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An introduction to the

LUGDM

v1.0

Preface

This document serves as the official documentation for the Lugormod. It is a short introduction to the most essential features of the mod. This document is a work in progress and is more or less still only a draft. It will contain spelling errors, incorrect language and confusing choice of words. I myself is not a native English speaker. If you are, and you would like to help me make this document better, please contact me.

Conventions

The term admin will be used for administrator.

Instead of the complete name of the game Star Wars Jedi Knight: Jedi Academy the abbreviation JK:JA will be used.

A mod is a modification of a game or a game server, in this case the game server for the game JK:JA.

Console command syntax

The syntax of a command is written as follows:

```
\command <required argument> [optional argument]
```

Sometimes the argument can only be a particular word. In this example the argument can be the word 'list', or no argument at all:

```
\command ['list']
```

In this example the argument is either the word 'list' or the word 'remove':

```
\command <'list'|'remove'>
```

Whenever it says <player> or [player] this is either the client number or the name of a player that is currently on the server. The name is always written with all non alphabetic characters omitted (eg. the name [^4WOW^7]Super Knight*JM* would be written wowsuperknightjm). When it says <nick> this is the registered name of a player. This is also written with all non alphabetic characters omitted. Whenever it says <path> this is the name of a file either in one of the **asests#.pk3** files, the base folder or the lugormod folder. You can list files in those folders in the game with the command \dir. Type \dir / to list all available folders. To list the subfolders in a folder type \dir <folder> /. To list all files with a particular file ending in a folder and all it's sub folders type \dir <folder> <fileending>.

This example will list all sub folders in the folder `models/map_objects`:

```
\dir models/map_objects /
This example will list all .md3 models in the folder models/map_objects/yavin:
\dir models/map_objects/yavin md3
```

The basics

Before looking at the Lugormod there are some basic concepts you need to have some knowledge about. When playing a multiplayer game there is always a server or host (usually only one) and one or more clients. The server is the machine hosting the game and a client is a machine connecting to the server to play the game. When you play the game the computer you are using is a client. Things that are said to be server-side are things that stuff that happen on the server machine and things that are said to be client-side are stuff that happens on the client machine. A (JK:JA) server can be run in two ways, as a non dedicated server or a dedicated server. When you start a non dedicated server the server will start and you will join the game. Both the server and the client will run in the same process. Anything you type in the console will be a server command. When you exit the game the server will stop running. This way of starting the server is not recommended.

When you start a dedicated server, all you will get is a console window showing some text. If you wish to join the game, you will have to start the game and enter the game which you will find in the LAN game list. Any command you type in the console will be an ingame command. To be able to issue a server command, you will either have to type them in the server console window, or you will have to use the the command `rcon`.

The syntax for the `rcon` command is

```
\rcon [rconPassword] <command>
```

If you don't want to type the `rcon` password every time you use the `rcon` command you can set the client-side cvar `rconPassword`. In the ingame console type:

```
\rconPassword <password>
```

The cvar `rconPassword` exists server-side also, and to be able to issue a server command using `rcon`, the server side `rconPassword` must be set and the the `rconPassword` you provide client-side must match that of the server.

Comments

If you have unanswered questions after reading this document, or if you want more in depth information about the mod, visit the forums at <http://lugor.mine.nu/ja>

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Chapter 1

Installing the mod

To be able to run the mod at all you will need to have Star Wars Jedi Knight: Jedi Academy version 1.01 installed on a computer.

1.1 Windows

On a Windows system, locate the folder where Jedi Academy was installed (this is typically something like `C:\Program Files\Lucas Arts\Star Wars Jedi Knight Jedi Academy`). In the game folder you will find a folder called 'GameData'. Unzip the Lugormod zip archive in this folder. This will create a folder called 'lugormod'. In the lugormod folder, locate the file `server.cfg`. This file contains all the settings for the server. Edit this to your liking (more details on this later). You can use notepad for this. To start the server, go to the GameData folder and double click the `Start dedicated.bat`. This will start a dedicated internet server on the default port (29070). It is recommended that you run a dedicated server.

1.2 Mac OS

Unzip the Lugormod zip archive in the folder `~/Library/Application Support/Jedi Academy MP`. Start the game. Select the Lugormod from within the game.

1.2.1 Mac OS Dedicated server

Unzip the Lugormod zip archive in the same folder as you find the `JKJA Dedicated Server` executable. Rename the file `jampgame.dll` in the 'base' folder to something else. Then move the files `jampgame.dll` and `Lugormod.pk3` from the 'lugormod' folder to the 'base' folder. Edit the `server.cfg` file in the 'lugormod' folder to your liking using a text editor. Change the command line options for JKJA Dedicated Server to:

```
+set fs_game lugormod +exec server.cfg
```

1.3 Linux

Unzip the Lugormod zip archive in the same folder as you find the `linuxjampded` executable. Use your favorite text editor to edit the `server.cfg` file in the 'lugormod' folder to your liking. Start the server with the command:

```
./linuxjampded +set fs_game lugormod +exec server.cfg
```

1.4 The files

<code>./CHANGELOG.txt</code>	The change log
<code>./README.txt</code>	The readme
<code>./lugormod.pdf</code>	This document
<code>./Start dedicated.bat</code>	A script for starting a dedicated internet server in Windows
<code>./Start LAN game.bat</code>	A batch for starting a dedicated LAN server in Windows
<code>./base/bots.cfg</code>	A file containing a description of the bots.
<code>./base/botfiles/astupidbot.jkb</code>	The personality file for the bot astupidbot.
<code>./base/botroutest</code>	A folder containing files with bot routes.
<code>./lugormod/cmdleveldefs.cfg</code>	Admin level definitions for commands.
<code>./lugormod/jamptgame.dll</code>	The Lugormod binary for Mac OS.
<code>./lugormod/jamptgamei386.so</code>	The Lugormod binary for Linux.
<code>./lugormod/jamptgamex86.dll</code>	The Lugormod binary for Windows.
<code>./lugormod/Lugormod.pk3</code>	Some files needed client side.
<code>./lugormod/jamptgame_mac.pk3</code>	The Lugormod bundle for Mac OS X.
<code>./lugormod/server.cfg</code>	The server settings.
<code>./lugormod/mapentities</code>	A folder containing files with saved entities.

Chapter 2

The Lugormod

The Lugormod is a server-side mod. It started out as a “fix” for all kinds of things I wasn’t happy with on my server. The goal or purpose of the mod is simply to make the server a more interesting place to be in. A lot of work has gone into making single player maps work in the multi player game. I have also removed a lot of bugs from the original code, improving among other things the stability of the server. As most mods offer enhanced administration possibilities, and there is a demand for such, I implemented some in this mod too. Included with the mod is also the file `Lugormod.pk3`. It is a very small file that enables some previously disabled saber hilts, enables the turrets on the lambda shuttle, fixes the skin for the `swoop`, makes the `swoop` and `swoop_cin` hover on water, and fixes the shaders with vertical sprites for some ground textures (like in `t2_trip` and `t2_dpred`).

2.1 Getting started using the mod

As mentioned earlier you need to edit the `server.cfg` file before starting the server. This file contains the settings for the server. We will now take a look at the most important settings.

2.1.1 The `server.cfg` file

The `server.cfg` file contain lines with server commands to be issued at startup. Most of the commands are `'set'` or `'seta'` which are commands to modify the cvars on the server. A line typically looks something like this:

```
seta cvarname "value"
```

A line starting with `//` is a comment and is ignored by the server.

The first line we are interested in is the line starting with `'rconpassword'`. This is the password for accessing the server remotely with the `rcon` command. Next we take a look at the cvar `sv_hostname`. This is the name of the server and is what is listed on the server list when you join a game. Set this to what ever you want.

The last cvar we will look at now is `sv_maxclients`. This governs how many players are allowed on the server. The maximum number of players this game can accomodate is 32. Other limiting factors are the bandwidth of your internet

connection and possibly the capacity of your computer. I suggest you start low (12 or so) and go higher if there are no problems when the server is full.

2.1.2 Becoming an admin

To gain access to the admin commands you need to authenticate yourself as an admin. There are four admin levels. Level 1 is the most “powerful” and it is suggested that only you, the owner of the server, are a level 1 admin. As a level 1 admin you will have access to all Lugormod commands and all cheat protected commands.

Join the server you created. In the console type:

```
\rconPassword <rconpassword>
```

where `<rconpassword>` is the password you set earlier in the `server.cfg` file. Then type in the console:

```
\rcon authother <player> 1
```

where `<player>` is the name you are using.

Now you are authenticated as a level one admin. You will stay authenticated until you leave the server. This way you can authenticate any player as admin. You will however probably want admins to be able to authenticate themselves. More on this in section 2.2.

2.2 Accounts

Any player can register their nick name with the command `\regnick`. A registered name can’t be used by any other player. When a player issues the `regnick` command an account will be created and a registration code (`regcode`) will be returned (displayed in the console). The `regcode` is an 8 digit number. The player can then use the command `\login <regcode>` when the player comes back to the server to login to this account. The account contains the following data:

- registered nick name.
- `regcode`.
- occupation.
- ammount of credits.
- persistant score.
- total time on the server.
- level.
- day on which the account expire.

The account will expire and is deleted if the player doesn’t login in a certain number of days. The number of days until the account is deleted is decided by the player’s level, and is 7 days for each level.

So far there are only two occupations, the default one which is `jedi/sith`, and `admin`. A player who login to an account whith the occupation `admin`

will be authenticated as an admin with the admin level determined by the level in the account. To make an account an admin account use the server command `makeadmin <nick> <level>makeadmin`. An admin account never expires, and the only way to change the level of an admin account is with the `makeadmin` command. To remove admin privileges from an account type `makeadmin <nick> 0`.

Every Lugormod specific ingame command has a level. This is the admin level needed to be able to use the command. A normal, non admin, player has the admin level 0, and can only use commands with the level 0. Level 1 admins can access all commands. Level 2 Admins can access all commands except those that are level 1. A level 3 admin can access all commands except those that are level 1 or 2 and so on. The levels of the commands can be redefined. Set the cvar `g_cmdLvlFile` to the name of the file you want to use for this (for example `cmdleveldefs.cfg`). Open the file. Each row in the file is a command name - level pair. If you want to set the level for the commands `blowup`, `drinkme` and `dragon` all to 3, this is what you would write in your file:

```
"blowup" 3
"drinkme" 3
"dragon" 3
```

Now all level 3, 2 and 1 admins will be able to use those commands.

2.2.1 The scoring system

The persistant score stored in the account (see section 2.2) starts at 10 for a newly registered player. You can score or lose points in duels. If you win a duel and score points, the opponent will lose that same ammount of points. The ammount depends on how many points you and your opponent have and can be at most 10. If you have a higher score than your opponent you will receive at most one point for defeating that player. If you have a lower score you might receive several. The score is supposed to represent how good the player is rather than how many duels that player has fought. In addition to these points you may receive a bonus if you are the King (see section 2.6). This bonus depends on how many duels you have won as the King.

When you are challenged to a duel a message will appear centered on the screen. If you are registered (see section 2.2), the bottom row will say `'W: [#] L: [#]'` where `[#]` are numbers. The first number is how many points you would receive should you win, and the second number is the ammount of points you would lose should you lose the duel. The command `\worthy` will give you a list with these numbers for all connected players.

The Chicken rule

If you do not accept a duel challenge from a player from whom you would not receive any points for defeating you are being a coward, and probably don't deserve the score you have. You will lose up to 5 points for not accepting the duel. All points lost this way are restored if you win a duel against a player from whom you cannot score points. You must however do this before leaving the server, or your points will be forever lost.

When you lose points because of the chicken rule you can not lose points this way again in a certain ammount of time. This is decided by the cvar `g_chickenTime`. If `g_chickenTime` is set to 0 the chicken rule is disabled.

2.3 Modified items

I found some items in the game very useless so I modified them a bit to make them more useful.

2.3.1 The grappling hook

The stun baton doubles as a grappling hook. Alternate fire will launch a hook that will attach to the surface you are aiming at. When you have the hook out you can reel in by pressing the jump key, and you can extend the rope by pressing the crouch key. Pressing primary fire will launch a new hook and release the old one. Pressing alternate fire will release the hook. The grappling hook can be disabled by setting the cvar `g_grapplingHook` to 0.

2.3.2 The teleporter gun

The bryar pistol is a teleporter gun. Alternate fire will launch a green stone. Primary fire will teleport you to the stone. The stone will remain for 20 minutes. It will then self destruct.

2.3.3 The binoculars

If there is a money stash (see section 2.4) on the map and close by, the binoculars, if worn, will emit a blipping sound. The sound will be more frequent the closer your aim is to the direction of the stash. The proximity of the stash is not indicated in any way.

2.4 Credits and stashes

For some reason this mod is best known for having money in it. I implemented this because I saw some players playing that they paid eachother money by saying `"*pays CR 10"` and such, so I decided to give them some money to play with. The money in the game is called credits. A player can drop money with the command `\dropcr <ammount>`. A player can give another player some money with the command `\pay <ammount>`. When using the command `'pay'` the player must stand close to, aiming at the receiving player. As level 1 admin you can use the command `\iwantcredits <ammount>` to give yourself money.

The money is taken from a "bank". This bank starts out with an ammount of credits specified by the cvar `g_creditsInBank`, and this is the maximum ammount of credits there can be in the "world". You can, however, add money to the bank with the server command `\addtobank <ammount>`

A player can earn money by finding a money stash and bringing it to a money dispenser (aka "a bank"). When there is at least one money dispenser on the map, it will spawn money stashes in random locations on the map. There can only be one money stash at the map at a time. The time until

a money stash spawns is random but depends on the number of players on the server. If there are many players the time will be shorter. A money dispenser is placed on the map using the command `\placemoneydisp`. The money dispenser will appear in the spot where you issued the command, facing the direction you did, as soon as you move away. The random locations around the map used for spawning the money stash at can be placed with the command `\placerandomspot`. Some random spots might already be on the map because all disabled item, weapon, ammo, shield and health pick ups are transformed into random spots. You can list all random spots by issuing the following server command `entitylist random_spot`.

2.5 The level

A registered player (see section 2.2) can gain levels. There are two ways of doing this. You can buy a level with the command `\buylevel [ammount]`. If `[ammount]` is enough to buy a new level, and you can afford it, you will level up. If `[ammount]` is not enough to buy a new level, or if you cannot afford a new level, the cost of the next level will be displayed. You can also gain levels by earning a high persistent score (see section 2.2.1) and spending time on the server. To level up, both the score and the time must be high enough. The required time and score is displayed with the command `\stats`.

2.6 The King mode

The first player to win a private duel becomes the king. The King will automatically accept duels. If a player wins a duel against the King, that player will become the King. To find out who is currently the King use the command `\king`. This will also display how many duels the current King has won since becoming the King, and how many duels the best King won. The King mode can be enabled/disabled with the cvar `g_privateDuel` (see section 3.3.29).

2.7 The bots

The bots are somewhat improved in the Lugormod. They will fight a little bit better and if you set the cvar `g_botHonorableDuelAcceptance` to 1 they will behave better, and not only accept duels, but also challenge players and other bots to duels. The bots in the Lugormod can also answer when you talk to them. They have a list of words and sentences, and if a player says a word from that list, the bots will pick a corresponding sentence and say that. Included with the mod is a fully configured bot called 'astupidbot'. It is only meant as a template for making bots of your own. The cvar `g_botMinPlayers` governs the minimum number of players there will be on your server. If at any time there are fewer than that number of players on the server, a bot will enter the game. If at any time there are more than that number players on the server, and if any of them is a bot, a bot will disconnect. Be sure to have configured at least as many bots as what you set `g_botMinPlayers` to.

With the server command `\sayasbot <bot> <message>` you can have the bot `<bot>` say `<message>`.

2.7.1 Bot commands

Whenever you can have a bot say something, you can have it perform one of the following actions instead of saying something:

```
gloat (the taunt)
flourish (the taunt)
meditate (the taunt)
taunt (the taunt)
bow (the taunt)
wait (stand still for a couple of seconds)
ignore (stop challenging the player for a while)
hug
give <item>
spawn <vehicle>
attack
throw
forgive (stop hating a player)
goto (doesn't really work)
surrender (the emote)
where (tell you where he is)
voteyes
voteno
callvote <vote>
fnord (say something weird)
```

To have the bot do one of these actions have it say @<action>. This is an example of a server command that will make the bot 'astupidbot' bow:

```
sayasbot astupidbot @bow
```

2.7.2 Configuring the bots

The cvar `g_botsFile` specifies what file is to be used to define the bots. In the `server.cfg` provided with the mod `g_botsFile` is set to `bots.cfg`. This file can be found in the 'base' folder. Open it with your favorite text editor. In this file there is only one section. This section describes 'astupidbot'. Copy the section and paste it below the existing section so that you have two sections. Now you have two bots. Change the name of the new bot by changing 'astupidbot' to something else. The last line in the section is 'personality'. It specifies the name of a file containing the personality for the bot. Even though you can use the same personality file for several bots it is recommended that you create a new one for each bot. The personality file for astupidbot can be found in the 'botfiles' folder in the 'base' folder. Save and close the 'bots.cfg' file and open the file `astupidbot.jkb`. This file is somewhat more complicated than the `bots.cfg` file. Most settings are explained in the file. Save the file with a new file name so that you get a new copy of the file, and set the option 'personality' in the `bots.cfg` file to refer to this file.

In the personality file you will find chat groups. There are several chat groups. In certain situations the bot will pick one of the sentences from a chat group at random and say it. For example, if the bot is killed it will pick one of

the lines in the section 'Died' and say that. One of the sections is 'ChatBack' and it is a little bit different from the rest. It contains rows with words followed by a section containing one or more sentences. If a player says something that contains all of the words (in any order) found in one of the rows with words, the bot will randomly pick a sentence from the following section and say that. Here are some examples:

```
hello
{
    Hi there!
}
```

In the above example, if a player says the word 'hello' in a sentence the bot will respond with "Hi there!".

```
hello
hi
{
    Hi there!
    Hi %s
}
```

In this example, if a player says the words 'hi' or 'hello' in a sentence the bot will randomly pick one of the two answers "Hi there!" or "Hi %s", where %s is replaced by the name of the player saying 'hi' or 'hello'.

```
hello all
hi all
{
    Hi there!
}
```

In this example the player must say a sentence containing both the word 'hi' and the word 'all' or the word 'hello' and the word 'all' to get a response.

Some things to keep in mind:

The triggering words can not contain any non alphabetical characters (not even numbers).

When a match is found the ChatBack section will not be parsed any further.

```
hello
hi
{
    Hi %s
}
hello all
{
    Hi there!
}
```

In the above example the bot will never say "Hi there!". Any sentence containing both the words 'hello' and 'all' will contain the word 'hello' for which the answer is "Hi %s". If you reverse the order of those sections you will have the desired result:

```
hello all
{
    Hi there!
}
hello
hi
{
    Hi %s
}
```

2.8 Placing new stuff on the map

With the Lugormod you can place stuff on a map, save it and have it load whenever the map is loaded. There are several commands for placing stuff, `placemodel`, `items place` and `place` to mention a few (see section 3.1). When you have placed some stuff on the map, you will probably want to save your work. This is done with the server command `saveit <filename>`. You can later load up your stuff with the server command `loadit <filename>`. If you use the file name 'default' it will be loaded automatically when you load the map. This is true for the FFA, Holocron FFA, Siege, Duel and Power duel game types. When you start a game of Jedi Master the file 'jedimaster' will be loaded. For the game types Team FFA, CTF and CTY the file 'team' will be loaded, and for the game type Battle Ground the file 'battleground' will be loaded. Only the stuff placed by a level 1 admin will be saved with the command `saveit`.

2.9 Game modes

To add some variation to the game there are seven different game modes. The game mode is controlled by the `g_gameMode` cvar and they apply to all game types except Jedi Master, Holocron FFA, Siege and Battle Ground. The seven game modes are:

```
0   Normal
1   Instant Gib
2   Rocket Arena
3   Sniper Arena
4   Melee Arena
5   Super Merc/Jedi
6   Instant Disrupt
```

To these game modes you can add any number of the following options by adding the number or numbers of the options to the number of the game mode.

```
8    Low Gravity
16   With Force Jump
32   Start with JetPack
64   Start with Grappling Hook
128  Start with Teleporter Gun
256  Respawn timer (20 sec)
```

For example, if you want instant gib with low gravity and a respawn counter you would set `g_gameMode` to $1 + 8 + 256 = 265$ (this setting is very suitable for the CTF game type, try it out).

Players can call a vote for these game modes with the command `\callvote g_gamemode <number>`.

2.10 New game types

The game types Holocron FFA, Jedi Master and Capture the Ysalamari were disabled in JK:JA. The Lugormod enables them again. In addition there is a new game type called Battle Ground. The first three probably don't need any introduction, but the game type Battle Ground is explained in section 2.10.2

2.10.1 The Jedi Master game type

Because there are no maps for the Jedi Master game type, the saber must be placed on a normal FFA map somehow. This can be done automatically by setting the cvar `g_saberreplace`. A pick up on the map will then be randomly selected and replaced by the saber. The cvar `g_saberreplace` governs what can be replaced by the saber.

```
1    weapons
2    ammo
4    armor
8    health
16   powerup
```

Add up the numbers of the types of items you want to be used as possible positions for the Jedi Master saber.

If you want to place the saber manually use the command `\place info_jedimaster_start 0` to place the saber.

If you set `g_jmkillhealth` to anything other than 0, the Jedi Master will continuously lose health and will only be able to gain health by killing other players.

The Jedi Master will gain `g_jmkillhealth` health for each kill.

The cvar `g_jmforcelevel` determines what force level the Jedi Master will have in all force powers.

The Jedi Master's starting health is determined by the cvar `g_jmstarthealth`. Set the cvar `g_jmhealthbar` to 1 to have a health bar displayed when aiming at the Jedi Master.

The damage done by the Jedi Master's saber is multiplied by the cvar `g_jmsaberDamageScale`.

2.10.2 The Battle Ground game type

The Battle Ground game type is played in teams. The Objective is to control command posts. A command post is taken by hacking it (use it). A player can teleport between command posts owned by the team that player is in by using the command post. The two teams start off with the same ammount of points. The points will count down until one team's score reaches zero at which point the other team wins. The rate at which the points count down is reduced for every command point your team controls.

The game client does not allow the use of the GUI to select class in any game type other than Siege. The players will have to use the command `\class [1-6]` to select class.

Setting up a map for Battle Ground

You need to place at least two command posts on the map, one for each team. To place a command post owned by a team use the commands `\place control_point 0 alliedTeam,1` for the red team and `\place control_point 0 alliedTeam,2` for the blue team. Make sure the first command post you place is for the opposite team. Place player spawn points, and if you wish vehicle spawners, in the vicinity of the command posts. The spawn points will “belong” to the closest command post and the team controlling it. If you add the option 'alliedTeam' to a vehicle spawner, the spawner will only spawn vehicles if the closest control point is controlled by the selected team. This way you can have one type of vehicles spawn when one team controls the command post, and another type of vehicles when the other team controls it.

There are two spawn flags for the command post:

- 1 Cannot be taken
- 2 Important

The 'Cannot be taken' flag is only valid if 'alliedTeam' is set to either 1 or 2 (red or blue). An important control point takes longer to hack, but also reduces the rate the points count down more when controlled. Examples:

```
\place control_point 0 alliedTeam,1,spawnflags,1
```

This will spawn a command post that is owned by the red team at start and that can't be taken by the blue team.

```
\place control_point 0 spawnflags,2
```

This will spawn an important command post that is not owned by any team at start.

Issue the server command `saveit battleground` when you are finished placing your stuff.

2.10.3 Temporary bans

The only way to ban a player is by the player's IP address. Many players have a dynamic IP address which means that they get a new IP address every time they turn their computer on. Banning such an IP address permanently is not very effective. Also eventually someone else will get that IP address, and might not be able to connect to the server (not very probable, but still). In

the Lugormod there are temporary bans. When added they stay for a certain time, then they are automatically removed. Any player who is vote kicked from the server will automatically get a temporary ban, so that the player can't just reconnect instantly.

Chapter 3

The Lugormod Commands and Cvars

3.1 Ingame Commands

3.1.1 help

`\help <command>`

The most useful command in the game is probably the command `help`. With no argument the command will display a list of all Lugormod commands available to the player. To get a short description on how to use a command supply the argument `<command>` to the command `help`. Example: `\help login`.

3.1.2 admins

`\admins`

The command will list all authenticated admins that are currently on the server. Next to every name their admin level will be displayed.

3.1.3 announce

`\announce <time> <msg>`

The message `<msg>` will be displayed for `<time>` seconds in the center of the screen for all players.

This is a level 3 admin command.

3.1.4 authother

`\authother <player> <lvl>`

Authenticates the player `<player>` for admin level `<lvl>`. The player will stay authenticated until re-authenticated, or until the player disconnects. To remove admin rights for a player set the level to 0. The player using this command can only authenticate others to a level less “powerful” than the player’s own level. This is a level 3 admin command.

3.1.5 becomeking

`\becomeking`

The current King (if any) will no longer be the King, and you will become the King.

This is a level 1 admin command.

3.1.6 blowup

`\blowup`

The solid entity you are aiming at will explode. Use this command with caution, no checks are done before removing the entity. For removing stuff that you have placed the command `killmodel` is recommended.

This is a level 1 admin command.

3.1.7 bluespawnpoint

`\bluespawnpoint`

Place a player spawn point for the blue team. This is where the players in the blue team will start in a team game.

This is a level 1 admin command.

3.1.8 botwprender

`\botwprender`

Toggles the displaying of bot route waypoints. You will only be able to see the waypoints if you are client number 0.

This is a level 1 admin command.

3.1.9 buylevel

`\buylevel <ammount>`

With this command a registered player (see section 2.2) can buy a new level (see section 2.5). If `[ammount]` is enough to buy a new level, and you can afford it, you will level up. If `[ammount]` is not enough to buy a new level, or if you cannot afford a new level, the cost of the next level will be displayed.

3.1.10 cancelvote

`\cancelvote`

If there is a vote in progress, it fails.

This is a level 3 admin command.

3.1.11 challenge

`\challenge <'power'|'force'|'fullforce'|'training'|'tiny'|'titan'>`

With this command you can challenge another player to a “special” duel. Aim at another player when invoking the command. The “special” duel types are:

power	unlimited force power for both duelers.
force	the duelers can use force powers in the duel.
fullforce	the duelers will have all force powers, and will be able to use them.
training	instead of being inflicted on the duelers the damage will be displayed.
tiny	the duelers will be very small.
titan	the duelers will be very big.

The different types can be combined as in this example:

```
\challenge power fullforce titan
```

3.1.12 class

```
\class [1-6]
```

Use this command to select the class for the Battle Ground game type. If no argument is provided all the available classes will be listed. In front of each class name a number indicating how many players on the team is using that class is displayed.

3.1.13 credits

```
\credits
```

Your current wealth will be displayed (see section 2.4).

3.1.14 defender

```
\defender
```

With this command you can spawn a “defender”. It looks like an imperial dish, and will fire a deadly beam on any flying vehicle flying in a direction towards it. This is used to protect the area where the fighters are spawned from kamikaze pilots and other “ship lamers”. The fighters will be allowed to leave the area, but cannot return there.

This is a level 1 admin command.

3.1.15 dragon

```
\dragon
```

Spit some fire on irritating players.

This is a level 3 admin command.

3.1.16 drinkme

```
\drinkme
```

Shrink yourself. You will stay small until you either duel someone or reconnect (if you are not an admin in which case you can use the command `\eatme` to go back to normal size again).

3.1.17 drop

```
\drop <item>
```

Spawn and hurl an item in front of yourself. Example: `\drop item_jetpack`.

This is a level 3 command.

3.1.18 dropcr

`\dropcr <ammount>`

Drop `<ammount>` credits (see section 2.4) infront of you. The money can then be picked up by any player.

3.1.19 drophi

`\drophi`

Drop the currently selected holdable item infront of you. The item can then be picked up by any player.

3.1.20 dropjp

`\dropjp`

Drop your jetpack infront of you. The jetpack can then be picked up by any player.

3.1.21 dropwp

`\dropwp`

Drop the currently selected weapon infront of you. The weapon can then be picked up by any player.

3.1.22 eatme

`\eatme`

Grow a few inches. You will stay big until you either duel someone or reconnect (if you are not an admin in which case you can use the command `\drinkme` to go back to normal size again).

3.1.23 emote

`\emote [emote]`

Perform an emote. If no argument is provided the available emotes will be displayed.

3.1.24 fixdoor

`\fixdoor`

On some single player maps there may be doors that cannot be opened. It might be doors that are supposed to be opened by scripts triggered by events that take place only in the single player game. This can be amended with `fixdoor`. Aim at the door you wish to fix and issue the command. The fix can be saved with the server command `saveit` (see section 2.8).

This is a level 1 admin command.

3.1.25 fnord

`\fnord`

Makes you say something weird. The Fnorder Program was originally written by Steve Jackson and Creede Lambard. It is used in the Lugormod with permission from Steve Jackson.

3.1.26 gethere

`\gethere <player>`

The player `<player>` will be teleported to infront of you.
This is a level 3 admin command.

3.1.27 goto

`\goto <player>`

You will be teleported to infront of the player `<player>`.
This is a level 4 admin command.

3.1.28 hicredits

`\hicredits`

Display a list of the top ten wealthiest players (see section 2.4).

3.1.29 hilevel

`\hilevel`

Display a list of the top ten players with the highest level (see section 2.5).

3.1.30 hiscore

`\hiscore`

Display a list of the top ten players with the highest persistant score (see section 2.2.1).

3.1.31 hitime

`\hitime`

Display a list of the top ten players who has spent the most time on the server.

3.1.32 ignore

`\ignore [player]`

Toggle ignore on the player `[player]`. Messages from an ignored player will not be displayed to you. If no argument is provided a list of the players you are currently ignoring (if any) will be displayed.

3.1.33 invisible

`\invisible [player]`

The player `[player]` will become completely invisible. If no argument is provided you will become invisible.

This is a level 2 admin command.

3.1.34 ionlyduel

`\ionlyduel`

You will be more or less invulnerable until you engage in a duel. You won't be able to harm anyone though. Once you have turned this on you can't turn it off any way other than dueling someone. The command is for players who want to spend their time on the server dueling, without having to be bothered by players they would consider to be "lamers".

3.1.35 items

`\items <'list'|'remove'|'place'> [itemname]`

With this command you can place, remove and list the items on the map. There is a list of all items in the game in the appendix. To place an item type `\items place <itemname>`. The item will be placed where you stand. To remove an item type `\items remove <itemname>`. This will remove all items of that type. To list all items type `\items list`. This will display what items are placed on the map, and how many of each. To give an example, this is how to place a jetpack: `\items place item_jetpack`.

This is a level 2 admin command.

3.1.36 iwantcredits

`\iwantcredits <ammount>`

You will receive `<ammount>` credits (see section 2.4).

This is a level 1 admin command.

3.1.37 jail

`jail [player]`

Put the player `[player]` in jail, or release the player if already in jail. If no argument is provided, the player you are aiming at will be jailed. For this to work you need to have placed at least one jail spawn point. This is done with the command `\jailspawnpoint`. The jailed player will spawn at such a spawnpoint. Use locations on the map from which you can't escape. If a jailed player disconnects the players IP will be temporarily banned (see section 2.10.3). This is a level 4 admin command.

3.1.38 jailspawnpoint

`\jailspawnpoint`

Use this command to place a spawn point for players who have been jailed. Before you use the command `\jail` you should place at least one jail spawn point (`info_player_jail`). This is where a jailed player spawns. Place it in a

place that can't be escaped.
This is a level 1 admin command.

3.1.39 **jmquit**

`\jmquit`

If you are playing the Jedi Master game type and you are currently the Jedi Master, you will hurl the saber in front of you and will no longer be the Jedi Master.

This is a level 2 admin command.

3.1.40 **killmodel**

`\killmodel`

The name of this command is somewhat misleading. With this command you can remove any solid entity that you have placed. Aim at the entity and issue the command.

This is a level 2 admin command.

3.1.41 **killother**

`\killother [player]`

The player `[player]` will die. If no argument is provided the player you aim at will die.

This is a level 3 admin command.

3.1.42 **king**

`\king`

This command will give you some information about the King (see section 2.6). It will tell you who is presently the King (if there is one), how many duels the current King has won, and how many duels the best King has won.

3.1.43 **listadmins**

`\listadmins`

This command will display a list of all accounts that has been made into an admin account (see section 2.2). The name and the admin level will be listed.

This is a level 4 admin command.

3.1.44 **location**

`\location [player]`

This will tell you the location of the player `[player]`, or your location if no argument is provided. This will only work if a `botlocations` file exists for the map. There are some included with the mod in the `lugormod/botlocations` folder. It is a plain text file. Each line in the file lists the coordinates for the location and a string associated with it.

This is a level 4 admin command.

3.1.45 login

`\login <regcode>`

With this command a player can login to an account (see section 2.2). To register an account use the command `\regnick`. A registration code will be provided. Use this registration code when you login. When a nickname has been registered, noone can use that name without logging in to the account with this command.

3.1.46 newcode

`\newcode`

This command changes the registration code for a registered player (see section 2.2). The most common reason for needing this is that a player misspells the command `\login` resulting in the registration code being said out loud in the game chat. The new registration code is displayed in the console.

3.1.47 newmap

`\newmap <map>`

Loads the map `<map>`.

This is a level 2 admin command.

3.1.48 nocaps

`\nocaps [player]`

Whenever the player `[player]` says something, any upper-case letter will be changed into a lower-case letter. If no argument is provided it affects the player you are aiming at. The command toggles this setting, simply use it again on a player to turn it off. Use this on players who can't seem to find the caps lock key after hitting it by mistake. If a player with nocaps disconnects the player's IP will be temporarily banned (see section 2.10.3).

This is a level 4 admin command.

3.1.49 noclip

`\noclip [player]`

Gives the player `[player]` "noclip". If no argument is provided you will get "noclip". This command toggles the setting.

This is a level 2 admin command.

3.1.50 novote

`\novote [player]`

The player `[player]` will not be able to call any votes. If no argument is provided the player you are aiming at will be affected. This command toggles the setting. Simply use it again on a player to allow calling votes again. If a player with novote disconnects the player's IP will be temporarily banned (see section 2.10.3).

This is a level 4 admin command.

3.1.51 passvote

`\passvote`

If there is a vote in progress, it succeeds.

This is a level 2 admin command.

3.1.52 pay

`\pay <ammount>`

Use this to give another player `<ammount>` credits (see section 2.4). You have to stand close to, facing the receiving player.

3.1.53 place

`\place <classname> <dist> [field,value],[field,value],...`

A manual could be written on this command alone. It is a generic command for placing any type of entity on the map, with any option. `<classname>` is the entity class name. The entity will appear at distance `<dist>` from the surface you aim at when issuing the command. See the appendix for some examples on how to use this command.

This is a level 1 admin command.

3.1.54 placecannon

`\placecannon`

Spawns an emplaced gun infront of you.

This is a level 2 admin command.

3.1.55 placemodel

`\placemodel <path> [zoffset] [radius]`

Place a model on the map. The options `[zoffset]` and `[radius]` govern the size of the bounding box for the model (this is what makes it solid), and defaults to 0 and 16 respectively. The number of different models that can be loaded are limited both server side and client side to 512 (a model that has been loaded stays loaded even if you remove it), and the total number of entities is limited to 1024. Also every model you place puts an additional strain on the server. Don't overdo this.

This is a level 1 admin command.

3.1.56 placemoneydisp

`\placemoneydisp`

This places a `money_dispenser` (see section 2.4). The money dispenser will appear in the spot where you issued the command, facing the direction you did, as soon as you move away.

This is a level 1 admin command.

3.1.57 placerandomspot

`\placerandomspot`

This places a `random_spot` where you are standing. These are used as random locations to spawn stuff at. Currently they are only used for the `money_stash` (see section 2.4).

This is a level 1 admin command.

3.1.58 playerinfo

`\playerinfo [player]`

Displays information about the player `[player]`. If no argument is provided, information about all players on the server will be displayed in a list. A player that is authenticated as admin (see section 2.1.2). will be listed with a star in the far right of the row.

This is a level 4 admin command.

3.1.59 playerspawnpoint

`\playerspawnpoint`

This will place a spawn point for players. This is where a player will spawn when entering the game, and after dying. If you have placed at least one player spawn point (`info_player_deathmatch`) on the map and saved it so that it loads up with the map (see section 2.8), the original player spawn point(s) will be removed when the map is loaded.

This is a level 1 admin command.

3.1.60 playfx

`\playfx <path>`

Plays an effect located at your eyes in the direction you are facing. The number of effects that can be loaded are limited both client side and server side to 64. An effect that you play stay loaded until you load a new map. Very wierd behaviour may result from exceeding this limit.

This is a level 1 command.

3.1.61 playmusic

`\playmusic <path>`

Plays a music file. This affects all players on the server.

This is a level 1 admin command.

3.1.62 playsnd

`\playsnd <path>` Plays a sound coming from your mouth (the mouth will move). The number of sounds that can be loaded is limited both client side and server side to 256. A sound you play stay loaded until you load a new map. Very weird behaviour may result from exceeding this limit.

This is a level 1 admin command.

3.1.63 powerup

`powerup <number>`

There are 15 powerups in the game. This command gives you one of these powerups for 30 seconds. The powerups are:

- 1 Quad damage (not implemented)
- 2 Battle suit
- 3 Pull
- 4 Red flag
- 5 Blue flag
- 6 Neutral flag
- 7 Shield hit
- 8 Speed burst (only the visual effect)
- 9 Disintegrate
- 10 Speed (only the visual effect)
- 11 Cloak
- 12 Force enlightened light
- 13 Force enlightened dark
- 14 Force boon
- 15 Ysalamiri

This is a level 1 admin command.

3.1.64 profession

`\profession [profession]`

Not implemented yet.

3.1.65 regnick

`\regnick`

Register your nick name so that noone else can use it. This will create an account. A registration code will be displayed in the console. Use this when you login to the account with the command `\login <regcode>`. For more information on accounts see section 2.2.

3.1.66 say_admins

`\say_admins <message>`

Say `<message>` so that only other admins can hear it. In non team game types, for admins, this will be used instead of `say_team`.

This is a level 4 admin command.

3.1.67 scale

`\scale [player] <size>`

Scale the player `[player]` to the size `<size>` in percent. If the argument `[player]` is not provided you will be scaled. The maximum scale is 1023. If you set `<size>` to 0, scaling will be turned off (this is preferable to setting it to 100).

This is a level 3 admin command.

3.1.68 show

`\show <classname|entitynumber>`

The entity/entities will emit a blue beam upwards. Use this if you need to see the location of invisible entities such as `random_spot` or `info_player_deathmatch`. This is a level 1 admin command.

3.1.69 showhealth

`\showhealth`

Display the health of the entity you aim at (not all entities has health). This is a level 2 admin command.

3.1.70 shutup

`\shutup [player]`

Mute the player `[player]`. If no argument is provided the player you aim at will be muted. If a muted player disconnects the player's IP will be temporarily banned (see section 2.10.3).

This is a level 4 admin command.

3.1.71 spawn

`\spawn <NPC_vehicle>`

Spawns the vehicle `<NPC_vehicle>`.

This is a level 3 admin command.

3.1.72 spawner

`\spawner <NPC num|'list'|'remove' num>`

Add a spawner spawning the NPC (vehicle or non vehicle) `<NPC>` until the number of such NPC:s there are on the map is `<num>`. It will then stop spawning until one of the NPC:s are destroyed. The spawner will spawn indefinitely, but there will be at most `<num>` spawns at one time. You can list all spawners on the map with the command `\spawner list`. Next to each spawner it's entity number will be displayed. To remove a spawner use the command `\spawner remove <num>` where `<num>` is the spawner's entity number.

This is a level 2 admin command.

3.1.73 stats

`\stats`

Displays some information about your account (see section 2.2). You need to be registered to use this command.

3.1.74 strip

`\strip <player> <'items'|'weapons'|'force'|'all'>`

The player `<player>` will be releived of all items, weapons, force powers or all of it.

This is a level 3 admin command.

3.1.75 tmpban

`\tmpban [player]`

Kick and temporarily ban the player `[player]`. If no argument is provided the player you are aiming at will be kicked. See section 2.10.3 for more information about temporary bans.

This is a level 3 admin command.

3.1.76 trace

`\trace [number|property value]`

Displays some information about the targeted entity/entities. If a number is provided, information on the entity with that entity number will be displayed. If a property name and a value is provided, information on all entities with a matching value for that property will be displayed. Only string value properties can be used. If no argument is provided, information on the solid entity that you are aiming at will be displayed.

This is a level 1 admin command.

3.1.77 useent

`\useent [number]`

The entity with entity number `[number]` will be used (if it can be used). If no argument is provided the solid entity you are aiming at will be used.

This is a level 1 admin command.

3.1.78 worthy

`\worthy`

Displays a list of all connected players. For each player the following will be displayed 'W: [#] L: [#]' where [#] are numbers. The first number is how many points you would receive should you win, and the second number is the ammount of points you would lose should you lose a duel against that player. For more information see 2.2.1.

3.2 Server Commands

3.2.1 addtobank

`addtobank <ammount>`

Add `<ammount>` credits to the bank.

3.2.2 admins

`admins`

The command will list all authenticated admins that are currently on the server. Next to every name their admin level will be displayed.

3.2.3 announce

`announce <time> <msg>`

The message `<msg>` will be displayed for `<time>` seconds in the center of the screen for all players.

3.2.4 authother

`authother <player> <lvl>`

Authenticates the player `<player>` for admin level `<lvl>`. The player will stay authenticated until re-authenticated, or until the player disconnects. To remove admin rights for a player set the level to 0.

3.2.5 callvote

`callvote <vote>`

Call a vote. The name of the vote caller displayed ingame will be the name in `g_nameForServer`.

3.2.6 clearcash

`clearcash`

Take away all money (see section 2.4) from all registered players.

3.2.7 clearlevels

`clearlevels`

Set the level (see section 2.5) of all non admin accounts to 1.

3.2.8 clearmap

`clearmap`

Remove all entities placed on the map (see section 2.8).

3.2.9 clearnicks

`clearnicks`

Remove all non admin accounts (see section 2.2).

3.2.10 clearscore

`clearscore`

Set the persistant score (see section 2.2.1) of all registered players to 10.

3.2.11 cleartime

`cleartime`

Set the time of all accounts (see section 2.2) to 0.

3.2.12 cleartmpbans

`cleartmpbans`

Remove all temporary bans (see section 2.10.3).

3.2.13 deletenick

`deletenick <nick>`

Remove the account with the name `<nick>`.

3.2.14 entitylist

`entitylist ['remove'] [number|classname]`

This is not really a Lugormod command, but I have altered it to give it some more functionality. The command will list the entity with the entity number `[number]`, or all entities with the entity class name `[classname]`. If the argument 'remove' is provided, the entities will be removed instead of listed. This is the only way to remove some entities. There might be unexpected results from removing an entity, use this with care.

3.2.15 hicredits

`hicredits`

Display a list of the top ten wealthiest players (see section 2.4).

3.2.16 hilevel

`hilevel`

Display a list of the top ten players with the highest level (see section 2.5).

3.2.17 hiscore

`hiscore`

Display a list of the top ten players with the highest persistent score (see section 2.2.1).

3.2.18 hitime

`hitime`

Display a list of the top ten players who has spent the most time on the server.

3.2.19 jail

`jail <player>`

Put the player `<player>` in jail, or release the player if already in jail. For this to work you need to have placed at least one jail spawn point. This is done with the ingame command `\jailspawnpoint`. The jailed player will spawn at such a spawnpoint. Use locations on the map from which you can't escape. If a jailed player disconnects the player's IP will be temporarily banned (see section 2.10.3).

3.2.20 killother

`killother <player>`
The player `<player>` will die.

3.2.21 listadmins

`listadmins`
This command will display a list of all accounts that has been made into admin accounts (see section 2.2). The name and the admin level will be listed.

3.2.22 loadit

`loadit <filename>`
Load a file with placed entities for a map. See section 2.8 for more information.

3.2.23 location

`location <player>`
This will tell you the location of player `<player>`. This will only work if a `botlocations` file exists for the map. There are some included with the mod in the `lugormod/botlocations` folder. It is a plain text file. Each line in the file lists the coordinates for the location and a string associated with it.

3.2.24 makestash

`makestash`
If there is at least one `money_dispenser` on the map, this will cause a `money_stash` to spawn (if there isn't one already). See section 2.4 for more information about money and stashes.

3.2.25 nocaps

`nocaps <player>`
Whenever the player `<player>` says something, any upper-case letter will be changed into a lower-case letter. The command toggles this setting, simply use it again on a player to turn it off. Use this on players who can't seem to find the caps lock key after hitting it by mistake. If a player with `nocaps` disconnects the player's IP will be temporarily banned (see section 2.10.3).

3.2.26 novote

`novote <player>`
The player `<player>` will not be able to call any votes. This command toggles the setting. Simply use it again on a player to allow calling votes again. If a player with `novote` disconnects the player's IP will be temporarily banned (see section 2.10.3).

3.2.27 playerinfo

playerinfo <player>

Displays information about the player <player>. If no argument is provided, information about all players on the server will be displayed in a list. A player that is authenticated as admin (see section 2.1.2). will be listed with a star in the far right of the row.

3.2.28 saveit

saveit <filename>

Save all entities placed on the map in a file. See section 2.8 for more information.

3.2.29 savenicks

savenicks

Force a save of all the registered accounts (see section 2.2). The accounts are saved to a file called `nicks.lmd` that resides in the folder 'lugormod/reggednicks'. This is a plain text file and can be edited manually, but for this to have any effect you need to stop the server before editing the file.

3.2.30 say

say <message>

Say something to the players. The name displayed in the game will be the name in `g_nameForServer`.

3.2.31 say_admins

say_admins <message>

Say <message> so that only other admins can hear it.

3.2.32 sayasbot

sayasbot <bot> <message>

Have the bot <bot> say <message>.

3.2.33 shutup

shutup <player>

Mute the player <player>. If a jailed player disconnects the player's IP will be temporarily banned (see section 2.10.3).

3.2.34 stats

stats <nick>

Display some information about the account with the name <nick>. Among other things, last login and the registration code will be displayed.

3.2.35 tell

`say <player> <message>`

Say something to the player `<player>`. The name displayed in the game will be the name in `g_nameForServer`.

3.2.36 tmpbans

`tmpbans`

Display a list of all temporary bans (see section 2.10.3).

3.2.37 trace

`trace <number|property value>`

Displays some information about the targeted entity/entities. If a number is provided, information on the entity with that entity number will be displayed. If a property name and a value is provided, information on all entities with a matching value for that property will be displayed. Only string value properties can be used.

3.2.38 uptime

`uptime`

Display the time since the server was started.

3.3 Cvars

3.3.1 g_allowBlackNames

In the original game, players are not supposed to be able to use the color black at all in their names. In the Lugormod they can't unless this is set to anything other than 0.

Defaults to '0'.

3.3.2 g_allowVote

This is not really a Lugormod cvar, but I have made it into a bit mask with the following flags:

1	all
2	map_restart
4	nextmap
8	map
16	g_gametype
32	kick
64	clientkick
128	g_dowarmup
256	timelimit
512	fraglimit
1024	g_gamemode

This way the different votes can be enabled separately.
Defaults to '1'

3.3.3 g_checkSkin

If set to anything other than 0 the skin a player chooses will be checked to see if it is valid. This will remove the possibility to have invisible body parts, or to have a grey buggy looking skin.
Defaults to '1'

3.3.4 g_chickenTime

This is the time in seconds until a player who has lost points because of the chicken rule can lose points this way again. If it is set to 0 the chicken rule is disabled. For more information about the chicken rule see section 2.2.1.
Defaults to '60'

3.3.5 g_cmdDisable

This is a bit mask for disabling Lugormod commands. The following flags are available:

```
1    regnick
2    Special duels (training, force etc)
4    drinkme and eatme
8    dropwp, drophi and dropjp
16   fnord
32   emote
64   ionlyduel
128  money
256  Professions (professions doesn't exist yet so ...)
```

Default to '0'

3.3.6 g_cmdLvIFile

This is the name of a file containing re-defenitions of what admin levels the Lugormod ingame commands are. Each row in the file is a command name - level pair. If you want to set the level for the commands **blowup**, **drinkme** and **dragon** all to 3, this is what you would type in your file:

```
"blowup" 3
"drinkme" 3
"dragon" 3
```

Now all level 3, 2 and 1 admins will be able to use those commands.
Defaults to not set

3.3.7 g_creditsInBank

This is the number of credits that the bank will start out with.
Defaults to '500000'

3.3.8 g_disableBail

If set to anything other than 0 players will not be able to eject from an unlanded fighter.

Defaults to '0'

3.3.9 g_disableSpec

This is a bit mask with two flags, 1 and 4. If set to 1, moving in free spectate mode is disabled. If set to 4, follow spectate mode will be disabled. If set to $1 + 4 = 5$ both moving in free mode and using follow mode will be disabled. This setting only applies to game types FFA and Team FFA.

Defaults to '0'

3.3.10 g_dontLoadNPC

The name of this cvar is misleading. It disables the loading of NPC:s and the routes for the NPC:s, but it also makes single player maps more compatible with the multi player server. Flags and names for entities are different in single player maps than in multi player maps. Setting this to anything other than 0 will make the server try to fix some of these problems. When playing a single player map, set this to 1, otherwise set it to 0.

Defaults to '0'

3.3.11 g_duelForcePowerDisable

This is a bitmask for disabling force powers in the Duel and Power Duel game types. It works exactly like the cvar `g_forcePowerDisable`.

Defaults to '0'

3.3.12 g_enterMotd

If set, this message will be displayed centered on the screen when a player enters the game. The time the message is displayed is determined by the cvar `g_motdDispTime`.

Defaults to not set

3.3.13 g_fixForce

Some forces are too weak to be of any use, and some are too powerful. This is a bit mask, selecting to what force powers a fix is to be applied. There are currently fixes available for the force powers 'rage' (256) and 'sense' (16384).

Defaults to '0'

3.3.14 g_fixShields

If this is set to anything other than 0 the shield emitters (`item_shield`) will be more powerful in FFA.

Defaults to '0'

3.3.15 g_gameMode

This is the game mode that is going to be played. The seven available game modes are:

- 0 Normal
- 1 Instant Gib
- 2 Rocket Arena
- 3 Sniper Arena
- 4 Melee Arena
- 5 Super Merc/Jedi
- 6 Instant Disrupt

To these game modes you can add any number of the following options by adding the number or numbers of the options to the number of the game mode.

- 8 Low Gravity
- 16 With Force Jump
- 32 Start with JetPack
- 64 Start with Grappling Hook
- 128 Start with Teleporter Gun
- 256 Respawn timer (20 sec)

For example, if you want instant gib with low gravity and a respawn counter you would set `g_gameMode` to $1 + 8 + 256 = 265$ (this setting is very suitable for the CTF game type, try it out).

Players can call a vote for these game modes with the command `\callvote g_gamemode <number>`.

For more information about the game modes, see section 2.9
Defaults to '0'

3.3.16 g_grapplingHook

If set to anything other than 0, the stun baton will double as a grappling hook. If set to 2 it will only be a grappling hook. See section ?? for more information.
Defaults to '0'

3.3.17 g_jmforcelevel

The Jedi Master will get this level (0-3) in all force powers in the Jedi Master game type.
Defaults to '3'

3.3.18 g_jmhealthbar

If set to anything other than 0, when aiming at the Jedi Master in the Jedi Master game type, a health bar showing the Jedi Master's health will appear.
Defaults to '0'

3.3.19 g_jmkillhealth

This is how much health the Jedi Master will get for killing someone in the Jedi Master game type. If set to anything other than 0 the Jedi Master's health will slowly count down until it reaches 0, and the only way for the Jedi Master to heal will be to kill other players.

Defaults to '0'

3.3.20 g_jmstarthealth

When becoming the Jedi Master in the game type Jedi Master the player's health will be set to this.

Defaults to '100'

3.3.21 g_jmsaberDamageScale

The damage done by the Jedi Master's saber in the Jedi Master game type will be multiplied by this.

Defaults to '2'

3.3.22 g_jmsaberreplace

Because there are no maps for the Jedi Master game type, the saber must be placed on a normal FFA map somehow. This can be done automatically by setting the cvar `g_saberreplace`. A pick up on the map will then be randomly selected and replaced by the saber. The cvar `g_saberreplace` governs what can be replaced by the saber.

```
1    weapons
2    ammo
4    armor
8    health
16   powerup
32   holdable item
```

Add up the numbers of the types of items you want to be used as possible positions for the Jedi Master saber. This is only done if there isn't already an `info_jedimaster_start` on the map.

Defaults to '1'

3.3.23 g_kingTime

This is the time in seconds after the King (see section 2.6) last dueled someone until the King will lose the crown. If set to 0 the king will never run out of time.

Defaults to '600'

3.3.24 g_maxVoteCount

The maximum number of votes a player can call.

Defaults to '3'

3.3.25 g_meditateProtect

The time in milli seconds until a player who started meditating becomes protected. The player will be protected from everything. If set to 0 protection by meditating is disabled. Meditate only protects in the FFA game type, and only when not in a private duel.

Defaults to '0'

3.3.26 g_motdDispTime

The time in seconds the welcome message will be displayed.

Defaults to '5'

3.3.27 g_nameForServer

This is the name displayed when you use the server commands `say`, `tell` and `callvote`.

Defaults to 'server'

3.3.28 g_pickupDisable

Disables pick ups on the map according to it's type. This is a bit mask with the following flags:

```
1    weapons
2    ammo
4    armor
8    health
16   powerup
32   holdable items
```

Disabled pick ups will be transformed into random spots (see section 2.4).

Defaults to '0'

3.3.29 g_privateDuel

This isn't really a Lugormod cvar, but I have made it into a bit mask with the following flags:

```
1    Private duels enabled
2    Multiple duels enabled
4    Full health at duel start
8    Full armor at duel start
16   Full force power at duel start
32   Full health at duel end
64   Full armor at duel end
128  Full force power at duel end
256  Force saber on at duel start
512  Force bow at duel start
4096 King mode on
8192 Only score frags in private duels in FFA
16384 Disable severing of duels
```

Defaults to '289'

3.3.30 g_profanityFile

This is the name of the configuration file for the profanity filter. The file is a regular text file listing first all words that are to be filtered followed by a section with measures to be taken.

```
badword verybadword reallybadword
extremlybadword
{
warn    "Mind your language\nplease"
censor  "I told you not to talk like that"
mute    "That's it buddy, you have been muted"
censor
}
```

Each line in the section of measures is an action possibly followed by a message. If there is a message it will be displayed in the center of the screen for the offending player. The first time a player uses one of the disallowed words, the first line of actions will be used, the second time the second will be used and so on. When the last action is reached it will be used over and over. The possible measures are:

```
warn    Does nothing.
censor  The message is removed.
mute    The message is removed and the player is muted.
jail    The message is removed and the player is jailed.
kick    The message is removed and the player is kicked.
ban     The message is removed and the player is kicked and temporarily banned.
```

If `g_profanityFile` is not set, the filter is disabled.

Defaults to not set

3.3.31 g_regForceRank

This is a value between 0 and 7 and is the force rank a registered player (see section 2.2) will start out on. The player can then raise the force rank by gaining levels (see section 2.5).

Defaults to '5'

3.3.32 g_tmpBanTime

This is the time in minutes a temporary ban lasts. See section 2.10.3 for more information about temporary bans.

Defaults to '20'

3.3.33 g_voteFix

Normally when voting, anyone who doesn't vote will be counted as having voted no. If this is set to anything other than 0 only voting players will be counted if voting for anything other than kicking a player.

Defaults to '0'

Appendix A

Examples

A.1 Examples on using the place command

A.1.1 Placing a turret

The entity classname of a turret is `turret_G2`. The type of turret you get depends on the spawnflags. There are two types of turrets you can get, a small turret hanging from roof, or the huge death star like turbo laser. By default you get the small one, but by setting the spawn flag 4 you will get the big one. Here is an example for placing a small one (aim at a roof):

```
\place turret_G2 0
```

and to place a big one (aim at the ground):

```
\place turret_G2 0 spawnflags,4
```

This is how you place a turret with a switch. First we place the turret. Look at the spot where you want the turret to be, and type:

```
\place misc_turretG2 0 spawnflags,13,targetname,bigcannon,angle,90
```

Then we place the switch. Look at a wall where you want to place the switch, and type:

```
\place misc_model_breakable 0 parm1,4,parm2,1000,wait,2,  
spawnflags,64,target,bigcannon,model,map_objects/desert/switch3,  
usescript,common/switch_on,angle,90
```

To rotate the turret or the switch just change the number after 'angle' (I just set it to 90 as an example). These are all the available spawn flags and options for the `turret_G2`:

spawn flags:

- 1 Starts off
- 2 make it rest on a surface/floor instead of hanging from the ceiling
- 4 Big-ass, Boxy Death Star Turbo Laser version
- 8 will respawn after being killed (use count)
- 16 Turret will aim ahead of moving targets ("lead" them)

```

32 show on radar
64 target fighters
128 target ground vehicles
256 target armed players

```

options:

```

radius - How far away an enemy can be for it to pick it up (default 512)
wait - Time between shots (default 150 ms)
dmg - How much damage each shot does (default 5)
health - How much damage it can take before exploding (default 100)
count - if CANRESPAWN spawnflag, decides how long it is before gun respawns
(in ms) - defaults to 20000 (20 seconds)
paintarget - target to fire off upon being hurt
painwait - ms to wait between firing off pain targets
random - random error (in degrees) of projectile direction when it comes out
of the muzzle (default is 2)
shotspeed - the speed of the missile it fires travels at (default is 1100
for regular turrets, 20000 for TURBOLASERS)
splashDamage - How much damage the explosion does
splashRadius - The radius of the explosion
targetname - Toggles it on/off
target - What to use when destroyed
target2 - What to use when it decides to start shooting at an enemy
showhealth - set to 1 to show health bar on this entity when crosshair is
over it
teamowner - crosshair shows green for this team, red for opposite team
0 - none
1 - red
2 - blue
alliedTeam - team that this turret won't target
0 - none
1 - red
2 - blue
teammnodmg - team that turret does not take damage from
0 - none
1 - red
2 - blue
customscale - custom scaling size. 100 is normal size, 1024 is the max
scaling. this will change the bounding box size, so be careful of starting
in solid!
"icon" - icon that represents the objective on the radar

```

A.1.2 Placing a jump pad

Look at the spot where you want the the jump pad to be and type:

```

\place trigger_push 0 maxs,100 100 20,mins,-100 -100 0,spawnflags,256,
target,jumpto

```

Now look at the spot you want people to jump to and type:

```
\place info_notnull 20 targetname,jumpto
```

A.1.3 Placing a teleporter

Look at the spot where you want the the teleporter to be and type:

```
\place trigger_teleport 0 maxs,100 100 100,mins,-100 -100 0,target,teleto
```

Now look at the spot you want people to be teleported to and type:

```
\place misc_teleporter_dest 20 targetname,teleto
```

Appendix B

References

B.1 All items

```
item_shield_sm_instant
item_shield_lrg_instant
item_medpak_instant
item_seeker
item_shield
item_medpac
item_medpac_big
item_binoculars
item_sentry_gun
item_jetpack
item_healthdisp
item_ammodisp
item_eweb_holdable
item_seeker
item_force_enlighten_light
item_force_enlighten_dark
item_force_boon
item_ysalimari
weapon_stun_baton // doubles as grappling hook in the Lugormod
weapon_melee
weapon_saber
weapon_blaster_pistol
weapon_concussion_rifle
weapon_bryar_pistol //This is a teleporter in the lugormod
weapon_blaster
weapon_disruptor
weapon_bowcaster
weapon_repeater
weapon_demp2
weapon_flechette
weapon_rocket_launcher
ammo_thermal
```

ammo_tripmine
ammo_detpack
weapon_thermal
weapon_trip_mine
weapon_det_pack
weapon_emplaced
ammo_force
ammo_blaster
ammo_powercell
ammo_metallic_bolts
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