XP Settings

cvar overview

b_statsaver 1 Enables or disables the statsaver feature
b_defaultskill empty New players will spawn with these skill levels in each class.
b_noskillupgrades 0 Enables or disables the gaining of skill or rank upgrades.
b_levels_ empty Configures the number of XP required for each class upgrade.

cvar descriptions

b_statsaver

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 beginng of a new campaign).

set b_statsaver 1

b_defaultskills

New players start with these skill levels in each class. The classes in order are:

battle sense
explosives and construction (engineer)
first aid (medic)
signals (field ops)
light weapons
heavy weapons (soldier)

Therefore, to start everyone with level 2 battle sense and level 3 light weapons, you could use the following setting:

set b_defaultskills "2 0 0 0 3 0 0"

Leaving this setting blank or using 0s for each class uses the normal behavior. Valid values are 0–4 for each skill.

b_noskillupgrades

When set to 1, players may still score XP, but they will no longer gain skill or rank upgrades. This is especially useful in combination with b_defaultskills to even out gameplay when playing in non-campaign mode.

b_levels_

Configures the number of XP required for each class upgrade. Setting a skill level to 0 means that a player will start with that skill level, while setting a skill level to -1 or omitting it means that a skill level is disabled. A blank value means that the default values (20, 50, 90, 140) are used. Examples:

set b_levels_battlesense "20 30 60 100" // upgrade battle sense faster
set b_levels_medic "20 50 90" // disable level 4 medics

is: "battlesense" or "engineer", "medic", "fieldops", "lightweapons", "soldier" or "covertops"

XP Save

Please note that ETPro does not contain an XP save function. It only has Stat-Saver