

*Dear Vietcong fan,*

*Thank you for your interest in new patch 1.20 for Vietcong 2. This patch has been made by community for community. We are players, just like you which thinks that this game deserve more interest. Our patch contains many improvements and changes. We worked on it in our free time and with honor. Thank you once again and have a fun!*



### **Installation instructions**

1. Open \*.rar archive and double-click on patcher.exe
2. Follow instructions in the setup
3. When the installation is done, close setup and double-click on vietcong2.exe for start the Vietcong2

### **Changelog:**

- \* CHANGED: Console command pl.ban will ban player's ID and player's IP for better security.
- \* CHANGED: Original game DVD is no longer required for playing game.
- \* CHANGED: Napalm strike
- \* CHANGED: Remington animation and model
- \* CHANGED: M14 with scope has now different model
- \* CHANGED: Mac-10 fire sound
- \* CHANGED: Vz. 58 fire sound
- \* FIXED: ID bug (ID 255 was a maximum).
- \* FIXED: Rank system (see below for the details).
- \* FIXED: Map downloader (see below for details).
- \* FIXED: Hradba is working on Windows 7 now.
- \* FIXED: Server crash, if player leave server before kick/ban voting end.
- \* FIXED: After custom map player's see download button in serverlist, even though there is official map running.
- \* FIXED: Vehicle explode crash.
- \* FIXED: Server crash if player's use %n or %s in the nickname.
- \* FIXED: NVABase flying bugs (invisible walls)
- \* FIXED: NVABase jumping bugs
- \* FIXED: You can't go anymore out of map with car
- \* FIXED: Junglepoint jumping bugs
- \* FIXED: Frontier wire bug
- \* FIXED: Checkpoint out of map bugs
- \* FIXED: Tigerfalls jumping bugs
- \* FIXED: Hradba auto update available

- \* FIXED: MMG bug
- \* FIXED: 3pv smoke grenade bug
- \* NEW: Windows 8 support.
- \* NEW: Console commands (see below for the details).
- \* NEW: Start up parameters (see below for the details).
- \* NEW: Faces, voices and caps.
- \* NEW: In-game map Citadel
- \* NEW: Smoke artillery
- \* NEW: Helicopter attack

### **Ranks system**

First, you need to make GameSpy account and then log on in game. After successful log on you can be ranked.



| Rank | Score | Rank | Score |
|------|-------|------|-------|
| PVT  | 0     | COL  | 4800  |
| PFC  | 24    | BG   | 6240  |
| CPL  | 72    | MG   | 7800  |
| SGT  | 144   | LTG  | 9840  |
| SSG  | 240   | GEN  | 12000 |
| SFC  | 384   |      |       |
| MSG  | 540   |      |       |
| SGM  | 720   |      |       |
| 2LT  | 960   |      |       |
| 1LT  | 1320  |      |       |
| CPT  | 1800  |      |       |
| MAJ  | 2520  |      |       |
| LTC  | 3480  |      |       |

### **Map downloader**

#### **Client side**

Players no longer need to search custom maps on internet, patch 1.20 has working ingame map downloader. If you find a server with custom map, you can download that map via this downloader. Because until now players had to download custom maps manually, it's necessary to delete all maps which you downloaded before. A lot of map maker's are using same map ID for different versions of their map so that's the reason why you need them download again via map downloader

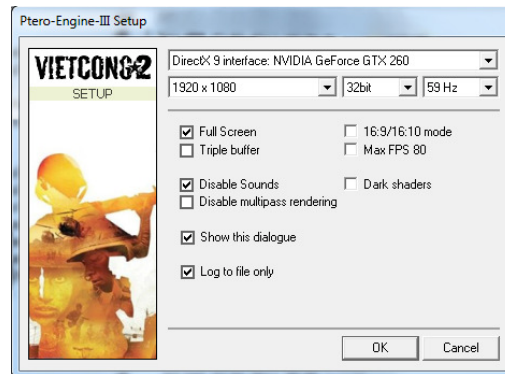
If you find a map which isn't available via downloader (map not found). Please report it.

#### **Server side**

You can setup your server for downloading maps directly from your server or you can download maps from <http://code.google.com/p/vc2-map-addon-project/downloads/list>.

### **New start up parameter's:**

When you run Vietcong 2 for the first time you will see a set-up screen giving you the option to change screen resolution and image quality (these settings can also be changed from the in-game Options menu). Once you have selected your desired settings press OK to launch the game.



### **Disable multipass rendering**

Disable/enable multipass rendering.

### **16:9/16:10 mode**

This enable/disable the ingame fix for widescreens, be careful the game looks a bit different.

### **Max 80 FPS**

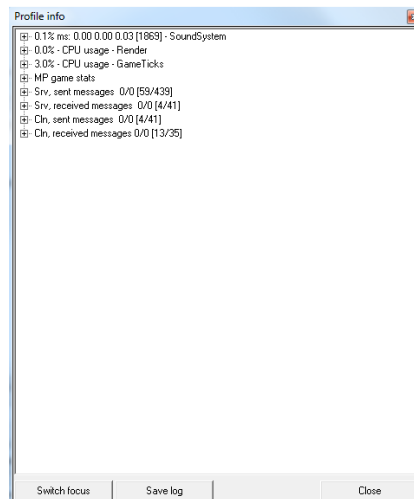
Maximum frame rate is 80 per second.

### **Dark Shaders**

Change the color depth of game.

### **Profiling**

Thanks to this tool you can see CPU usage, MP stats etc. It's recommend to use this tool with dedi server only. For display this window use console command `dbg.doprof`.



**New console command's:**

**admin.list**

Display all logged admin's on server.

**upld.list**

Display a list of users that are downloading a HradBa update.

**dbg.doprof**

On/off game profiling tool.

**dbg.logsnds**

Show/hide profiling tool.

**disable.explosive [0/1/2]**

default is 0, 1 for disable LAW, RPG-7, XM-148, M-79, 2 for LAW, RPG-7, XM-148, M-79 and Grenades

**disable.chat [0/1]**

default is 0, 1 for disable chat (player can see only what he wrote).

**disable.smoke [0/1]**

Default is 0 for enable smoke and 1 is for disable smoke.

**cln.toadmin [player\_cln]**

Will give admin rights to specific client.

**cln.ban [player\_cln]**

IP ban via client number for 30 minutes.

**box.limit [number]**

Limit of boxies (ammo, medic) in range 0 - 9999, default is 20.

**nextmap.id [map\_id]**

Change map by ID of map in maplist.

**mrot.random**

Random map rotation.

**srv.password [text]**

Use "" for unlock your server or lock your server with password.

**get.info**

Shows info from server: how many joins since server started and total visitor count.

**get.score**

Shows you total score in current server.

## **Hradba**

If HradBa anti-cheat is active, you can use in game these extra console commands.  
All hb.enablexxx defaults can be changed in hradbasettings.ini.

### **hb.enable149**

Enable or disable kick #149. Default is 0.

### **hb.enable139**

Enable or disable kick #139. Default is 1.

### **hb.enable128**

Enable or disable kick #128. Default is 1.

### **hb.enableosinfo**

If enabled shows joining client operating system version.

### **hb.scr.getfromcln [player\_id] [16-300]**

Takes a screenshot from client to server hradba\screens folder. 16-300 is size of taken image.

### **hb.getver**

Show version of Hradba.

## **hradbasettings.ini**

You can find this file in your main Vietcong 2 folder.

**ENABLE\_#149= 0** : enable or disable #149 detection

**ENABLE\_#128= 1** : enable or disable #128 detection

**ENABLE\_#139= 1** : enable or disable #139 detection

**MAX\_FILESIZE= 0** : Max file size of map which can be downloaded in MB. If a size is 0, players will download maps from net server, not from your server.

**MAPSERVERLINK=** [vc2-map-addon-project.googlecode.com/svn/trunk/%d.txt](http://vc2-map-addon-project.googlecode.com/svn/trunk/%d.txt)

Link to net server where can be found maps. Link can be max 62 characters long. Change only if you know what you are doing!

## **server\_settings.ini**

You can find this file in your main Vietcong 2 folder. If you don't want to save your server setting, you need to save it to this file. This file is for new commands only, original server setup is using \*.srv like before.

### Credits

## **Defcon**

Project leader, coder

## **Mikko**

lead programmer

### Special thanks

#### **Pterodon**

Thanks for this great game

#### **indiGlow**

For Fist Bravo addon

#### **Daan24#**

Standalone map cityhall

#### **Vilu, John, Murphy**

Betatest

**Vietcong.info community and admins**

**Vietcong2.eu community and admins**

### Contact

If you have any problems or if you've found a map which isn't available via our downloader, please send to me email. I'll replay as soon as possible.

*email(at)defwen.com*

### **Trademark**

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