the quick messages mod integration

Mike Nomad/Wizz – for RGN, and all their support. We couldn't do it without them!

Nedgerblansky – for taking over AWE when bell retired, and all his contributions to it (lots of code in AWE5 is his).

Worm – for his inspiration, friendship, and some code used in AWE5.

{PST}Joker – for his support, code, and friendship.

Sprinter – He is the one behind the logo, thanks mate!

Sounds – for initial help with some tweaks, ticker-tape style hud messages, and getting strings compiled.

Pointy – whose CTF mod for COD2 gave me the idea for dynamically spawning trigger_radius

and custom spawn points (although, I suspect Pointy himself took the method from Pvt Parts in his VS-UK "Total War" mod).

Robbo – For the Firing Mode and countless advices ☺

Sevensniff, xHolyx, CodemanX & NovemberDobby – For testing and guidance

Michel S. Boonstra - for the great Sounds

RGN Players – For beta testing

All the above make the COD modding community a "fun" place to live and breath. Thank to all of them!

Zeroy.

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