eXTREME+
MOD FOR CALL OF DUTY 2

Quick Setup Guide
eXtreme+ v2.0

eXtreme+ Support Crew
http://extremecod.com

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1 About this Guide

1.1 Conventions

The following typographic conventions and graphical indicators are used in this guide:

italic	Used for parts of the Graphical User Interface (GUI). Also used liberally for annotations.
`constant width`	Used for filenames, folder names, host names, URLs, names of commands, utilities, code and configuration file examples.
`constant width bold`	Used to attract attention to certain parts of `constant width` print.
`constant width bold italic`	Used to indicate variables in `constant width` print.
Warning	Indicates a warning.
Information	Indicates important information.
Notes	Indicates you are advised to make notes.

1.2 Intended Audience

This manual is intended for everybody who wants to set up an eXtreme+ enabled Call of Duty 2 game server.

1.3 Comments & Suggestions

For comments and suggestions, or more information about the eXtreme+ modification for Call of Duty 2, please visit the forums on our website:

http://extremecod.com

2 About eXtreme+

The eXtreme mod is created by Wizard220. Back in the Call of Duty United Offensive days, he handed eXtreme over to Astoroth, who modified the mod to run on CoD2. The game was released October 10th 2005 and the first eXtreme+ modification was born October 13th 2005. The "+" indicated the beginning of a new exciting era.

eXtreme for CoD UO is no longer maintained. The latest and last version is still available for download, but is supported on a ´best effort´ basis only.
eXtreme+ for CoD2 however is alive and kicking. The eXtreme+ Support Crew and a very loyal users group are making the 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 eXtreme+:

- Ambient artillery, mortars and planes.
- Ammo crates.
- Ammo load-out configuration.
- Announcement sounds.
- Anti-camping system.
- Bleeding (+ bleeding messages).
- Blood and bullet holes on screen.
- Blood pools.
- Change gravity and speed.
- Clan voting options.
- Cold breath.
- Colored smoke grenades.
- Command monitor.
- Damage modifiers.
- Disable damage feedback.
- Disable death, nade and stance icons.
- Disable grenade and weapon drops.
- Disable health regeneration.
- Disable minefields.
- Disable objective points.
- Disable pistols.
- Disable stock map FX.
- Disable or force crosshair.
- Disable or force crosshair enemy color.
- Duplicate name checker.
- End-game map vote (up to 50 maps).
- Enemy weapon usage.
- Exploit prevention by client side vars.
- Extended obituary messages.
- Forced auto assign.
- G43 Sniper.
- Grenade warning.
- Health bar & health packs.
- Helmet popping.
- In-game statistics board.

- In-game map vote (up to 160 maps).
- Knifes (throwable).
- Laser dot.
- Live stats.
- Map rotation error correction.
- Map voting.
- Mobile 30cal & mg42.
- Movie mode.
- Pain and death sounds.
- Panzerschrecks.
- Parachutes.
- Player model limiter.
- Player based and random map rotation.
- Rank system with rank icons.
- Remove bodies and sink bodies.
- Rotating MOTD.
- Selectable secondary weapon.
- Server redirection with clan priority.
- Server messages.
- Server/Clan logo text and picture.
- Spawn protection.
- Spectate, death, end-game, stats and voting music.
- Sprinting.
- Taunts.
- Team kill detection with punishments.
- Tracers.
- Tripwires, frag and smoke grenades.
- Turret abuse system. Turret disabling.
- Unfixed Turrets.
- Unknown Soldier handling.
- Weapon class, drop, and limiting.
- Weather effects.
- Welcome messages (+ clan specific).
- WMD control (+ related rank settings).

2.2   Supported Game Types

eXtreme+ currently supports the following game types:

Game	Type	Description
CHQ	Custom	Classic Headquarters.
CNQ	Custom	Conquest.
CTF	Stock	Capture The Flag.
CTFB	Custom	Capture The Flag Back.
DM	Stock	Death Match.
DOM	Custom	Domination.
ESD	Custom	Enhanced Search & Destroy.
HM	Custom	Hitman.
HQ	Stock	Headquarters.
HTF	Custom	Hold The Flag.
IHTF	Custom	I Hold The Flag.
LIB	Custom	Liberation.
LMS	Custom	Last Man Standing.
LTS	Custom	Last Team Standing.
ONS	Custom	Onslaught.
RBCNQ	Custom	Round Conquest.
RBCTF	Custom	Round based Capture The Flag.
SD	Stock	Search & Destroy.
TDM	Stock	Team Death Match.
VIP	Custom	Very Important Person.

2.3   Compatibility

Full compatibility on Call of Duty 2 stock game types, and custom game types prepared for the eXtreme+ mod. Not all game types supported by the eXtreme+ mod are supported by custom maps, and vice versa.

2.4   Support

For more information about the eXtreme+ mod for Call of Duty 2 please visit us at:

http://extremecod.com

2.5   Donations

If you think this mod has brought new life into your Call of Duty 2 server and you got a few bucks to spare, visit the eXtreme+ website for information on how to donate.

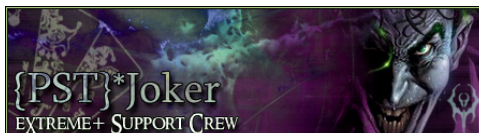## 2.6   The eXtreme+ Support Crew

Astoroth   (no signature available)

Tally

{PST}*Joker

Cyruz

Paulo88

Gixxer
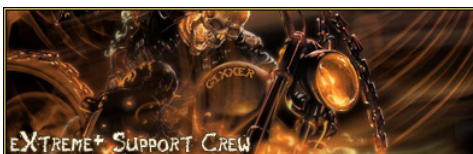
Lothegard

Tnic

PatmanSan
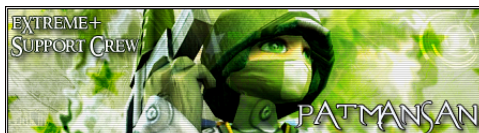
PaRa   (no signature available)

Frenky   (no signature available)

3   Preliminary Requirements

3.1   Game Support

The eXtreme+ modification is for Call of Duty 2 only.

3.2   Hardware

There are no special requirements to run eXtreme+ on your Call of Duty 2 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 eXtreme+ mod is available for Windows and for Linux.

3.4   Software

Obviously you need Call of Duty 2. Version 1.0 and version 1.3 are supported.
Get the latest patch here:

http://www.callofduty.com/patch_cod2/index.html

> *Call of Duty 2 patch 1.3 addresses a game state issue. We strongly advice to update the game server to patch level 1.3 if you can. If you don't want to, stick with version 1.0. Avoid other patch levels. They are broken!*

Get the latest version of the eXtreme+ mod.

http://extremecod.com

> *This guide is based on eXtreme+ version 2.0.*
> *Visit the eXtreme+ website 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 2, at least patch it to version 1.3 before proceeding. If you are using an existing installation, remove ALL existing custom maps and mods first, including older versions of eXtreme+.

If you want to upgrade an existing CoD2 public server (people can already access your server and play games), you should make a backup copy of the existing CoD2 server configuration file. You can use valuable information herein for the configuration of the eXtreme+ 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 eXtreme+ master configuration file (`server.cfg`) with the one you already have.*

4.2   eXtreme+ Distribution Package

If you not already did so, download the latest version of eXtreme+ from our forum.
To access the eXtreme+ Download Section, you need the 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 type and OS platform on your server. eXtreme+ is available for Windows and Linux.

The differences between packages are described in the following sections.

4.2.1   Digitally Signed Documentation

Every distribution package contains digitally signed PDF documentation. To verify the digital signature, the eXtreme+ Support Crew CA digital certificate is included. You can install it in the certificate store of your OS (on your home PC where you read the document; no need to do this on the game server).
For Windows, just double-click the `CRT` file, and click the `Install` button in the certificate viewer that pops up.

4.2.2   Advanced Setup

Windows : `advanced_extremev2.0.zip`
Linux   : `advanced_extremev2.0_lin.zip`

> *The Advanced Setup type is the recommended way of setting up eXtreme+ on your server.*

The largest part of the eXtreme+ mod needs to be client side. That is, it has to be downloaded to the local PC of the connecting players in order to work properly.

There are three good reasons to select this type of setup:

- It keeps the size of the client downloads to an absolute minimum, which saves time, bandwidth and traffic.
- The clients don't have to download the client side part every time you decide to tweak the server side part. Players will appreciate that.
- You don't have to extract the server side, because it already is. In case you didn't know already, the server runs fine with the server side extracted. You don't have to create an IWD file out of it.

> *If you already have the eXtreme+ mod running on your server, and you made an additional `IWD` file with 0-byte (dummy) game type `GSC` files to overcome the 5 game type in-game vote limit , you should DELETE that file. In the Advanced Setup mode, this file will prevent you server from starting.*
> *If you have no idea what we are talking about, you probably don't have that file installed, and you can ignore this warning.*

4.2.3   Client & Server Setup

Windows : `client&server_extremev2.0.zip`
Linux   : `client&server_extremev2.0_lin.zip`

The client & server setup type is like the advanced setup (separate client and server) , but the server part is not extracted. If you downloaded eXtreme+ before, you may be familiar with the setup type.

It shares the first two good reasons with the advanced setup type. In fact, by extracting the server side part, and deleting the server side `IWD`, you end up with the advanced setup type.

4.2.4   Single IWD Setup

Windows : `single_extremev2.0.zip`
Linux   : `single_extremev2.0_lin.zip`

In this setup type the client and server side parts are combined into one `IWD` file.
If you customize the eXtreme+ mod once after downloading, and don't expect to do a lot of tweaking later, you can use this 'all-in-one' setup.

This type of setup is not recommended.

4.2.5   Optional Files

File   : `optional_mods.zip`

Modifications that did not make it into the eXtreme+ mod, but are included so you can integrate them yourself.

File   : `smaller_soundsize_iwd.zip`

A set of smaller sound files to make the client part of the mod smaller. Of course the premium sound quality was sacrificed to make them smaller.

You do not need them to get eXtreme+ up and running!

If the optional files are not in the package you downloaded, you either have to wait until we include them (re-download the package later), or we make them available as separate downloads on the forum.

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 eXtreme+ we make no exception.

> *From now on we refer to the fs_game folder as the "mod folder".*

4.4   Magical 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 core of the eXtreme+ mod is also `IWD` based. Depending on the selected setup type, you have one or two of those.

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 with uncompressed (= stored) files. You can open, inspect and extract `IWD` files with all popular compression tools.

To customize eXtreme+ 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.

5   Installing eXtreme+ for Windows

This chapter will describe the installation process on Windows only. If you want to install eXtreme+ 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 2. Download and apply the 1.3 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 COD2 installation folder, typically

```
C:\Program Files\Activision\Call of Duty 2\
```

That is where the `main` folder is located, create a new directory. This will be your mod folder (AKA fs_game folder).
Try to avoid obvious folder names, like `extreme`, `fs_game`, or `mod`. Be creative, but keep it short and simple.

> *Do NOT create the mod folder IN the `main` folder, but next to it.*
> *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 `modfolder` as the mod folder. Try to avoid that one too.*

5.3   Advanced Setup

Unzip the package (`advanced_extremev2.0.zip`) to an empty temporary folder, and copy its content (`extreme2.0.iwd`, all folders and all `CFG` files) to your mod folder.

5.4   Client & Server Setup

Unzip the package (`client&server_extremev2.0.zip`) to an empty temporary folder, and copy its content (`extreme2.0.iwd`, `extreme_svr_2.0.iwd` and all `CFG` files) to your mod folder.

5.5   Single IWD Setup

Unzip the package (`single_extremev2.0.zip`) to an empty temporary folder, and copy its content (the `extreme2.0.iwd` file and all `CFG` files) to your mod folder.

> ⚠️ *Do NOT extract the mod file of a single IWD setup, like you can in the client/server setup. This will render the server useless.*

5.6 Startup Shortcut

Create a shortcut to CoD2MP_s.exe on your desktop, and right-click the shortcut's icon to open its properties. Typical path for CoD2MP_s.exe is:

```
C:\Program Files\Activision\Call of Duty 2\CoD2MP_s.exe
```

In the target field insert a quote (") in front and behind the call to Cod2MP_s.exe, if not already there. Like this:

```
"C:\Program Files\Activision\Call of Duty 2\CoD2MP_s.exe"
```

Add the following parameters to the command line:

```
+set fs game modfolder +set dedicated 2 +exec server.cfg +map rotate
+sv_punkbuster 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* `modfolder` *is our example mod folder name. Replace* `modfolder` *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 2\CoD2MP s.exe" +set fs game modfolder
+set dedicated 2 +exec server.cfg +map_rotate +sv_punkbuster 1
```

5.7 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 2\CoD2MP s.exe" +set fs game modfolder
+set dedicated 2 +set net ip 1.2.3.4 +set net port 28960 +exec server.cfg
+map_rotate +set sv_punkbuster 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 automatically. You can change it if you like.

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

6 Installing eXtreme+ for Linux

This chapter will describe the installation process on Linux only. If you want to install eXtreme+ 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

Copy the Call of Duty 2 files to a folder. Download and extract the 1.3 patch for Linux. A description of how to install the game is beyond the scope of this guide.

6.2 Creating the Mod Folder

In your servers COD2 installation folder, where the `main` folder is located, create a new directory. This will be the mod folder (AKA fs_game folder).
Try to avoid obvious folder names, like `extreme`, `fs_game`, or `mod`. Be creative, but keep it short and simple.

> *Do NOT create the mod folder IN the `main` folder, but next to it.*
> *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 `modfolder` as the mod folder. Try to avoid that one too.*

6.3 Advanced Setup

Unzip the package (`advanced_extremev2.0_lin.zip`) to an empty temporary folder, and copy its content (`extreme2.0.iwd`, all folders and all CFG files) to your mod folder.

6.4 Client & Server Setup

Unzip the package (`client&server_extremev2.0_lin.zip`) to a temporary folder, and copy its content (`extreme2.0.iwd`, `extreme_svr_v2.0.iwd` and all CFG files) to your mod folder.

6.5 Single IWD Setup

Unzip the package (`single_extremev2.0_lin.zip`) to a temporary folder, and copy its content (the `extreme2.0.iwd` file and all CFG files) to your mod folder.

⚠️ *Do NOT extract the mod file of a single IWD setup, like you can in the client/server setup. This will render the server useless.*

6.6 Startup Shortcut

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

```
./cod2 lnxded +set ttycon 0 +set fs game modfolder +set dedicated 2 +exec
server.cfg  +set sv_punkbuster 1 >/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 `modfolder` is our example mod folder name. Replace `modfolder` with the name you came up with in step 6.2.

Make it executable:

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

6.7 Advanced Startup Shortcut

You can add several optional parameters to the start file:

```
+set fs_homepath /home/cod2
```

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:

```
./cod2 lnxded +set ttycon 0 +set fs game modfolder +set fs homepath /home/cod2
+sets gamestartup \"`date +"%D %T"`\" +set dedicated 2 +set net ip 1.2.3.4 +set
net_port 28960 +exec server.cfg +set sv_punkbuster 1 >/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 automatically. You can change it if you like.

6.8 Using Screen

To make a screen named "CodServer":

```
screen -LdmS CodServer ./cod2 lnxded +set ttycon 0 +set fs game modfolder +set
dedicated 2 +exec server.cfg +set sv_punkbuster 1
```

To go to the "CodServer" screen:

```
user screen -x CodServer
```

6.9 Stop Shortcut

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

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

Make it executable:

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

6.10 Status Shortcut

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

```
ps auxw | grep "modfolder"
```

Make it executable:

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

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

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 favorite 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 configuration process. It's good practice to log all changes made to the default configuration. 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 Basic Server Settings

Open the eXtreme+ master configuration file server.cfg in a text editor.

7.1.1 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 "^3e^1X^3treme^2+^7 2.0"
sets  ModVer "2.0"
sets  ModUpdate "xx-xx-xx"
sets _Maps "COD2 Stock & Custom"
set scr_motd "Shoot To Kill....Really!!"
```

7.1.2 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"
```

7.1.3   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 ""
```

7.1.4   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 is: sv_maxclients – sv_privateclients.

```
// Player slots setup
set sv maxclients "40"
set sv_privateclients "4"
```

7.1.5   Download Redirection

Players have to download the client side part of eXtreme+. By default this is done directly from the CoD2 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/cod2"
seta sv_wwwDlDisconnected "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 cod2 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 CoD2 server, and a folder called main . For the mod folder we use modfolder in this example, but again this could be named differently in your case.

```
http://yourwebsite/cod2/main
http://yourwebsite/cod2/modfolder
```

The main folder is where the custom maps are stored. We advice not to add custom maps before you have eXtreme+ up and running without problems.
The modfolder folder is where you store the latest client side part of eXtreme+.
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 eXtreme+ 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.*

7.2 Basic Mod Settings

7.2.1 Clan Logo Text

The `scriptdata` folder inside you mod folder holds a file called `_ex_clanlogo.gsc`. This file holds the clan logo text.

Associate the `GSC` extension with your text editor, open this `GSC` file, and edit the clan logo text in between quotes! Save the file and then your clan's name will appear bottom right during the game.

> *`GSC` is an extension associated with Microsoft Excel, if it is installed. Do not use EXCEL to edit `GSC` files! It will change the file's structure, corrupting the file when saving.*
>
> *Do NOT remove the &-sign, quotes or the semicolon!*

```
logo()
{
   level.ex clanlotxt =

   // Replace the text between the quotationmarks …
   // Colorcoding can be used
   // ^1 = red
   // ^2 = green
   // ^3 = yellow
   // ^4 = blue
   // ^5 = cyan
   // ^6 = magenta
   // ^7 = white
   // ^8 = dark purple
   // ^9 = gray
   // ^0 = black

///// DON'T CHANGE ANYTHING ABOVE THIS LINE /////

   &"<PUT YOUR CLAN LOGO TEXT HERE>";

///// DON'T CHANGE ANYTHING BELOW THIS LINE /////
}
```

7.2.2 Adding Custom Maps

Custom maps should not be copied into the mod folder. Copy all custom maps into the `main` folder of the server. If you are using download redirection, make sure you also copy the custom maps to the redirect server (see paragraph 7.1.5 for more information).

To make sure eXtreme+ is using descriptive names for all custom maps, you will have to add them manually to a text file. This file takes care of localizing all custom map names. The stock maps are handled automatically by eXtreme+.
After doing this, both the in-game and end-game map voting systems will use the names you entered here. For all server admins using the client/server setup of eXtreme+: this system is completely server side, so you can change this whenever you want, without forcing all players to download a new client file again.

The `scriptdata` folder inside you mod folder holds a file called `_ex_votemaps.gsc`. This file holds the list of custom maps on your server.

First, read the instruction in the file itself.
You can easily break it, if you are not careful.

Add all custom maps, by copying the template below the line that says "<< COPY AND
PASTE THE TEMPLATE HERE >>".

```
init()
{
  // Copy the four "level." lines from the template for each CUSTOM map
  // you want to add.
  // Uncomment the lines, and replace the text between quotes with the
  // map name and long name of the CUSTOM map.

  // IMPORTANT:
  // - DO NOT ADD STOCK MAPS. They are added automatically.
  // - ONLY REPLACE TEXT BETWEEN QUOTES. Otherwise you corrupt the structure.
  // - DO NOT REMOVE THE &-SIGN. This needs to be there.
  // - KEEP THIS FILE UNDER 750 LINES (including comments)!
  //   You will then have about 160 maps configured (including stock maps),
  //   which is the maximum for the in-game voting system.

  // TEMPLATE:
  //level.ex maps[level.ex maps.size] = spawnstruct();
  //level.ex maps[level.ex maps.size-1].mapname  = "mapname";
  //level.ex maps[level.ex maps.size-1].longname = "longname";
  //level.ex maps[level.ex maps.size-1].loclname = &"longname";

///// DON'T CHANGE ANYTHING ABOVE THIS LINE /////

  // EXAMPLE:
  //level.ex maps[level.ex maps.size] = spawnstruct();
  //level.ex maps[level.ex maps.size-1].mapname  = "mp destroyed village";
  //level.ex maps[level.ex maps.size-1].longname = "Destroyed Village";
  //level.ex maps[level.ex maps.size-1].loclname = &"Destroyed Village";

  // << COPY AND PASTE THE TEMPLATE HERE >>
  level.ex maps[level.ex maps.size] = spawnstruct();
  level.ex maps[level.ex maps.size-1].mapname = "mp mirage ver4";
  level.ex maps[level.ex maps.size-1].longname  = "Mirage";
  level.ex maps[level.ex maps.size-1].loclname  = &"Mirage";

///// DON'T CHANGE ANYTHING BELOW THIS LINE /////
// Keep this file under 750 lines (including comments)!
// You will then have about 160 maps configured, which is the maximum for the in-
game
// voting system.
}
```

For most custom maps you can use the file name for `mapname`. If you really want to
make sure, open the `IWD` and check the arena file in the `mp` folder. The string referenced
by "`map`" can be copied into the "`mapname`" string space. The string referenced by
"`longname`" copy be copied into the "`longname`" *AND* "`loclname`" string space. The
fact that you have to enter the longname twice, is a tradeoff for getting all strings server
side.

7.2.3   Custom Strings

Using WinRAR, open the file called `extreme2.0.iwd`. Within that file enter the folder
called `localizedstrings`. Associate the extension `STR` with your text editor now.
Open the file `custom.str` file.

Now change anything you like, but be careful not to change the structure of the file.
You should ONLY alter the text between quotes, otherwise the in-game text will be
messed up! DO NOT ALTER THE REFERENCE NAMES, LANG_ENGLISH, OR REMOVE THE
ENDMARKER!

A   Version History

2.0:

Added: Ambient Artillery
Added: Ambient Explosion FX
Added: Command Monitor Arty
Added: DRM conversion
Added: Game type: Enhanced SD
Added: Game type: Hitman
Added: Game type: Liberation
Added: Game type: Round based CNQ
Added: Game type: Round based CTF
Added: HUD Stats
Added: Kick Inactive Spectators
Added: Landmines
Added: Medic Callouts
Added: Mobile MG's
Added: Panzerschreck FX
Added: Player Artillery: visible shells
Added: Player Mortars: visible shells
Added: Range Finder
Added: Shoot Stance Sensitivity
Added: Spectator Music
Added: Unfixed Turrets
Added: WMD Friendly Fire Check

Changed: Command Monitor Warp
Changed: End-game Map Vote
Changed: Game type: DOM overhaul
Changed: Improved Server Redirection
Changed: Improved In-game Map Vote
Changed: Obituary + Stats board overhaul
Changed: Localized Strings overhaul
Changed: 5 Game type Vote Limit

Fixed: Knife ammo
Fixed: Camper bug
Fixed: GT Delay (RB game types)
Fixed: GT Script errors
Fixed: Level Music bug
Fixed: Pop helmet default
Fixed: Rank System bug
Fixed: Sprint Stance bug

1.6.0:

Added: knife (throwable).
Added: heavy MG tracers.
Added: blood pools.
Added: WMD sounds.
Added: WMD friendly fire addition.

Added: new artillery FX.
Added: intro music.
Added: intro voiceover.
Added: smoke grenade callouts.
Added: tripwire sounds.
Added: server redirection.
Added: new compass -- no longer option.

Changed: unknown soldier handling.
Changed: name checker.
Changed: end-game map vote system.

Fixed: WMD bugs.
Fixed: panzer sound bug.
Fixed: turret bug.
Fixed: server messages.
Fixed: parachute multiple bugs.
Fixed: taunts.
Fixed: rank chevron.
Fixed: pain and death sounds.
Fixed: map rotation.
Fixed: game types strings.
Fixed: many minor bugs.

1.5.0:

Added: parachuting.
Added: plane altitude limiter.
Added: game types ONS (Onslaught) and LMS (Last Man Standing). Experimental!

Changed: spawn protection head icon. You now no longer see it through buildings.
Changed: updated spawn logic 1.0 to 1.3.
Changed: updated game type CTFB 1.0 to CTFB 1.1.
Changed: updated game type DOM 2 to DOM 3.
Changed: live stats can also be shown in non team based game types.
Changed: status HUD now shows ranks while playing.
Changed: edited timer/round clocks: without logo picture, the clock shows big and on left top side. With logo picture it shows small in center top. With logo picture and game types LMS, HTF, IHTF, DOM, ONS, it shows small right top side on the HUD.

Fixed: an issue with the VIP pistols regarding max ammo.
Fixed: re-spawn bug in CTFB when switching teams.
Fixed: a bjusters taunt issue with the dvar settings.
Fixed: napalm bug.
Fixed: kill cam bug.
Fixed: SD defenders vs. attackers bug (noticeable in some custom maps).
Fixed: many minor bugs.

1.4.9da:

Changed: got rid of obsolete stats board rank system code.
Changed: updated VIP 1.2 rc2 to 1.2 final.
Changed: updated CTF with some message strings.

Changed: added new compass as an optional mini-mod... or integrate it in extreme+.

Fixed: re-spawn delay for CNQ, VIP, IHTF, CTFB.
Fixed: throwing distance of frag grenades.
Fixed: HUD icon of all smoke grenades.
Fixed: rank system rank through score option.
Fixed: ranksystem.cfg.
Fixed: some obituary messages.
Fixed: many minor bugs.

1.4.9d:

Added: VIP (Very Important Person) game type.
Added: CTFB (Capture The Flag Back) game type.
Added: mod menu in main COD2 menu (only seen if you disconnected from your extreme server... see feature below).
Added: optional mini mod in the zip file that adds the mod menu which has to be placed in the main folder, so if you start up the cod2 exe it will display immediately.

Changed: ending music time configurable.
Changed: rank insignia shown on in-game HUD and in the score/status screen after map end.
Changed: updated IHTF to version 1.2.
Changed: corrected (old) message string for IHTF.
Changed: choice to use score instead of points for ranks.
Changed: choice to disable/enable sprint for flag based game types.
Changed: eXtreme stats now shows names (still will clutter your console logs).
Changed: dead bodies disappear faster after sinking.
Changed: switched default sound aliases with the smaller ones from Para per many request (original file is still in the zip file incase you don't want this).

Fixed: SD and LTS losing weapons on (re-)spawn bug.
Fixed: death music bug.
Fixed: some bugs in DOM and CNQ game types.
Fixed: many minor bugs.

1.4.9c:

Added: DOM (Domination) game type.
Added: CNQ (Conquest) game type.

Changed: made lower right HUD icons smaller and more compact.
Changed: made upper middle timer smaller.
Fixed: many minor bugs.

Older versions:

Added: seperate script that you can use if you want to disable vote kicking. You need to insert it in the mod yourself if you want to use this.
Added: IHTF (I Hold The Flag) game type.
Added: HTF (Hold The Flag) and LTS (Last Team Standing).
Added: stolen flag HUD icon for CTF game type controllable by cvar in gametypes.cfg.

Added: turret enable/disable script (the one implemented in previous versions didn't seem to work right).
Added: new taunts from bjusters updated taunts mod.
Added: two scripts that should prevent crashing servers on some custom maps in SD game type (crashed when objective exploded).

Changed: updated taunts from Bjusters taunts mod 2.2.
Changed: updated the no_turret function. Now you can choose per map or game type if you want to disable/enable the turrets (mp_toujane has no turrets at all for some weird reason).
Changed: _healthoverlay.gsc (used the 1.4.72 version. This seems to prevent crashes with the _healthoverlay.gsc from v8 and v8 compatible)

Fixed: team balance issue in IHTF game type.
Fixed: HUD score for IHTF game type. Wasn't updating (only after re-spawn or kill).
Fixed: game types HQ and CHQ no longer show the possible radio spawn points before actual spawning (per 1.2 patch).
Fixed: map voting system. When no vote cast, first map was voted for by default.
Fixed: missing headshot who killed who message in extreme obits.
Fixed: map rotation server message localized string.
Fixed: enormous game_mp.log.
Fixed: mp_rhine and mp_harbor missing from voting menu.
Fixed: missing ambient FX for mp_rhine and mp_harbor.
Fixed: random reload sounds.
Fixed: exploits. All exploit previously blocked by eXtreme exploit blocker now uses the new COD2 coordinates and scanner (removed astoroth's exploit blocker).
Fixed: ambient FX settings (disable fire, smoke, fog, etc. in ambientfx.cfg).
Fixed: tripwires now do damage inside buildings (but now also the WMD do damage inside buildings; if you don't want this then read the tripdamage.txt how to revert back).

Fixed (Linux): now showing connect/disconnect messages.
Fixed (Linux): ability to show eXtreme obits (not recommended due to huge logs).
Fixed: many minor bugs.

B   Credits

Development of eXtreme+
Wizzard220 (original idea and development).
Astoroth (further development).

Cold breath:
Based on forum posts by French Daddy and [MW]gitman.

Colored smoke grenades:
Dale.

Disabling of grenade icons:
bullet-worm.

Drop weapon on arm/hand hit:
Merciless but probably origins from Poolmaster's Realism Mod (http://ediv.codfiles.com).

Duplicate name check:
Trydis. Reworked by PatmanSan.

Forcing exploitable dvars, quick compass ping fading:
Ideas taken from Powerserver

Fall damage modifiers:
Dorian and Jazz.

Game type CNQ (Conquest):
Innocent Bystander. Converted for eXtreme+ by Tally and UncleBone.

Game type CTFB (Capture the Flag Back):
Matthias from Admiral Mod.
Converted for eXtreme by La Truffe.

Game type DOM (Domination) v3:
Matthias.
Converted from Admiral Mod by Nedgerblansky, OddBall, and Tally.
Converted for eXtreme+ by Wildcard aka Marc.

Game type ESD (Enhanced Search & Destroy)
????. Converted for eXtreme+ by Tally.

Game type HM (Hitman)
Tally.

Game type HTF (Hold the Flag):
Bell. Converted for eXtreme+ by Astoroth and Wildcard aka Marc.

Game type IHTF (Individual Hold The Flag) 1.2:
La Truffe.

Game type LIB
[ID]HW. Converted to eXtreme+ by {PST}*Joker.

Game type LMS (Last Man Standing):
Bell. Converted for eXtreme+ by Wildcard aka Marc.

Game type LTS (Last Team Standing):
Bell. Converted for extreme+ by Wildcard aka Marc.

Game type ONS (Onslaught):
OddBall. Converted for eXtreme+ by Wildcard aka Marc.

Game type RBCTF (Round based Capture the Flag)
Tally.

Game type RBCNQ (Round based Conquest)
Tally.

Game type VIP (Very Important Person):
La Truffe.

Health regeneration modifications:
Wanna Ganoush (http://www.anarchic-x.com).

Kill cam time overriding:
soco11.

Landmines
bullet-worm. Converted to eXtreme+ by {PST}*Joker.

Map voting system:
NC-17 (codam, powerserver). Reworked by wizard220. Reworked by PatmanSan.

Sprint and some other features:
Bell (http://awe.milliways.st).

Taunts:
-={AA}=-Bjusterbaarlik.

Unknown soldier handling:
eXtreme+ Support Crew. Reworked by PatmanSan.

The rest:
Astoroth and the eXtreme+ Support Crew.
Extra credits for: Bell, Matthius, Paulo88

… and all people whose names were lost in space.