Preamble

Sometimes its desired to remove maps or campaigns so players can't vote for it. While this is easy for custom content - simply remove the respective files - its more difficult to remove "stock" content, like the default maps or the default campaigns. The pk3-files included in this zip-file give you the choice to disable it. These pk3-files should work with vanilla ET and with all custom mods.

Removing default campaigns

Installation

Unzip the file "remove_stock_campaigns.pk3" into your mod folder (or etmain folder when you don't run a mod) and restart the server.

Uninstall

Delete the file "remove_stock_campaigns.pk3"and restart the server.

What is does

The file "remove_stock_campaigns.pk3" removes the "Central Europe" and the "North Africa" campaign from the vote menu, so players can't vote for it.

Additionally console votes like "callvote campaign cmpgn_northafrica" don't work anymore.

How it works

The removal is simply accomplished by replacing the *.campaign files from pak0.pk3 with empty files using a custom pk3-file.

Removing default maps

Installation

Unzip the respective remove_xxx.pk3 file(s) into your mod folder (or etmain folder when you don't run a mod) and restart the server.

To disable
Seawall Battery use "remove_battery.pk3"
Gold Rush use "remove_goldrush.pk3"
Siwa Oasis use "emove_oasis.pk3"
Wuerzburg Radar use "remove_radar.pk3"
Rail Gun use "remove_railgun.pk3"
Fuel Dump use "remove_fueldump.pk3"

Uninstall

Delete the respective file(s) and restart the server.

It removes the respective map file from the "Vote"-menu, so players can't vote for it. Though its still possible for players to use "callvote map" console command. To counter this the pk3-files also contain altered map scripts, so as soon as warmup is over the map is finished (with the attacker as winner!). The script can't prevent the server from entering warmup, but during warmup messages are shown which notify the players about the deactivation of this specific map with a request to use the "Vote"-menu to vote for another map.

How it works
The respective *.arena-file from pak0.pk3 is replaced by an empty file using a custom pk3-file. This makes the map disappear from the "Vote"-menu.

Players can still use console commands like "callvote map battery" to change the map (the .bsp file is still there!). To prevent this, the pk3-file also contains a altered mapscript, so the map can't be played. Only the warmup is running, showing several messages with the request to use the "Vote"-menu to vote for another map. As soon as warmup ends, the attacking team is set as winner and a "wm_endround" command is issued.

FAQ/Known issues
Q1: Players can still use "callvote map" commands to change the map. Any way to prevent this?
A1: There is no way to prevent this w/o creating a mod.

Q2: After a "callvote map" command succeds the map loads and warmup is entered. Any way to prevent this?
A2: There is no way to prevent this w/o creating a mod, but the pk3 files also contain altered map scripts, so the map ends as soon as warmup is over.

Q3: The pk3-files don't work, the maps/campaigns are still shown in the "Vote"-menu. What is wrong?
A3: Since custom pk3-files are used to replace stock content, other pk3-files can replace this content too. There are 2 ways to fix this:

Remove the interfering pk3-file(s).
Rename the remove_xxx.pk3 files so they come after the interfering pk3-file(s) in alphabetical order.

Q4: After a successful map vote the map playes normally instead to end right after warmup, what is wrong?
A4: Either other pk3-files interfere with the remove_xxx.pk3 files (i.e. they contain altered map scripts, see A3 for a fix) or you running a mod with custom mapscripts enabled for this map - remove (or rename) the custom mapscript file in your mapscript directory.
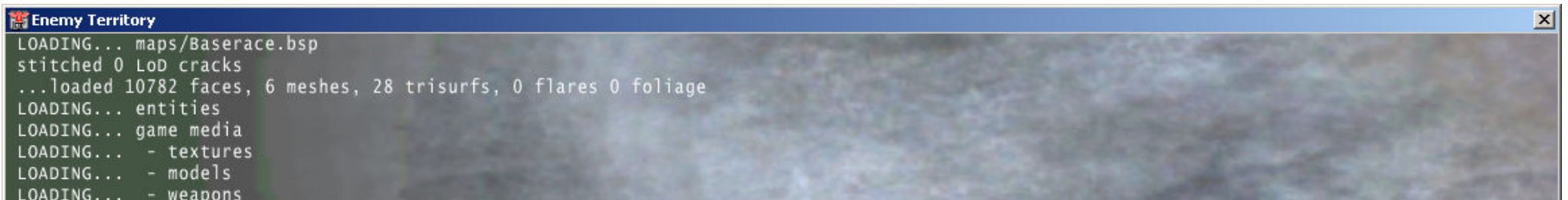
Screenshots

All stock maps are removed from the "Vote"-menu:
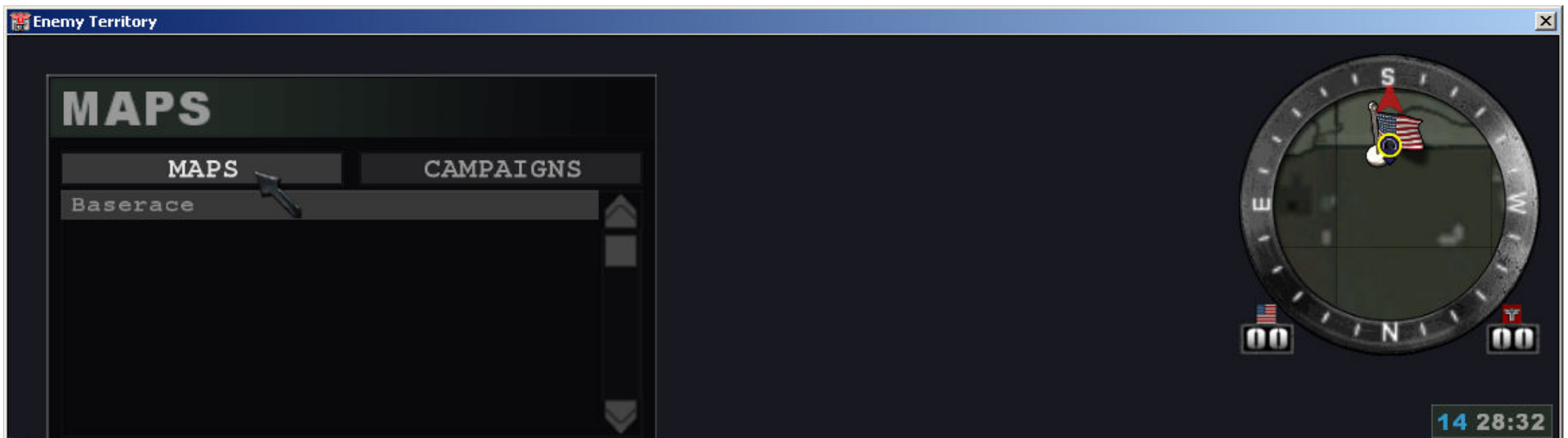
Stock campaigns removed from the "Vote"-menu:

Console votes for stock maps still work:


```
Enemy Territory                                              ☒
LOADING... maps/Baserace.bsp
stitched 0 LoD cracks
...loaded 10782 faces, 6 meshes, 28 trisurfs, 0 flares 0 foliage
LOADING... entities
LOADING... game media
LOADING...  - textures
LOADING...  - models
LOADING...  - weapons
```

```
LOADING...  - items
LOADING...  - inline models
LOADING...  - server models
LOADING...  - particles
LOADING...  - classes
LOADING...  - game media done
LOADING... flamechunks
LOADING... clients
CL_InitCGame:  2.96 seconds
Com_TouchMemory: 0 msec
ETPlayer entered the game
ETPlayer entered the game
FIGHT!
]/callvote map battery
ETPlayer called a vote.  Voting for: Change map to battery
ETPlayer called a vote.
Vote passed!
]
```

ET 2.60b

Server Restarting

Vote passed!
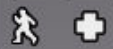
100 HP   0 XP   29/30

Altered map scripts prevent playing the map:

(WARMUP) Match begins in: 2

76 FPS

Attention: The map Seawall Battery is disabled on this server!
Please vote for another map via the Vote-menu (ESC->Vote->Map).
Attention: The map Seawall Battery is disabled on this server!
Please vote for another map via the Vote-menu (ESC->Vote->Map).

by Ragnar_40k

Download: remove_stock_co.zip(432.8 Kb)