

## **Mohaa ProMod (Beta)**

### **Description / Purpose**

Purpose and Motivation for this mod was and is to have a mod that is working properly alongside the Moh:AA Reborn Patch 1.12 ([www.x-null.net](http://www.x-null.net)) and including many single mods and fixes into one mod and to support public/warserver and leagues with a Playmode system.

The idea of this Playmode system is, that the mod contains predefined sets of settings which can be switched by serverowner/admin on-the-fly with a single command.

There are currently 3 playmodes meant for use on servers: public1, public2, public3, further a bash round mode and sniperonly mode. These playmodes can be run in either anticheat or non-anticheat option. These playmodes can be freely configured except if they run in anticheat mode they will be using predefined anticheat settings and using anticheat functions from the Moh:AA Reborn Patch 1.12.

The current running Playmode is announced on the server and permanently visible to all players.

Leagues can define their own playmodes which are integrated into the mod and can be turned on by admins e.g. with command: rcon playmode clanbase1. The server will then run with the settings defined by e.g. clanbase, this can be anticheat settings, cvars for the server and clients, or any other available mod. Aslong as this selected league playmode is active, admins cannot change the predefined settings.

### **System Requirements:**

a mohaa game server with patch 1.12 is needed

### **Legal Notes**

The Mohaa ProMod is supposed to work only together and alongside with the Moh:AA Reborn Patch 1.12.

IT IS NOT ALLOWED TO USE THE Mohaa ProMod OR MODIFIED VERSIONs OF THIS MOD ON SERVERS THAT ARE NOT RUNNING THE MoH:AA Reborn Patch 1.12.

The Mohaa ProMod is copyrighted and protected by international laws.

The Mohaa ProMod contains many sources and material from other modders/scripters (see Credits section) in original or modified versions, the authors are copyright holders of these sources and I do not claim any credits for those sources/mods.

### **Features**

- Playmode system
- Anticheat system
- force cvars system
- admincam (not implemented in beta)
- airstrike (not implemented in beta)
- anticamp
- antigodmode
- anticham skins
- antidoorblock
- antispawnkill

- antishark
- christmas trees (beta)
- punishment, admin commands
- time alive count
- fire for effect
- modelfix
- check-team\_swap
- weapon\_skin\_fix
- under map check
- anti door bug nade
- guided missiles
- exploding headshots
- jetpacks
- fireworks (not implemented in beta)
- flakfire
- cinematic endings
- teleports
- common mapfixes
- medics
- message system: center screen
- message system: left screen
- message system: console
- mines
- playerstates
- serverplanes
- show mapnames
- show custom map warning
- skillbalancer (not implemented in beta)
- teambalance
- kill streak announcer (not implemented in beta)
- teamkill check/punisher (not implemented in beta)
- trapshooting
- userradar
- weaponlimiter
- weaponsdroppable
- nade limiter (not implemented in beta)
- weather / daylight (not implemented in beta)
- weather / night
- weather / snow
- weather / storm-rain
- sniperonly
- groundonly (not implemented in beta)
- spectator handling
- one-hit-kill sniper
- rifle only
- pistol only
- panzerfaust only
- allweapons
- userradar
- 3rd person mode

- hunt rush fix
- maxkill system (to prevent from aimbotters) (not implemented in beta)
- ranking (not implemented in beta)

Gametypes:

- default gametypes
- Freezetag
- Survival Horror

## Installation

The Mohaa ProMod currently only works on Moh Allied Assault, Spearhead and Breakthrough support is planned for future versions (if requested)

To install the mod:

[illegible]

Modify the settings from the folders public1, public2, public3 to your likings (note: Playmode bash + Playmode sniperonly using the settings from public3).

Upload the settings folder (with the subfolders) to your main folder of your server.

Add this to your server.cfg:

```
seta "promod" "1"
```

Optional add the playmode to your server.cfg:

```
seta "playmode" "public1"
```

## Restart server

## Operating

The command to switch between playmodes is: `rcon playmode <the desired playmode here>`

Example: rcon playmode public1

Available playmodes are:

public1

public2

public3

sniperonly

```
bash
```

clanbase1

public1noac

public2noac

public3noac

sniperonlynoac

The extension "noac" means this mode runs in a free mode without forced anticheat settings. For example if you want to run your server without antiWH on then you need to choose a noac playmode (and maybe modify settings of public1 like ac\_cvars and force ac\_cvars), e.g. the command would be "rcon playmode public1noac"

If the server is running in a public playmode single settings can be turned on / off with rcon, e.g. if you want to turn on 3rd Person mode you type: "rcon 3rdperson 1" , a restart is at the moment for most necessary to take effect (check out settings.cfg for available cvars that can be used).

The default playmode is public1

### Credits

Firstly a note on ingame credits, I have with a few exceptions mainly removed all ingame credits, instead there is a small ad (non-annoying I believe) in the bottom right corner with rotating messages. If any of the authors of used sources in this mod wishes to be mentioned there please drop me a line.

Biggest thank goes to Elgan (Elgan Sayer, [www.mods-r-us.net](http://www.mods-r-us.net)) and his amazing adminpro mod, its an outstanding (learning) source for all modders/scripters. Many functions and concepts of the Mohaa ProMod are basing on Elgans work. I have partly simplified and modified them and some are in original version included:

admincam, anticamp, punishment, modelfix, weapon-skin-fix, antishark, medics, christmasree, under map check, medics, message system center, serverplanes, weaponlimiter, exploding headshots, mines, antispawnkill, time alive count

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airstrike: cobra

anticham skins: contex, Trinity, Shadow

antidoorblock: stranter (Sim0n)

fire for effect: Rookie One

anti door bug nade: Hal

guided missiles: Sorridstroker

firework: Giffe

flakfire: Giffe

Teleports: damn79

common mapfixes: Conglomeration from MAM mod, Snakes Serverpatch + Official CMohl  
2.4 mapfix

Survival Horror: Rookie One

Fire for Effect: Rookie One

Weather/snow: RicHard

Trapshooting: RicHard

Cinematic Endings: RicHard

Freezetag: Mefy

NextMapIs (modified version): Giffe

Other people that need to be mentioned (I defo have forgot some, please drop me a line):

Sor

Sorridstroker

Hal

jv\_map

Creaper

Manuela <http://www.scapp.net/forum/index.php?action=profile;u=4>

### **Future Versions**

several more gametypes are planned for future versions

Several more weapons based mods are planned for future versions (e.g. ckr on/off)

An rcon menu system for admins is planned for future versions

It is planned to divide the mod in a core part which contains the anticheat control system and playmode system and an other part which contains the other functions/mods.

### **Downloads**

[Downloads](#)