



# **Setup Guide**

## **ACE 2.0**

**Support websites:**

**<http://www.wildcardonline.nl/>**

**<http://forums.raidersmerciless.com/>**

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## **1 About This Guide**

### **1.1 Intended Audience**

This manual is intended for everybody who wants to set up an ACE enabled Call of Duty 4 game server.

### **1.2 Comments and Suggestions**

For comments and suggestions, or more information about the ACE modification for Call of Duty 4, please visit the forums on these websites:

<http://www.wildcardonline.nl/>

<http://forums.raidersmerciless.com/>

## 2 About ACE

### ACE stands for “Additional Combat Effects”

The ACE Mod is created by Wildcard perhaps better known as Marc on the several forums he is active on.

ACE is a Modern Warfare continuation of the WW2X Mod for Call of Duty 2 which has a World War II environment.

WW2X on its turn was a continuation of the Extreme+ Mod where Wildcard was a head coder of for a long period of time, after he left the eXtreme+ Mod he continued on his own with the new name WW2X.

Like most, if not ALL bigger and great mods out there, like AWE4, X4, WW2X, eXtreme.... the real origin of all these mods started with AWE for Call of Duty.

AWE was created by a great coder named Bell and till this date his code is still vastly used and apparent in today's mods.

ACE has a small but nevertheless loyal users group, and they help to make this mod better and even more exciting with every single release.

We hope you enjoy playing it as much as we enjoy making and maintaining it.

### 2.1 Features

An extensive but still incomplete list of exiting features in ACE:

- Add server to favourites menu button
- Body search
- Extended obituaries
- Nade dropping
- Name checker
- Zeroy's NightMod
- Map rotate if empty
- Admin punishment control
- No enemyfiring compass-blip
- Head shot announcement
- Anti camping with several punishments
- Clan Hud Image logo
- Firstaid system
- Option to set sv\_fps to 20, 25 or 30
- Grenade indicators on or off
- Red crosshairs on or off
- Deathicons on or off
- Persistent ranking
- 6/12 Endgame Mapvote
- Ambient fx control
- UAV, airstrike, chopper killstreak control
- Pain and Death sounds
- Unknown soldier/ Unnamed Player Handling
- Random map rotation
- Bodysink
- Weap drop on arm/handhit, trip on leg/foot hit
- First blood announcement
- Health pack drop/pickup
- Clan text logo
- Working bots for testing
- Player bleeding
- Weapon damage modifiers
- Crosshairs on or off
- Enemy names on or off
- Mantlehints on or off
- Snipe TDM Spawns

- Objective pointers on or off
- Hiticon on or off + additional settings
- Jump height modifier
- Healthbar
- Option to turn on or off turrets
- Invisible spawn
- Welcome messages
- Rangefinder
- Live stats
- Minimap in hardcore on or off
- Falldamage moddifiers
- Prematch movement on or off
- Redone health-regen
- Spawn protection
- Vote menu delay/limiter
- Server messages
- Laserdot
- Playerbased maprotations

## 2.2 Supported Game Types

ACE currently supports the following game types:

Game	Type	Description
DM	Stock	DeathMatch
DOM	Stock	Domination
KOTH	Stock	King of the Hill
SAB	Stock	Sabotage
SD	Stock	Search & Destroy
WAR	Stock	Team DeathMatch
CTF	Custom	Capture The Flag
CTFB	Custom	Capture The Flag Back
HTF	Custom	Hold The Flag
VIP	Custom	Very Important Person
CH	Custom	Capture and Hold
RE	Custom	Retrieval

## 2.3 Compatibility

Full compatibility on Call of Duty 4 stock game types, and custom game types prepared for the ACE mod. Not all game types supported by the ACE mod are supported by custom maps, and vice versa.

## 2.4 Support

For more information about the ACE mod for Call of Duty 4 please visit us at:

<http://www.wildcardonline.nl/>

<http://forums.raidersmerciless.com/>

## 2.5 Donations

If you think this mod has brought new life into your Call of Duty 4 server and you got a few bucks to spare, visit the support websites for information on how to donate.

## 2.6 The ACE Support Crew

### Wildcard



## 2.7 Special Thanks

The ACE Support Crew would like to take this opportunity to thank all the users of the ACE mod, without all of you, we would not have a reason for doing this and would not be having as much fun as we are.

Thanks to Mike Nomad and Wizard220 for providing not only a mirror hosting site, but specially for providing a one stop place where everyone can get the knowledge and information they need and where truth and mutual respect is the highest priority.

Clanwarz for sponsoring 2 fully supported dedicated servers running the ACE Mod. Simply a must to check these guys out if you need dedicated server hosting...no matter where in the world you are. ...they are AWESOME.





### 3 Preliminary Requirements

#### 3.1 Game Support

The ACE modification is for Call of Duty 4 only.

#### 3.2 Hardware

There are no special requirements to run ACE on your Call of Duty 4 server. For the server there are two simple rules: faster is better, and more memory is better. For comparison: a simple, 10 player home server runs perfectly fine on a Pentium III 700Mhz or comparable AMD with 512MB of memory installed.

#### 3.3 Operating Systems

The ACE mod runs on both Windows and Linux (same package).

#### 3.4 Software

Obviously you need Call of Duty 4. Version 1.5 and above are supported. If you want to whole works, update to Call of Duty 4 1.5. Get the latest patch here:

For Linux: <http://treefort.icculus.org/cod/>

For Windows: <http://files.clanwarz.net/cod4-server/update/>

Get the latest version of the ACE mod.

<http://www.wildcardonline.nl/>

<http://forums.raidersmerciless.com/>



*This guide is based on ACE version 2.0.*

*Visit the support websites regularly to see if new versions or patches are available for download. A newer guide will be included.*

Install a copy of WinRAR or PakScape.

<http://www.rarlab.com>

<http://www.google.com/search?q=pakscape&meta=>

## 4 Basic Understanding

### 4.1 Before we Begin

If you want or need to start with a fresh installation of Call of Duty 4, at least patch it to version 1.5 or better before proceeding. If you are using an existing installation, remove ALL existing custom maps and mods first, including older versions of ACE.

If you want to upgrade an existing CoD4 public server (people can already access your server and play games), you should make a backup copy of the existing CoD4 server configuration file. You can use valuable information herein for the configuration of the ACE enabled server. Your server configuration file's name can be pretty much anything. If you don't use mods now, it is located in the main folder, and probably has a name like *server.cfg*, *dedicated.cfg*, or *codserver.cfg*.



*Do NOT overwrite the ACE master configuration file (codserver.cfg) with the one you already have*

### 4.2 ACE Package

If you not already did so, download the latest version of ACE from the support websites.

To access the ACE Download Section, you need to register first.

One of the sticky (top) threads in the download section of the forum will contain download links for the latest packages. Select the package for the desired setup. The ACE versions are one package for both Windows and Linux.

### 4.3 The fs\_game folder

To avoid problems, the original game files in the main folder, and the files from the mod need to be strictly separated. To instruct the server part of Call of Duty to include a mod folder, a parameter called *fs\_game* is added to the command line, hence the name "*fs\_game* folder". Another name for *fs\_game* folder is mod folder. Simply put, it is the folder where you install mods, and for ACE we make no exception.



*From now on we refer to the fs\_game folder as the "mod folder".*

#### 4.4 IWD files

If you take a closer look at the content of the main folder in the Call of Duty installation folder, you see a lot of IWD files. The ACE mod has also IWD files.

When starting the server, the executable will first read all stock IWD files in the main folder, followed by the files in the mod folder. The mod folder is processed by first reading all extracted content (more about that later), followed by all IWD files in alphabetical order.

The server creates a virtual file system from all the folders and files it finds during its launch. Existing files in the virtual file system can be overwritten by files that are read later. In fact, this is the principle of creating a mod: overwriting stock files with modified ones, adding files, and finally script it all together to make it work.

IWD files are in fact regular ZIP files. You can open, inspect and extract IWD files with all popular compression tools.

To customize ACE for your server or clan, you have to do some IWD editing. There is no way around that, but on the other hand, there is no need to panic. If you have a copy of WinRAR installed, it's as easy as changing underwear.

#### 4.5 ff files

With the introduction of Call of Duty 4 there are also new files that are essential to make the game and therefore the mod work, these are the so called fast files.

Unfortunately for all who want to edit the mod more deeply to fit their needs, this is no longer possible as there is no way to properly open up these ff files. All localized strings that normally could be edited by opening up an IWD with WinRAR are now enclosed in ff file format.

The only way now to deeply edit the mod or localized strings is if the mod creator makes the needed files available in RAW format....after which the user can recompile them again in ff file format using the COD4 mod tools.

The COD4 mod tools can be downloaded from here:

<http://www.media.iwnation.com/COD4/>

An update to 1.1 is also been released and can be found here:

[http://patches.infinityward.com/modernwarfare/patch/cod4mw\\_modtools\\_v1.1\\_update.zip](http://patches.infinityward.com/modernwarfare/patch/cod4mw_modtools_v1.1_update.zip)

This guide does not provide a tutorial on how to use them, plenty to be found on the internet and of course on the official COD4 websites.

The benefit of the ff files is not only that the game loads much faster, but also that the mods and scripts developed are somewhat protected against unauthorized copying.

## 5 Installing ACE on Windows

This chapter will describe the installation process on Windows only. If you want to install ACE on Linux, see the next chapter.



*Make notes during the installation process. It's good practice to log all changes made. In case of trouble, this way it's easy to revert back to a working configuration, and it's extremely valuable during upgrades.*

### 5.1 Game Installation

Install Call of Duty 4. Download and apply the 1.4 and 1.5 patch for Windows. A description of how to install the game is beyond the scope of this guide.

### 5.2 Creating the Mod Folder

In your servers COD4 installation folder, typically

C:\Program Files\Activision\Call of Duty 4 - Modern Warfare\

That is where the mods folder is located, in this folder create a new directory. This will be your mod folder (AKA fs\_game folder).

Try to avoid obvious folder names, like ace, fs\_game, or mod. Be creative, but keep it short and simple.

The entire path to you mod folder would now be:

C:\Program Files\Activision\Call of Duty 4 - Modern Warfare\mods\ace12

Where ace12 is your created mod folder (of course you can change ace12 to whatever name you want).



*Do NOT create the mod folder IN the main folder, but in the mods folder.  
Do NOT use spaces or special characters in the folder's name. To be on the safe side stick to the alphabet, numbers and the underscore.  
In our examples we use ace12 as the mod folder.*

### 5.3 Setup

Unzip the package (ACE-Mod2.0.zip) to an empty temporary folder. Then copy and paste the mod.ff file, z\_ace2.0.iwd, zz\_svr\_mf.iwd, codserver.cfg and configs folder to your mod folder.

### 5.4 Startup Shortcut

Create a shortcut to iw3mp.exe on your desktop, and right-click the shortcut's icon to open its properties. Typical path for iw3mp.exe is:

C:\Program Files\Activision\Call of Duty 4 - Modern Warfare\iw3mp.exe

In the target field insert a quote (") in front and behind the call to iw3mp.exe, if not already there. Like this:

"C:\Program Files\Activision\Call of Duty 4 - Modern Warfare\iw3mp.exe"

Add the following parameters to the command line:

+set fs\_game mods/ace12 +set dedicated 2 +exec codserver.cfg +set sv\_punkbuster 1  
+map\_rotate



*In the examples, the command line could span two or three lines. This is due to page limitations. All command lines are ONE line.  
Remember that ace12 is our example mod folder name. Replace ace12 with the name you came up with in step 5.2.*

So your command line looks like this:

"C:\Program Files\Activision\Call of Duty 4 - Modern Warfare\iw3mp.exe" +set  
fs\_game mods/ace12 +set dedicated 2 +exec codserver.cfg +set sv\_punkbuster 1 +map\_rotate

## 5.5 Advanced Startup Shortcut

You can add several optional parameters to the start file:

```
+set net_ip 1.2.3.4
```

Defines the IP address the server binds to.

```
+set net_port 28960
```

Defines the port the server listens to.

```
"C:\Program Files\Activision\Call of Duty 4 - Modern Warfare\iw3mp.exe" +set  
fs_game mods ace12 +set dedicated 2 +set net_ip 1.2.3.4 +set net_port 28960 +exec  
codserver.cfg +set sv_punkbuster 1 +map_rotate
```



*The IP address 1.2.3.4 should be replaced by the one your server is using. For a LAN server or a public server behind a NAT router, this could be e.g. 10.0.0.1, or 192.168.1.1. For a true public server, use the public IP address.  
Port 28960 is the default port. If you don't specify it, the server will listen to that port automatically. You can change it if you like.*



*The feature that adds the "Add this server to your favourites" entry to the in-game menu requires that net\_ip is set. If you don't set it on the command line, the server will be referenced as "localhost", which is not very useful for a link to an external host.*

You can now continue with the chapter 'Basic Configuration', and start to configure the server and the ACE mod.

## 6 Installing ACE on Linux

This chapter will describe the installation process on Linux only. If you want to install ACE on Windows, see the previous chapter.



*Make notes during the installation process. It's good practice to log all changes made. In case of trouble, this way it's easy to revert back to a working configuration, and it's extremely valuable during upgrades.*

### 6.1 Game Installation

Install Call of Duty 4. Download and apply the 1.4 and 1.5 patch for Windows. A description of how to install the game is beyond the scope of this guide.

### 6.2 Creating the Mod Folder

In your servers COD4 installation folder, typically

C:\Program Files\Activision\Call of Duty 4 - Modern Warfare\

That is where the mods folder is located, in this folder create a new directory. This will be your mod folder (AKA fs\_game folder).

Try to avoid obvious folder names, like ace, fs\_game, or mod. Be creative, but keep it short and simple.

The entire path to you mod folder would now be:

C:\Program Files\Activision\Call of Duty 4 - Modern Warfare\mods\ace12

Where ace12 is your created mod folder (of course you can change ace12 to whatever name you want).



*Do NOT create the mod folder IN the main folder, but in the mods folder.  
Do NOT use spaces or special characters in the folder's name. To be on the safe side stick to the alphabet, numbers and the underscore.  
In our examples we use ace12 as the mod folder.*

### 6.3 Setup

Unzip the package (ACE-Mod2.0.zip) to an empty temporary folder. Then copy and paste the mod.ff file, z\_ace2.0.iwd, zz\_svr\_mf.iwd, codserver.cfg and configs folder to your mod folder.

### 6.4 Using Screen for Startup

To make a screen named "CodServer":

```
screen -A -m -d -S CodServer ./cod4_inxded +set ttycon 0 +set fs_game mods/ace12 +set  
dedicated 2 +exec codserver.cfg +set sv_punkbuster 1 +map_rotate
```

To go to the "CodServer" screen:

```
screen -x CodServer
```

To exit your screen press <Ctrl>+<A>, then <Ctrl>+<Z>.



*Using Screen for startup is the recommended way to start a Linux COD4 Server. If you choose not to use Screen, please see the following sections for alternative methods.*



*Don't use <Ctrl>+<C> to exit your screen. This will terminate it!*

### 6.5 Startup Shortcut

Create a text file in your mod folder (e.g. cod\_start), and include the following line:

```
./cod4_inxded +set ttycon 0 +set fs_game mods/ace12 +set dedicated 2 +exec codserver.cfg  
+set sv_punkbuster 1 +map_rotate >/dev/null 2>&1 &
```





*In the examples, the command line could span two or three lines. This is due to page limitations. All command lines are ONE line.  
Remember that `ace12` is our example mod folder name. Replace `ace12` with the name you came up with in step 5.2.*

**Make it executable:**

```
chmod +x <filename>
```

## 6.6 Advanced Startup Shortcut

**You can add several optional parameters to the start file:**

```
+set fs_homepath /home/cod4
```

**Puts the logs and load PunkBuster from this directory.**

```
+sets gamestartup \"date +%D %T\"
```

**Set a date stamp in the log when you start the server.**

```
+set net_ip
```

**Defines the IP address the server binds to.**

```
+set net_port 28960
```

**Defines the port the server listens to.**

**This would create a rather lengthy command line, like this:**

```
./cod4_inxded +set ttycon 0 +set fs_game mods/ace12 +set fs_homepath /home/cod4 +sets  
gamestartup \"date +%D %T\" +set dedicated 2 +set net_ip 1.2.3.4 +set net_port 28960  
+exec codserver.cfg +set sv_punkbuster 1 +map_rotate >/dev/null 2>&1 &
```



*The IP address `1.2.3.4` should be replaced by the one your server is using. For a LAN server or a public server behind a NAT router, this could be e.g. `10.0.0.1`, or `192.168.1.1`. For a true public server, use the public IP address.  
Port `28960` is the default port. If you don't specify it, the server will listen to that port automaticallu. You can change it if uou like.*



*The feature that adds the "Add this server to your favourites" entry to the in-game menu requires that `net_ip` is set. If you don't set it on the command line, the server will be referenced as "localhost", which is not very useful for a link to an external host.*

## 6.7 Stop Shortcut

Create a text file (e.g. `cod_stop`), and include the following lines:

```
#!/bin/csh
#
# 3.1 b - Shell solution
#
set processes = "ace12"
foreach ps ( $processes )
    set pid = `ps aux | grep $ps | cut -c8-15`
    kill -9 $pid
end
```

Next, make it executable:

```
chmod +x <filename>
```

## 6.8 Status Shortcut

Create a text file (e.g. `cod_status`), and include the following line:

```
ps auxw | grep "ace12"
```

Next, make it executable:

```
chmod +x <filename>
```

## 7 Basic Configuration

First things first: to make life easier, you need some file associations. This way you don't have to select a program every time you open a file with an extension unknown to Windows, or associated with a different program.

Associate the configuration files (.CFG) with your favourite text editor. Notepad is a good start, but if you fancy something like Notepad+, UltraEdit or PSPad it's fine. As long as they are true text editors. Associate the IWD files with WinRAR.



*Make notes during the installation process. It's good practice to log all changes made. In case of trouble, this way it's easy to revert back to a working configuration, and it's extremely valuable during upgrades.*

### 7.1 Configuration Files

The master configuration file of ACE is `codserver.cfg`, which can be found in the `mod` folder if you have set up the mod properly. This file holds all global, server specific settings. If you updated ACE from an older version, and never renamed `codserver.cfg`, you don't have to edit your command line.

### 7.2 Basic Server Settings

Open the ACE master configuration file `codserver.cfg` in a text editor.

#### 7.2.1 Public Server Information

This information is published when your server goes live.

```
//*****  
// Public Information  
//*****  
sets sv_hostname "<your_server_name>"  
sets _Admin "<your_admin_name>"  
sets _Email "<your_email_address>"  
sets _Website "<your_web_site>"  
sets _Location "<your_location>"  
sets _Irc "<your_irc_address>"  
sets _Mod "^1ACE"  
sets _ModVer "2.0"  
sets _ModUpdate "xx-xx-xx"  
sets _Maps "COD4 Stock & Custom"  
set scr_motd "Shoot To Kill....Really!!"
```

### 7.2.2 Network Settings

These settings tell to server how to configure network communication. If you have `net_ip` , `net_port` and dedicated on your command line, you can disable them here by commenting them, like in the example below.

```
// Network options
//set net_ip "1.2.3.4"
//set net_port "28960"
set com_hunkMegs "512"
set net_noipx "1"
// Server Network Mode
//set dedicated "2"
```

### 7.2.3 Password Settings

Set the passwords for RCON and private slot access. If you want to set up a private server, set that password too.

```
// Password Settings
set rcon_password "<password>"
" set sv_privatePassword "<password>"
// The following can be used to lock out the server so that only those
// players that have been provided the password can connect. Good for
// matches, practices, etc.
//set g_password ""
```

### 7.2.4 Player Slots

Set the number of players allowed on your server. You can also reserve some private slots. Remember the number of private slots is subtracted from the `sv_maxclients`. So the number of public slots equals `sv_maxclients - sv_privateclients`.

```
// Player slots setup
set sv_maxclients "32"
set sv_privateclients "4"
```

### 7.2.5 Download Redirection

Players have to download the client side part of ACE. By default this is done directly from the CoD4 server. The download speed using this method is about 40KB/s, which is terribly slow. You better set up a download redirect site, which enables downloads at greater speed. Players will appreciate that.

The settings responsible for this are:

```
set sv_allowdownload "0"  
seta sv_wwwDownload "1"  
seta sv_wwwBaseURL "http://yourwebsite/cod4"  
seta sv_wwwDIDisconnected "0"
```

The folder pointed to by `sv_wwwBaseURL` is some folder on your web site. In the example above the base URL points to a folder called `cod4` in the root, but this is completely up to you. This base folder hosts a folder with the same name as the mod folder on your CoD4 server, and a folder called `usermaps`. For the mod folder we use `mods/ace12` in this example, but again this could be named differently in your case.

```
http://yourwebsite/cod4/usermaps  
http://yourwebsite/cod4/mods/ace12
```

The `usermaps` folder is where the custom maps are stored. We advice not to add custom maps before you have ACE up and running without problems.

The `mods/ace12` folder is where you store the latest client side part of ACE.

Always make sure the files on the website are identical to the ones on your game server.



*Every time you add custom maps to the server, or edit the client side part of ACE on the server you HAVE to upload the new files to your redirect site. If you forget this, all clients will end up in a download loop.*

### 7.3 Adding Custom Maps

Custom maps should not be copied into the mod folder. Copy all custom maps into the `usermaps` folder of the server.. IN THEIR OWN SUBDIRECTORY. If you are using download redirection, make sure you also copy the custom maps to the redirect server (see paragraph 7.2.5 for more information).

## 8 Making a Custom Clan Logo

To make your custom clan logo, you need to edit `clan_logo` (in `z_ace2.0.iwd`). You will need to convert this to DDS, so you will need converters to do this. These can be obtained here:

[http://downloads.wildcardonline.nl/cod4\\_converters.zip](http://downloads.wildcardonline.nl/cod4_converters.zip)

You will also need a DDS plugin 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](http://developer.nvidia.com/object/photoshop_dds_plugins.html)

And a Paintshop Pro one here:

[http://downloads.wildcardonline.nl/Paintshop\\_DDS\\_Plugin.zip](http://downloads.wildcardonline.nl/Paintshop_DDS_Plugin.zip)

The next is a part of Tally's tutorial that explains how to replace the `clan_logo` (in `z_ace2.0.iwd`) so it will show your own clan logo. All is written in Tally's words.

### IWI file logo

First, create your logo. This is the one I will use as an example. It is one I created for a clan called 'Telford Light Infantry' (TLI):



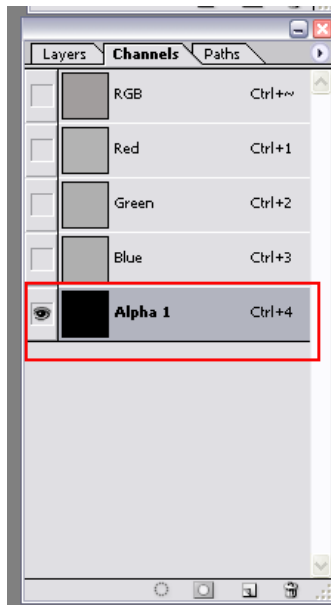
I will be using Photoshop CS for the purposes of this tutorial.

1. Create a new canvas 256x256. Images in COD2 will only work if they are RMS (root means square), or what Chris\_P calls 'to the power of'. Everything therefore has to go up in times the original size: 32, 64, 128, 256, 512, etc.

Fill it with a mid grey with the paint bucket. Then go to layers, and click on the channels tab as marked:



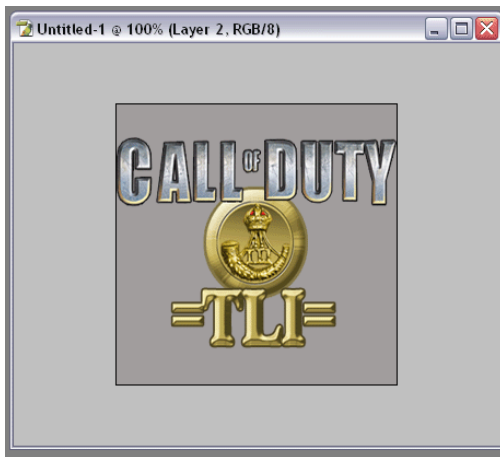
This will create a new alpha channel:



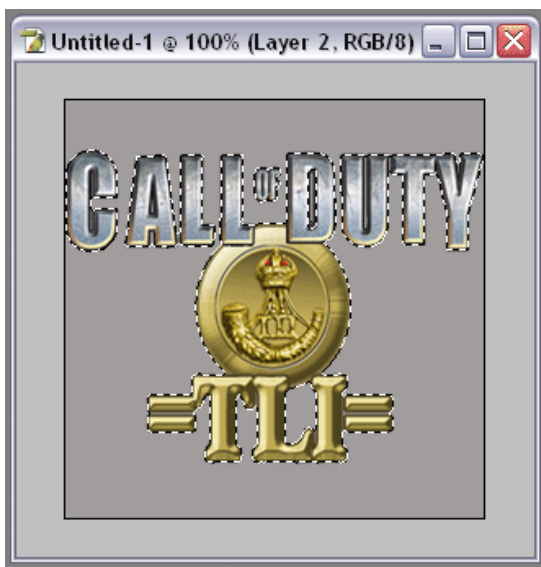
Alpha channels mask off any image, so that they effectively 'don't show' on the server screen. In a moment, we will remove just the area for the logo image, but still mask off the 'square' part of the canvas – the bit we don't want.

2. Now click back on the RGB channel, and switch back to layers by clicking the 'layers' tab.

3. Press Ctrl + N to create a new layer. Get your logo image and paste it on the layer. Size it up if you need so that it fits on the area:

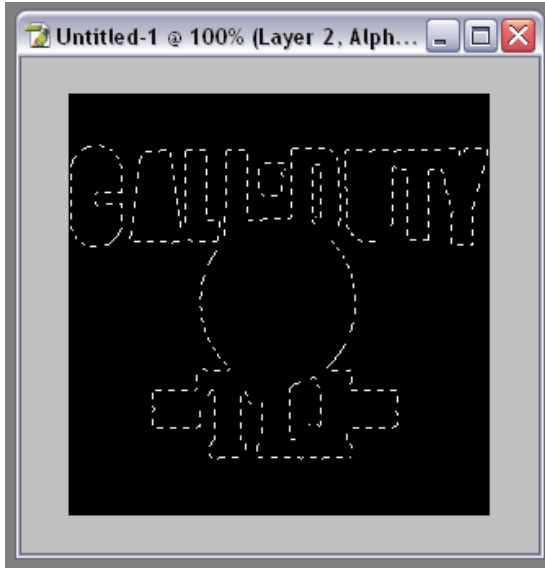


4. Make sure the logo image layer (layer 2) is active. Then get the Magic Wand tool, and select around the image. Then go to Select > Inverse:





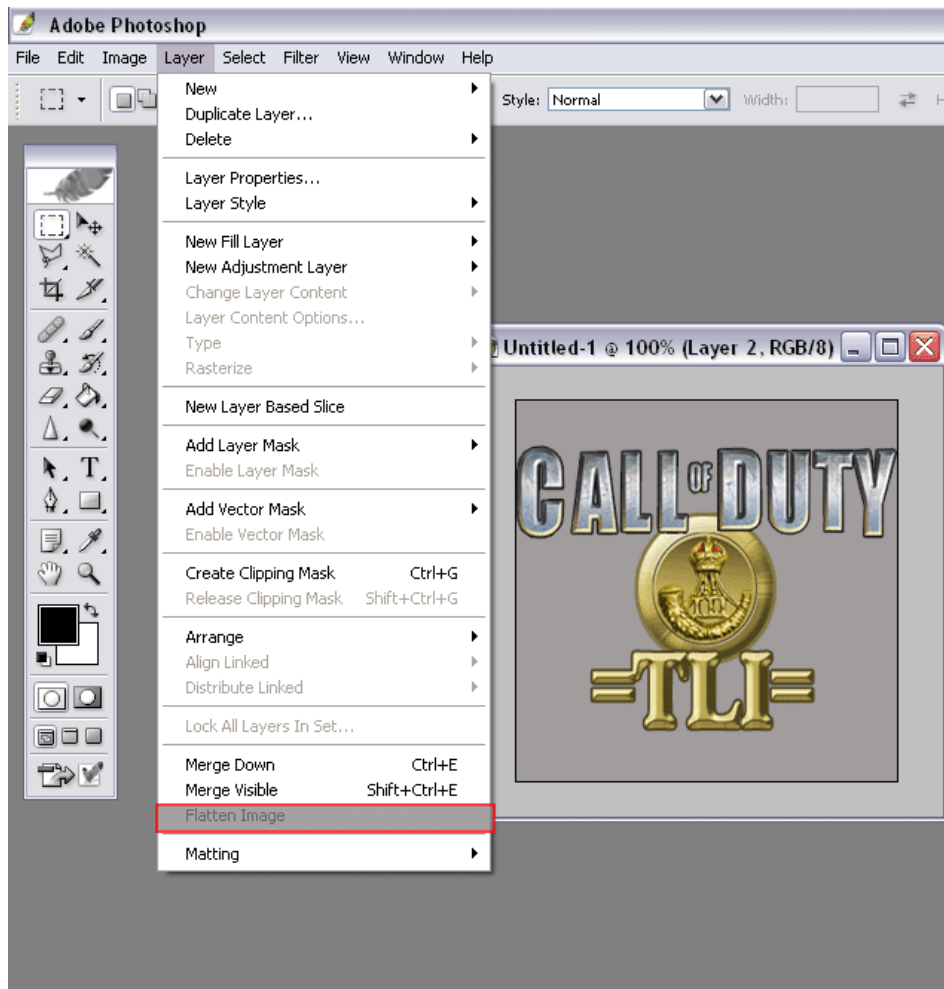
5. Switch back to channels, and click on the alpha channel.
6. You will see that the selection now reveals the logo image in outline form:



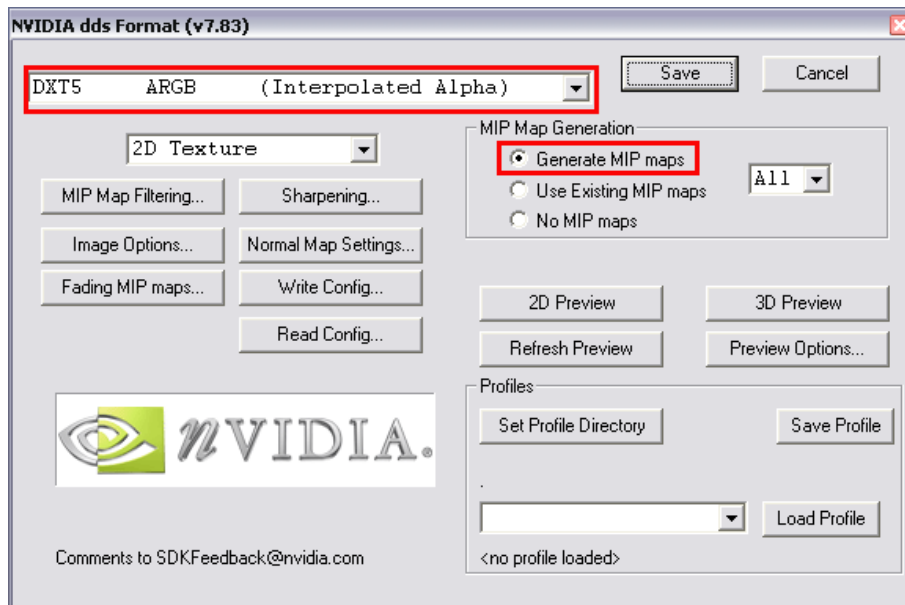
7. Press D, to restore the colour palette to its default Black/White status. Press Delete, and you will remove the mask from the alpha channel. This means that the logo image will show 'through' the alpha mask on the server, but the 'square' part of the canvas wont be seen:



8. Switch back to layers again, and flatten the image:



9. Go to File > Save As, and chose DDS format. Use the default settings on the NVidia plugin, but make sure you set the 2 critical settings – DXT5, and generate (not 'use existing') mipmaps. These are the settings that will make an IWI file valid. Anything else doesn't work:



Save the file as 'clan\_logo.dds'.

10. Copy your new DDS logo file to your desktop, and have the DDS2IWI converter on the desktop too. Drag and drop the DDS file onto the converter, and the newly generated IWI will pop out the other side.

11. Now all you have to do is replace the existing clan\_logo.iwi in the z\_ace2.0.iwd with the one you just created.

You can set the dimensions of the logo with these settings in the cfg file:

```
set ace_clanlogo_width ?? <---- make this what you want  
set awe_clanlogo_depth ?? <---- make this what you want
```

The same basically goes for the loading screen scrolling website URL which is called bg\_fogscrollthin.iwi and is located in iw\_00.iwdm in the main directory, edit it to your wishes and replace the one in z\_ace2.0.iwd with yours.

Done.

## 9 Troubleshooting, known and possible issues

By default the cod4 intro screen displays a scrolling text of my website, if you don't want that then delete `bg_fogscrollthin.iwi` from the `iwd` (images folder)..this must be done on both client and server to keep it pure. Or recreate it with your own site or text of course :)

Some vid cards MIGHT experience an error about the `logo_cod2.iwi` , if so you can delete this `.iwi` at the same way as described above.

camping punishment marked on compass is not compatible with bots, they stay marked unless killed (normal players aren't affected).

Also you can not callvote through the ingame callvote gametype/map option for a custom gametype, this is a limitation of the cod4 engine.

Linux servers only:

Linux servers WIL NOT STARTUP with one of the custom gametypes, admin should manually rotate the gametype to a custom one.

## A Version History

### 2.0:

First of all and very important, almost every addition to 2.0 is mostly requested by the people that enjoyed the previous ACE versions and felt that these new additions would make it even more complete.

Therefore I must make it clear that those additions such as the powerranking (fullmetal), the ready up, strategy time and more are not from my hand but port overs from existing mods such as AWE4 and the OpenWarfare Project and combinations of scripts of said mods.

ALL CREDITS FOR THOSE FEATURES BELONGS TO THEM!!!

Added what is known in AWE4 and OpenWarfare as Power ranking..here called Fullmetal.

Added ready up and strategy time period.

Added Retrieval gametype.

Added anti spectating

Added anti sprint

Added teamswitch / gamedelay

Added simple third person view

Added C4 and Claymore defusing

Redone the weapon control dvars, now much better control over the wep loadouts

Fixed skipping of first maps in maprotations, the skip 5 last voted for maps was the cause of this...since it didn't work perfectly anyways I removed that.

Re-arranged ALL the .cfg files.

Prolly some I forgot.

Now since I ran hopelessly out of free dvars this might be very well the last ACE version, except ofcourse for bugfixes.....dont expect any new features (if at all) without the possibility to loose another.

That and the fact that using other peoples work isn't really doing it for me makes me "put down the tools" and await something new.....perhaps cod5 ?

**1.9:**

Added stance indicator.  
Added clan voting options.  
Added bodyfly on explosion.  
Added headicon for spawnprotection.  
Added CH (ihtf) gametype  
Added VIP gametype  
Re-added 5 levels of nightmode.  
Added turret overheating.  
Added nade and headshot kill counter.  
Added additional point earnings to ctf and ctfb  
Added gravity dvar, this overrides the stock one, this one will hold the value set even if maps are changed.

Removed the static bulletholes due to hud element limit..they now all fade away.  
Changed zoomscope with more advanced one from AbneyPark...slightly edited by me.

Fixed runtime errors occurring with C4.  
Fixed nightmod roundbug where nightmod got disabled after a new round started.  
Fixed firstblood, now does not show if a player switched sides.

The configuration files (.cfg files) except the codserver.cfg are now located in their own directory called "configs" (makes your fs\_game folder look cleaner)....this "configs" directory goes into your mods/fs\_game folder.  
Do NOT place them outside this directory.....

Redid a heap of scripts to save dvar's , this took the most of my free time....basically making room for more (new) features.  
This does mean you need to redo ALL the configuration files from scratch...sorry but can not be helped.

Prolly a few I forgot.

**1.8d:**

No such luck, another update was needed to address possible crash / non starting issues of the mod due to G\_FindConfigstringIndex: overflow errors.

(Hopefully) fixed G\_FindConfigstringIndex errors that could crash the server or made it even not possible to start it up, in order to do this I had to re-arrange a lot of (precached) localized string messages.

Fixed autoassign problem where one while spectating was counted as a player who had chosen a team and hence could lead to uneven teams without autobalancing.

Also a couple of new features included (really wanted to save those for the 1.9 release...but ok...just cant hold them back coz of this bugfix release):

Added dvar to completely turn of the forced maxrate and com\_maxfps for players settings. Added 10 dvars to the unknown soldier handling, you can now enter up to 10 "bad" names, when a bad name is connected to the server it will force them to change it.

Added prone/jump shoot delay monitor, although I thought having the jumphight dvar would be enough this feature was requested very frequently.

Added a dvar to the sab and sd gametypes that controls if you want to show the briefcase when planting or defusing the bomb (obstruction of view issues).

Added bulletholes on hud when hit to the head, off or stay till respawn or fading after 5 seconds.

Added sound to the bash(knife)kill streak messages (optional).

Changed nightmod, you now can add any map you have to the nightmod..no longer required to script them in.

Changed "choose next selection" from the mapvote feature, its now optional ..if enabled it shows 6 maps..and an option to vote for another array of 6 maps, if disabled the mapvote shows 7 mapvote options.

#### 1.8c:

Probably and hopefully the last bugfix release before i go on with my TODO list of features i want to include for next releases:

Endgame mapvoting now should rotate to the correct voted map if playerbased rotations are enabled.

Enhanced endgame mapvoting, last option now shows option to vote for 6 other maps...if voted for then it will show an array of 6 new maps on which you can vote, so in essence you can now vote on 12 maps.

Option to disallow (up to the last 5) previously maps played to be shown in the endgame mapvote.

If you have endgame mapvoting enabled and "show next map/gametype message" enabled the message will show that you have endgame mapvoting enabled on your server.

Note that the normal message will still display the wrong map if playerbased rotations is enabled without the endgame mapvoting..this is till a work in progress.

Added enhanced redirect: you can now set several redirect locations for downloading custom maps and mods, for example they will download map1 from redirect location number 2 and map2 from redirect location number 5.

Read the config file for other options and settings you can do with this enhanced system.

Added ability to force "rate" on a player.  
Added ability to force "com\_maxfps" on a player.

Changed and enhanced teambalance a bit: its now also possible to.. when teambalance gets active to switch the player with the highest score to the other team instead of the last player that joined. In all honesty..i don't think this is a fair option to use....for that particular player...but it was requested a few times.

Code cleanups and replaced some in-script messages to localized strings.  
Updated localized strings for the French and Russian versions.

#### 1.8b:

##### Bug-fix release:

hopefully fixed minimap disappearing issue  
hopefully fixed nade loadout on spawn issue  
fixed xpbar, holdbreathhint, cursorhints on/off issues.....now works as should  
compassing now dvar controllable..no more 2 mod.ff files needed to choose from  
added friendlynames on/of  
added bashkill count  
added playerbased maprotation  
added some message lines on bodysearch if no wep or health is found (20 of them ..you can create them yourself in the cfg files)  
added botfreeze (testing purposes)  
bots can no longer vote in endgame mapvote  
extended the endgame mapvoting from 5 to 7 maps  
renamed and re-arranged some dvars...should make more sense now.

#### 1.8:

##### Maintenance / "get on the same level" release:

Fixed crash bug on DM and possible other gametypes involving mapending / notify messages on some maps.  
Fixed missing laserbeam on first spawn in nightmode.  
Fixed scoreboard settable timer.  
Fixed a bug that could spam error messages when shot by helicopter.  
Fixed CTF "bug" that spammed error messages when flag was recaptured.  
Fixed 2 .cfg settings, had several wrong dvars there for map voting and painsound.  
Fixed several more lill issues ..but ill be d.. if i remember them all.  
Changed the arena file in the mod.ff, i had entered several maps from my own server not realising that others might not run those...which had a result that the callvote menu could show maps the server even didn't have...doh me.



Added mp\_matroska, mp\_sharqi day/night and mp\_backlot\_2 to the nightmod.  
Added 6 level zoomscope feature, changing zoom distance by pressing melee key  
Added dvar to turn on or off the hold breath hint for snipers.  
Added dvar to turn on or off the cursorhints, such as grenade throwback and press key to plant bomb.  
Added closekill punishments for snipers.  
Added dvar to disable or enable the laserbeams on claymores.  
Added anti nade spam feature.  
Added anti explosives (C4, claymores) spam feature (only works in ace fullmetal 1).  
Added dvar to switch on or off the XP progress bar.  
Added a free spectate dvar..now you can also go up and down when you are in spectate mode (pre cod4 style).  
Added random bomb detonation dvar, if enabled the bomb explodes at a random time between 2 set values.  
Added a serverside iwd containing up to now 23 mapfixes for the red beams, thanks to Tally, L0J!K and myself for providing these fixes.

#### 1.7:

Added mp\_offices\_v3, mp\_pk\_harbor and mp\_qmx\_matmata to CTF, CTFB and HTF  
Added dvar to enable/disable the xp hud score points (+5 etc)  
Added persistent ranking , this can be chosen in 2 options:  
Option 1: set ace\_fullmetal "0"  
Option 2: set ace\_fullmetal "1"

Option 1: gives persistent ranking with custom weapon classes....as you rank up you will earn weapons and perks that will be unlocked....when achieved a certain rank you will be able to make a custom class.  
Its just like on a unmodded server or socalled "ranked" server..except you have all other mod features.

Option 2: gives persistent ranking WITHOUT weapon classes (YET) but you will have all weapons available to you from the start. You rank up without the need to unlock weapons and perks....coz you already have all of them.

The 2 modes are interchangeable, meaning if you switch from mode 1 to 2 or vice versa the rank you have is the same on both modes.



*Ranks you earned will be the same on EVERY ACE 1.7 server and onwards IF the servers use the same name for their fs\_game folder.*

*Once the fs\_game folder name is changed or different on another server you will start from rank 1 again on that server*

Oldschool is available if you set the dvar set ace\_fullmetal "0"

Fixed HTF , didn't start up due to me forgetting to add a code line.

**1.6:**

Added `snipetdm` spawns `dvar`, if used they will replace the war spawns on war gametype to prevent mixing up allied and axis spawns.

Brought back the `firstblood` sound disable/enable `dvar`...many requested this

Added `dvar` to separately disable/enable the headshot sounds

Updated CTF and CTFB

Added free spectate `dvar`, if enabled one can fly freely around the map also up and down, normally one only could float around on one level....only allowed if one is spectating..not when dead.

Added `mp_village`, `mp_village_night` and `mp_offices_v2` to CTF, CTFB and HTF

Added a workaround for a few maps that showed a red beam across the screen due to missing models.

**1.5:**

Additional upgrades:

Got rid of the XP bar since its pointless if were not ranking up on modded servers

Added missing `htf` gametype settings in `gametypes.cfg`

Custom maps are now not forced to nightmode anymore

Fixed `soundalias` error spam in console for `mp_crash_snow`

Added `dvar` to enable/disable the bodysearch hint icon

Added `dvar` to set the body search time

Added menu button to add the server your playing on to your favourites

Added custom map `mp_subway` to the modstrings and nightmod

Added custom map `mp_subway` to the ambientfx controls

Custom map `mp_subway` is now compatible with `ctf`, `ctfb` and `htf`

Added 5 mapvoting system

Added custom gametypes CTF, CTFB and HTF

Added body search

Added antilag `dvar`

Added `dvar` to let claymores stay after death

Added `dvar` to enable/disable claymore friend icon

**1.4b:**

Replaced black box medikit with a much better one thanks to Tally

Fixed `spawnprotection` timer element position

Fixed nightmode on `mp_farm` (was always on regardless day or night setting if nightmod was turned on)

Fixed several fps 25/30 issues such as dropping bombs not showing, teamkill, tickertaps, spawn delay and more  
Added ambient fx control  
Added dvar to disable spawnprotect messages  
Added dvar to use a preset amount of kills instead of killstreak for WMD  
Added dvar to globally disable clan txt logo  
Added dvar to disable mod-info (txt logo fades)..this will disable my info but still shows your clantxt  
Added clanlogo hud image  
Added pain and death sounds  
Added extended obits, 8 choices total (car explosion, helicopter deaths will not show if option 5 to 8 is used)  
    - killstreak messages and sounds included (5-8)  
Several script cleanups

#### 1.4:

Added tickertap system to a bunch of custom messages  
Added custom maprotation  
Added rotate map if empty server system  
Added unknown soldier/ unnamed player handling  
Added name checker  
Added nade drop  
Added uav, airstrike, chopper killstreak control  
Added Zero's Nightmod  
Added bodysink (stay, delete, sink)  
Added option to show some by stock disabled messages in Hardcore mode  
Added dvar to delete the dropped healthpacks after a set time  
  
Changed custom hud elements in hardcore mode (position)  
Fixed display of some custom hud elements while in menu (didn't go away)  
Fixed display of some custom hud elements when changing resolution  
Minor tweaks and cleanups

#### 1.3b:

Redone server messages system  
    - Not limited to 10 messages anymore  
    - Option to show next map and gametype as a first message  
    - Option to control the speed between 2 messages (helpful for long messages you can cut them off and set them as a next message but will be shown immediately after the first half..or any time specified) this is separate from the general delay between messages.  
Added admin punishment system (more options to this will be added)

Fixed first welcome message....it now shows the players name correctly after the first message

Added music\_enable dvar (the stock scr\_enable\_music one didnt seem to work outside hardcore)

- This will disable/enable joining, ending, victory, defeat, suspense music

Added obituary dvar to disable/enable stock obituaries (stock one didnt seem to do anything)

Added claymore dvar (you can now also set if it triggers on the team/player that placed it)

### 1.3:

Kick Player menu disabled, admins can do this always manually, you can contact me if you do want this feature enabled..ill do one special for you :)

Added drop wep on lower arm/hand hit

Added trip on lower leg/foot hit

Added option to expand endmap scoreboard visibility time

Added Firstblood announcements

Added Headshot announcement (sounds only) snipers get a diff sound on headshot.

Added clan txt logo

Added anti camping

Added medi kit drop/pickup (lacking good models tho..medikit is black box)

Changed compassping\_enemyfiring, a compassblip when an enemy is firing is no longer shown

Various little feature upgrades

### 1.2:

Additional 1.2 updates:

Redone spawnprotection

Added ability to disable showing who carries the bomb in SAB

Fixed crash when using healthregen, forgot to change a dvarname

Added ability for linux server to see who is connecting and/or leaving (islinuxserver 0/1)

Added messages which team the player joined

Added bleeddelay override

Added possibility to selfheal or teammates only (or none)

Added option to show injured players on compass

Added option to disable (self)healing for x seconds when hitting a teammate

Added option to give a scorepoint to a player and/or team for healing a teammate

Added/updated several firstaid related messages

**1.1:**

Added bostscript for testing purposes

Added Firstaidsystem, this replaces the 1 time selfheal

Added playerbleeding, players bleed a preset amount or bleed out (death)

Added option to use sv\_fps 20, 25, 30

Added weapon damage modifiers

Added option to disable red crosshairs (remain white now)

Healthregen update

Option to disable teambalance msgs

**1.0:**

Initial release

**B Credits (incomplete)**

Development of ACE;  
Wildcard aka Marc.

Additional credits: Ravir (original cvardef function), PatmanSan for the excellent pdf from extreme I took as example, korsika for the Russian, Th3\_Sherif for the Spanish and Oddball and La Truffe for the French translations of the localized string files.  
Bell, most of the code originates from this great coder from the famous AWE Mod.

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Original FPS-fix and ambient fx disable method;  
bullet-worm.

Healthregen overhaul;  
Developed by Wanna Ganoush.

Bot script;  
Tally and OLD MAN WITH GUN.

Various mapvote ideas;  
Bell, Tally, Number 7.

Laserdot colour images, turret overheat, bullethole image and many many fx files;  
{PST}-Joker.

Nightmod;  
Zeroy, modified by Marc.

Bodysearch;  
Original by Bell, adjusted by Myk\_toni and Wildcard.

Health pack model, ctf, ctfb, ch, re, htf;  
(ctfb, htf) Nedgerblansky, ported over for CoD4 by Tally, made compatible for ACE by Wildcard.

Zoomscope;  
AbneyPark, slightly modified by Wildcard

VIP;  
--{AA}--Bjusterbaarlik who rewrote Nedgerblansky's vip gametype from the ground up, ported over and additions for ACE by Wildcard.

Fullmetal aka Powerrank;  
Tally and AWE/RGN team, OpenWarfare Project.

Various ideas and code such as readyup period;  
OpenWarfare project.

Suggestions, ideas, feedback and inspiration;  
All the people in the various CoD forums, who gave their permission to use them.

The rest;  
90% ported over by Wildcard from scripts used in CoD/CoDUO/CoD2.

If you feel you were left out, please contact me and ill add the credits.