

# Inofficial Star Wars Republic Commando Patch Version 1.3

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## Changelog:

- auto kick function for „throweapon“ and „switchgrenading“
- mute/unmute players
- Message of the Day
- no command has to be preceded by „cmd“ anymore
- every Command has to be preceded by ”/” or “//”
- Admin Logs added
- New Game Mode: Prey
- Full Bot Support System

*The clients don't need to patch their games, neither do those who want to login as admins!*

## How to install:

- Copy the file "ncc.u" to the folder  
"...\\LucasArts\\Star Wars Republic Commando\\GameData\\Properties".
- Copy the file "mod.ini" to the folder  
"...\\LucasArts\\Star Wars Republic Commando\\GameData\\System".
- Configure the „mod.ini“.
- Configure your Serverline / XGameList file

## If you have a rented/command line server:

Replace gametypes in you commandlines as following:

```
MPgame.DMgame -> ncc.dmgamewncc  
MPgame.TDgame -> ncc.tdgamewncc  
MPgame.CTFgame -> ncc.ctfgamewncc  
MPgame.ASgame -> ncc.asgamewncc
```

## If you want to host from your own computer:

Open the folder

"...\\LucasArts\\Star Wars Republic Commando\\GameData\\System"

and open your (localized) XGameList

(English version=XGameList.int ; german version=XGameList.det).

Replace gametypes as following:

```
MPgame.DMgame -> ncc.dmgamewncc  
MPgame.TDgame -> ncc.tdgamewncc  
MPgame.CTFgame -> ncc.ctfgamewncc  
MPgame.ASgame -> ncc.asgamewncc
```

### To use the new Prey Game Mode add this line to the xGameList:

GameType=(GameName="Prey",ClassName="NCC.PreyGameWNCC",MapPrefix="DM",Acronym="DM",MapListType="MPGame.MapListDeathMatch",Screenshot="MapThumbnails.ShotDeathmatch",DecoTextName="XGames.Deathmatch",DefaultGoalScore=30,MinGoalScore=10,DefaultTimeLimit=60,DefaultMaxLives=0,DefaultRemainingRounds=0,bTeamGame=0)

### The „mod.ini“

Patch V. 1.3 introduces a new .ini file. All patch related values are stored in this file and you don't have to edit your „system.ini“ anymore.

#### [ncc.AdminControl]

MOTDinterval=

MOTD is displayed every x Seconds

MOTD1=

put your Message of the Day lines here

MOTD2=

MOTD3=

MOTD4=

chatdelay=0

bAutoKickSwitchNading=

true/false - enable/disable AutoKickSwitchNading

bAutoKickWeaponThrowing=

true/false - enable/disable AutoKickWeaponThrowing

AdminPassword\_custom=

set your AdminPassword

IPPolicies\_mod[0]=ACCEPT,\*

you need to copy the old IPPolicies from the system.ini

IPPolicies\_mod[1 to 49]=

in case you're upgrading from 1.2 and 1.3 and you've already banned someone (note the *\_mod* here, don't just copy/paste it)

#### [NCC.BotSupport]

BotUnits=

number of Bots joining the Game at the beginning

AIAccuracy=

set the Difficulty (from 0.0 to 1.0)

AIAutoDetectRadius=

“not seeing” Enemy detecting radius

BotNames[0 to 31]=

The names of the bots

BotWeapons[0 to 15]=

alternative Weapons the Bots could get

#### [NCC.MultiplayerBot]

ChatMessageChance=

The chance of a bot chat message - 1 : ?

KillMessageChance=

The change of a bot chat message – bot got killed by a Player or the bot killed a Player - 1 : ?

TerminatorMessages[0 to 31]=

The chat messages if a Bot killed a human Player.

KilledMessages[0 to 31]=

The chat messages if a human Player killed a Bot

ChatMessages[0 to 63]=

The normal bot chat messages (no event required)

Use *%Player%* In the *TerminatorMessages* or *KilledMessages* to return the human Player name who got killed / killed the Bot.

### How it works:

All of the new Commands are transmitted to server via the ingame chat. You simply press "t" or whatever key you use for the chat and enter "/" or "/" plus the command (/login pass for example). The server won't broadcast your message if your message starts with "/" or "/". It will prevent the server from announcing your actions.

### TeamNumbers:

0 = Republic  
1 = Trandoshans

### -- Commands:

login <adminpassword>	gives you admin access
logout	logs you out
kickplayer <playername>	kicks a player
kickscore <score>	kicks every player with specified score
kickdeath <deaths>	kicks every player with specified deaths
kickping <ping>	kicks every player with specified and higher ping
kickteam <teamnumber>	kicks every player in team
kickall	kicks every player in the server
banplayer <playername>	bans a player
banscore <score>	bans every player with specified score
bandeath <deaths>	bans every player with specified deaths
banping <ping>	bans every player with specified and higher ping
banteam <teamnumber>	bans every player in team
banall	bans every player in the server

To unban the IP, find and delete the IP in  
"\\LucasArts\\Star Wars Republic Commando\\GameData\\Save\\mod.ini".  
(The game moves a copy of the mod.ini to that folder)

newname	replaces the names of all players by numbers
rename	replaces the numbers by the original names
open <mapname>	opens map. Kicks !all! Players.
servertravel <mapname>?game=<new gametype>?...	opens map. doesnt kick the players, changes gamemode etc.(use this instead of switchlevel)

forcetoteamplayer <playername> <teamnumber>	forces a player to the team you enter
forcetoteamscore <score> <teamnumber>	forces every player with specified score to the team you enter
forcetoteamping <ping> <teamnumber>	forces every player with specified and higher ping to the team you enter
forcetoteamall <teamnumber>	forces every player to the team you enter
muteplayer <playername>	mutes a player
mutescore <score>	mutes every player with specified score
mutedeath <deaths>	mutes every player with specified deaths
muteping <ping>	mutes every player with specified and higher ping

muteteam <teamnumber>	mutes every player in team
muteall	mutes every player in the server
unmuteplayer <playername>	unmutes a player
unmutescore <score>	unmutes every player with specified score
unmutedeath <deaths>	unmutes every player with specified deaths
unmuteping <ping>	unmutes every player with specified and higher ping
unmuteteam <teamnumber>	unmutes every player in team
unmuteall	unmutes every player in the server
ExtremeMod <true/false>	much more ammo for every weapon, players can jump higher and are scaled to 0.5 (for some fun)
SpawnBattleDroid <teamnumber>	spawns a battle droid next to you in the team you enter
SpawnGeonosian <teamnumber>	spawns a geonosian warrior next to you in the team you enter
SpawnGeonosianDrone <teamnumber>	spawns a geonosian drone next to you in the team you enter
SpawnGeonosianElite <teamnumber>	spawns a geonosian elite next to you in the team you enter
SpawnCloneTrooper <teamnumber>	spawns a clone trooper next to you in the team you enter
SpawnTrandoshanScav <teamnumber>	spawns a Scav Droid next to you in the team you enter
SpawnDroideka <teamnumber>	spawns a Droideka (without shields) next to you in the team you enter
SpawnMagnaGuard <teamnumber>	spawns a Magna Guard next to you in the team you enter
CreateHealth <RespawnTime>	Creates a Health Pickup on your Location
CreateBlaster <RespawnTime>	Creates a DC17mBlasterMP Pickup on your Location
CreateSniper <RespawnTime>	Creates a DC17mSniperMP Pickup on your Location
CreateAntiArmor <RespawnTime>	Creates a DC17mAntiArmorMP Pickup on your Location
CreateCnRifle <RespawnTime>	Creates a ConcussionRifleMP Pickup on your Location
CreateBowcaster <RespawnTime>	Creates a BowcasterMP Pickup on your Location
CreateShotgun <RespawnTime>	Creates a ShotgunMP Pickup on your Location
CreateRocketLauncher<RespawnTime>	Creates a RocketLauncherMP Pickup on your Location
CreateTrandoRifle <RespawnTime>	Creates a TrandoshanRifleMP Pickup on your Location
CreatePistol <RespawnTime>	Creates a DC15sMP Pickup on your Location
BotAdd <optional TeamNumber>	Adds a Bot to the Game
BotRemove	Removes a Bot from the Game
BotKill	Kill every Bot on the Map

### **-- Hints/Tipps:**

You're not admin anymore after mapchanges etc. , you have to login again.

I don't recommend binding your login to a key, hitting the key on an unpatched server will let everyone know your password.

Don't give the AdminPassword to too many people. (rather obvious)

Don't kick/ban all of the normal noobs. We don't want empty public servers, do we? ;) .You can only ban 50 IPs at the moment.

Servertravel is a very useful command. Example lines:

```
"servertravel ctf_engine?game=ncc.ctfgamewnc?goalscore=5?timelimit=0"
```

```
"servertravel DM_engine" (game settings remain the same)
```

About the AutoKick:

The "throwweapon" auto kick may kick people whose ping is very high. This doesn't happen regularly. You can disable this feature by setting bAutoKickWeaponThrowing to false.

The AdminLog:

The Server creates logfiles (name: day\_month\_year\_servername.txt) in your GameData/System folder. The name of every player who joins and his IP are logged, as well as bans and kicks.

The ncc\_std.u:

Use this file instead of ncc.u if you want to run more than one server at one machine. It doesn't store its values in the mod.ini but in the normal system.ini. (Copy the content of the mod.ini to your system.ini).

### **For all Mappers:**

Place in your MP Maps PathNodes, CoverPoints etc to make it more Bot compatible.

Also place a ScriptedSequence somewhere with the Tag "BotScript". This Script will be executed on every Bot who's Idle (has nothing to do). Set the ScriptPriority lesser than 0.5 if you want that they cancel their Objective if they see an Enemy. For example you could let them walk to the map center. The Script can be executed on one Bot more than one Time!

(Example: Bot has nothing to do > execute script > Bot sees an enemy, cancel Script > killed the enemy > has nothing to do > execute script >....)