Quake Multi Mod is a Plugin Manager for Quake 3 based Games, like Wolfenstein: Enemy Territory. It allows you to load additional Plugin together with the Mod you are allready using.

What are the Quake Multi Mod Bugfixes?

The Quake Multi Mod Bugfixes protects your Server against the most used hacks (not cheats) by using 6 easy cvars that you can modify at your own needs:

The QMM bugfixes (for Enemy Territory) provides some additional bugfixes which may already be supported by the mod you run.
Please note that QMM itself also contains an infostring bugfix which is always enabled and is not covered in this README.

The following bugfixes have been implemented

1) /ws Crash Protection
This bugfix is enabled when the cvar bf_ws is set to 1 (default). To disable this fix simply set bf_ws to 0.

2) GUID Faking (userinfo)
This bugfix prevents users from changing their GUID after they have joined the server. This is required for console mods such as etadmin_mod and etphp. This bugfix is enabled when bf_userinfo is set to 1 (default). To disable this bugfix set bf_userinfo to 0.

2b) The userinfo bugfix above prevents the user from exploiting the bug on 2.55 clients which allows them to gain referee access, (ref access can then be exploited the same way as callvote to gain rcon, will possibly be fixed in future update).

3) Team Changes Spam Protection
This bugfix allows the server to restrict how many team changes a player can make within 10 seconds. By default bf_teamchanges is set to 3 (3 team changes per 10 seconds). You can change this value to any integer to allow more/less team changes per 10 seconds. To disable this feature set bf_teamchanges to 0.

4) Name Changes Spam Protection
This bugfix works the same way as the team changes protection but for name changes. This feature is disabled by default (bf_namechanges is set to 0) as some mods and PB have this feature integrated. To enable this feature set bf_namechanges to the limit of name changes per any 10 second period.

5) Callvote Exploit

This bugfix prevents clients from injecting additional rcon commands through the callvote command. This bugfix is enabled when bf_callvote is set to 1 (default). To disable this feature set bf_callvote 0.

6) Max Connections per IP

When bf_maxcon cvar is set to any value above 0 then when more connections are made from the same IP address then the value, they will be rejected and the connection will be closed. By default the connection limit is set to 3. To disable this feature set bf_maxcon 0. This feature allows protection against an exploit which floods your server with fake players.

What are the System Requirements of the Quake Multi Mod Bugfixes?

There are no specific System Requirements. The Quake Multi Mod Bugfixes works on any Windows or Linux platform, and it also works with all Enemy Territory versions or Mods.

Where can i download the Quake Multi Mod Bugfixes?

Currently you can only Download Quake Multi Mod itself from the Q3 MultiMod | Get Q3 MultiMod at SourceForge.net

but they dont provide the Bugfixes. You Server isnt protected with Quake Multi Mod alone, so i made a Quake Multi Mod Bugfixes Package that you can download from the attachement.

Who created Quake Multi Mod and the Quake Multi Mod Bugfixes?

Quake Multi Mod was created by Kevin Masterson a.k.a. CyberMind

Quake Multi Mod Bugfixes are created by Evgeny Yakimov a.k.a. eyjohn

Quake Multi Mod Windows & Linux Package is created by Wesley Portugaels a.k.a. Masterzxz

Download: qmm-1.1.3.zip(152.3 Kb) · qmm.zip(195.6 Kb)