

ET Pro - The Enemy Territory Competition Mod

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XP/Skills

Stat Saver

If `b_statsaver` is 1, then player XP, skills, medals, weaponstats, team, class, and weapon selection are all saved across disconnects. These stats will still be reset whenever the server would normally reset them (e.g. at the beginning of a new campaign).

Skill Locking

If `b_noskillupgrades` is 1, players may still score XP but are no longer awarded skill upgrades or ranks.

Default skills

Admins may define the default skill levels for players through the cvar `b_defaultskills`. The values is 7 integers separated by spaces. The skills are defined in this order:

Battle Sense
Explosives and Construction (Engineering)
First Aid (Medic)
Signals (Field Ops)
Light Weapons
Heavy Weapons (Soldier)
Military Intelligence and Scoped Weapons (Covert Ops)

To give everyone default battle sense 2 and light weapons 3, you would do

`b_defaultskills "2 0 0 0 3 0 0"`

To lock players permanently at those skill levels, you would additionally do

`b_noskillupgrades 1`

Rank customization

Admins may further refine the skill system by changing amount of XP required to increase rank in each skill. This can be especially useful with per-map configurations.

The XP requirements for each skill level are split up over 7 variables:

`b_levels_battlesense`
`b_levels_covertops`
`b_levels_engineer`
`b_levels_fielddops`
`b_levels_lightweapons`
`b_levels_medic`
`b_levels_soldier`

Each variable accepts 1-4 integers denoting the amount of XP required for each level. Omitting values will disable any of the levels higher than those specified. A value of -1 for any skill level also disables that particular level, although the associated skills will still be gained when reaching a higher level, if allowed. Leaving the value blank causes the default values to be used: 20 50 90 140.

Examples:

Disable level 3 and 4 engineers:

`b_levels_engineer "20 50"`

Don't give medics full revive until level 4:

`b_levels_medic "20 50 -1 140"`

Give everyone binoculars almost immediately:

`b_levels_battlesense "5 50 90 140"`

Players can see the currently active skill customizations with the [skills](#) command.

Stopwatch XP saver

The stopwatch XP saver, which can be toggled with the **`b_xpstopwatch`** variable, will keep XP across stopwatch rounds A->B, similar to the way campaign play keeps XP. After both halves of a stopwatch round are complete, XP will be reset.

Default configuration scripts

Per-map config

On map changes, the server looks for a script named `mapdefault_`***mapname***`.cfg` to execute, where ***mapname*** is the name of the currently loaded map. If it is not found, it then looks for a script named `mapdefault.cfg`.

As an example, you may use this to disable the fps-killing foliage on the radar map by making two `cfg` files like this...

`mapdefault_radar.cfg:`
`forcecvar r_drawfoliage 0`

`mapdefault.cfg`
`forcecvar r_drawfoliage 1`

`mapdefault_radar.cfg` will be loaded every time the radar map is loaded, and `mapdefault.cfg` will be loaded for every other map.

Pub/Match config

When Pub settings are voted, the server looks for a script named `default_pub.cfg` and executes it if found.

When Competition settings are voted, the server looks for a script named `default_comp.cfg` and executes it if found.

A `map_restart` is automatically performed when Pub or Comp settings are voted.

Server banners

Rotating server banners are enabled through the cvar `b_banners`, which specifies the number of banners to display. If set to 0, it disables rotating banners.

Each banner is defined through the cvar `b_banner`***n***, where ***n*** is an integer from 1-999.

The location of the banners is defined through the cvar `b_bannerlocation`:

0 - Player chat area

1 - Left popup area (not recommended)

2 - Centerprint area (where, for example, the 'Arming dynamite...' message is displayed)

3 - Console only

4 - Banner area (the very top of the screen)

The time in seconds between banners is defined through the cvar `b_bannertime`

Example:

```
b_banners 3
```

```
b_bannerlocation 0
```

```
b_bannertime 30
```

```
set b_banner1 "This is banner number 1"
```

```
set b_banner2 "Banner number 2 is being displayed"
```

```
set b_banner3 "Now banner number 3 is shown"
```

Semiadmin

Semiadmin access is enabled through the cvar `b_semiadminlevels`, which defines the number of semiadmin levels available.

If set to 0, it disables the semiadmin feature.

Passwords for each semiadmin level are defined through the cvar `b_semiadminpass`***n*** where ***n*** is an integer value from 1-99 representing the semiadmin level.

The rcon commands available for each semiadmin level are defined through the cvar `b_semiadmincmds`***n*** where ***n*** is an integer value from 1-99 representing the semiadmin level.

Example:

```
b_semiadminlevels 3
```

```
b_semiadminpass1 "password1"
```

```
b_semiadmincmds1 "map_restart"
```

```
b_semiadminpass2 "anotherpassword"
```

```
b_semiadmincmds2 "map_restart clientkick shuffle_teams"
```

```
b_semiadminpass3 "level3password"
```

```
b_semiadmincmds3 "mute unmute ban map campaign swap_teams"
```

Note - each semiadmin level password must be different!

Players log in with the command

`/sal password` or **`/semiadminlogin password`**

Once logged in, semiadmins may issue commands with

`/sa command` or **`/semiadmin command`**

Semiadmins may also check their current level and available commands with

`/sa` or **`/semiadmin`** by itself with no parameters.

Shoving

Player shoving is enabled through the cvar `b_shove`, which defines the amount of knockback. A value of 0 disables shoving.

The cvar `b_shove_noz`, if set to 1, disables z-axis shoving, so that players cannot use shoving to boost players over walls.

Server watermarks

ET Pro adds the ability for server administrators to place a watermark image on the client's HUD, above the lagometer. (For examples, see the [player guide](#).)

The watermark display is controlled by 3 variables: The first, **`b_watermark`**, specified the filename of the watermark image. The filename used in `b_watermark` automatically has 'watermark/' prepended to it, so if **`b_watermark`** is set to '*ourclan/ourwatermark*', the server and client will actually look for '*watermark/ourclan/ourwatermark*'.

The watermark display is also affected by **`b_watermarkFadeAfter`** and **`b_watermarkFadeTime`**: `b_watermarkFadeAfter` specifies the time, in seconds, that the watermark will appear on-screen before fading away (although a value of -1 will prevent it from fading away at all.) The watermark display/fade process will occur every time a map is loaded, so some administrators may prefer to only display the watermark for a moment to ensure it does not obscure the display. Finally, the **`b_watermarkFadeTime`** variable specifies how long the fading process will take, allowing administrators to decide how quickly their watermark fades away.

Information on making watermarks

Making watermarks is a fairly simple task, but there are some restrictions and general tips that you should keep in mind.

- The dimensions of the watermark must be a power of two--for example, 32x32, 64x64, 128x128.
- The watermark is always drawn at the same size relative to the rest of the display (which is 48x48 pixels at 640x480), but it won't hurt to make the watermark a bit larger than this--players running the game at higher video resolutions will see more detail if that detail exists in the watermark image. Using a watermark size of 128x128 will ensure it looks nice up to 1600x1200 without making the required download very large.
- Try to keep the filenames unique--as a rough guide, we suggest something like *watermark/ourclan/ourwatermark.tga* for the filename, placed inside a pk3 named something like *ourclan-watermark.pk3*.
- For best results, use alpha channels (transparent areas) where possible in the image--you can make part of the watermark partly or fully transparent, allowing the game view to be seen through the transparent parts of the watermark.

More detailed information can be found in [this forum thread](#).

Extended weapons controls

ET Pro gives server administrators more fine-grained control over weapons restrictions: the number of flamethrowers, mobile MG42s, mortars, and panzerfausts allowed for each team can be individually adjusted.

Heavy weapons restrictions are split up into the following variables:

```
team_maxFlamers
```

```
team_maxMG42s
```

```
team_maxMortars
```

```
team_maxPanzers
```

team_maxMines

Setting any of these variables to -1 disables the limitation, while a value of 0 or greater specifies the number of each weapon that each team is allowed to use.

Example:

To disable panzerfausts entirely and allow 1 flamethrower on each team, one would use:

```
team_maxPanzers 0
team_maxFlamers 1
```

Misc weapon restrictions:

b_riflegrenades (default 1, enabled) allows admins to enable/disable rifle grenades (useful for LMS/OLTL games)

Multiview

The multiview system from OSP has been added to ET Pro. Multiview functionality can be toggled with **b_multiview**. Multiview may sometimes take more bandwidth and CPU usage when enabled, so administrators whose servers are using most of the available CPU power or bandwidth may wish to leave it disabled.

For additional information on multiview, see the [player guide](#).

Summary of new console commands

command	description
b_cvarempy	Resets all ET Pro cvars to their defaults
bp <text>	Sends <i>text</i> to all clients to be displayed in the banner area.
cancelvote	Cancels any vote in progress.
cp <text>	Sends <i>text</i> to all clients to be displayed in the centerprint area.
forcecvar <cvarname> <value>	Forces all clients to set the <i>cvarname</i> cvar to <i>value</i> . This will not prevent clients from changing the cvar after forcecvar is executed.
guids	Displays a list of players and their guids, similar to the <i>guids</i> command for clients.
listcs	Dumps all of the current configstrings to the server console. Mostly useful as a debugging or map making tool.
passvote	Passes any vote in progress
ref	Allows access to referee commands from the server console.
setcs <num> <value>	Sets the value of configstring number <i>num</i> to <i>value</i>
time	Reports the game state and round time remaining
qsay <text>	Sends <i>text</i> to all clients to be displayed in the chat area without the 'server: ' prefix

Summary of new cvars

variable	default	function
b_banners	0	Defines the number of rotating server banners. A value of 0 disables this feature.
b_banner<i>n</i>	undefined	b_banner<i>n</i> defines the text to be displayed for banner number <i>n</i> in the banner rotation, where <i>n</i> is an integer between 1-999.
b_bannerlocation	0	Defines the location where banners are displayed: 0 - Player chat area 1 - Left popup area (not recommended) 2 - Centerprint area (where, for example, the 'Arming dynamite...' message is displayed) 3 - Console only 4 - Banner area (the very top of the screen)
b_bannertime	0	Defines the duration between banners in seconds.
b_brokenlogtimestamps	0	Controls whether timestamps are written in a fixed-width 7 character space. This should only be enabled if you are using a log file analyzer that requires the broken timestamps in order to function properly.
b_campaignFile	undefined	Allows admins to specify a specific campaign file, so that clients aren't forced to download every campaign/map pk3 on the server. The syntax is <i>scripts/xxx.campaign</i> More usage tips are here .
b_defaultskills	undefined	Defines the skill levels granted to new players when they connect. This variable takes 7 space-separated integers to define each starting skill level in the following order: 1 : Battle Sense, 2 : Explosives and Construction (Engineering), 3 : First Aid (Medic), 4 : Signals (Field Ops), 5 : Light Weapons, 6 : Heavy Weapons (Soldier), 7 : Military Intelligence and Scoped Weapons (Covert Ops).
b_intermissiontime	60	Defines the duration of the end-round intermission, in seconds.
b_levels_battlesense	undefined	Takes 4 integers separated by spaces which define the amount of XP required to reach each Battle Sense level. Setting a level to -1 disables that level.
b_levels_covertops	undefined	Takes 4 integers separated by spaces which define the amount of XP required to reach each Covert Ops level. Setting a level to -1 disables that level.
b_levels_engineer	undefined	Takes 4 integers separated by spaces which define the amount of XP required to reach each Engineering level. Setting a level to -1 disables that level.
b_levels_fieldops	undefined	Takes 4 integers separated by spaces which define the amount of XP required to reach each Signals level. Setting a level to -1 disables that level.
b_levels_lightweapons	undefined	Takes 4 integers separated by spaces which define the amount of XP required to reach each Light Weapons level. Setting a level to -1 disables that level.
b_levels_medic	undefined	Takes 4 integers separated by spaces which define the amount of XP required to reach each First Aid level. Setting a level to -1 disables that level.
b_levels_soldier	undefined	Takes 4 integers separated by spaces which define the amount of XP required to reach each Heavy Weapons level. Setting a level to -1 disables that level.
b_logrealtimestamps	1	Controls whether or not the time of day is written to server log files instead of the server uptime.
b_mapscriptdirectory	undefined	Defines the directory to look for default .cfgs and map scripts when the map loads.
b_match_warmupjoin	0	Controls whether players are permitted to join a team during the warmup countdown.
b_moverscale	1.0	Controls the speed of all movers (e.g. tanks, trucks, etc.) on a map. A mover's normal speed will be multiplied by this value to determine the actual speed used.

b_multiview	<i>0</i>	When set to 1, multiview functionality is enabled on the server, enabling players to spectate more than one person simultaneously.
b_noskillupgrades	<i>0</i>	If set to 1, players may still score XP but are no longer awarded skill upgrades or rank promotions.
b_riflegrenades	<i>1</i>	If set to 1, enables rifle grenades. If 0, disables rifle grenades.
b_privatemessages	<i>2</i>	Defines the minimum number of allowable characters for name matching for private messages. A value of 0 disables private messaging entirely.
b_semiadminlevels	<i>undefined</i>	Defines the number of semiadmin levels available. If 0 or undefined, the semiadmin feature is disabled.
b_semiadminpass<i>n</i>	<i>undefined</i>	Defines the password for semiadmin level <i>n</i> . The value of <i>n</i> may be an integer from 1-99. <i>Note!</i> Each semiadmin password must be different!
b_semiadmincmds<i>n</i>	<i>undefined</i>	Defines the console commands available for semiadmin level <i>n</i> . The value of <i>n</i> may be an integer from 1-99.
b_shove	<i>80</i>	Defines the amount of knockback from player shoving. A value of 0 disables shoving completely.
b_shove_noz	<i>1</i>	When set to 1, Z-axis (vertical) shoving is disabled. This prevents players shoving others over walls.
b_showClientCmds	<i>0</i>	When set to 1, commands the client sends to the server are logged. This is primarily intended for applications which parse the log files to generate game statistics.
b_spectatorNames	<i>1</i>	Configures whether spectators are allowed to see the player name popup when looking at another player. This variable accepts the following values: 0 - No spectator names. 1 - Spectator names shown to referees and semiadmins. 2 - Spectator names shown to all players
b_statsaver	<i>1</i>	When set to 1, the Stat Saver feature is enabled, and a player'sXP, skills, medals, weapon stats, team, class, and weapon selection will be saved, even if a player disconnected during the game. All stats will be reset whenever the game normally does a stats reset (e.g. when starting a new campaign.)
b_stickycharge	<i>1</i>	When set to 1, per-class charge bars become 'sticky': players will only have their charge bar refilled on respawn if they were killed by an enemy player.
b_xpstopwatch	<i>0</i>	When enabled, stats are saved across both rounds of a stopwatch match.
b_watermark	<i>undefined</i>	Controls the filename used for the watermark image.
b_watermarkFadeAfter	<i>-1</i>	Controls how long the watermark will stay on the screen before fading away, in seconds. A value of -1 means that the watermark will not fade off.
b_watermarkFadeTime	<i>1.5</i>	Controls how long the watermark takes to fade away, in seconds.
team_maxFlamers	<i>-1</i>	Configures a limit on the number of flamethrowers allowed on each team. The default of -1 means 'no limit.'
team_maxMG42s	<i>-1</i>	Configures a limit on the number of mobile MG42s allowed on each team. The default of -1 means 'no limit.'
team_maxMines	<i>10</i>	Configures a limit on the number of mines allowed on each team. The default is 10.
team_maxMortars	<i>-1</i>	Configures a limit on the number of mortars allowed on each team. The default of -1 means 'no limit.'
team_maxPanzers	<i>-1</i>	Configures a limit on the number of panzerfausts allowed on each team. The default of -1 means 'no limit.'