

HaZardModding Coop Mod For Star Trek: Elite Force II

INTROCUCTION



If you have any trouble at all, with the **HaZardModding Coop Mod** please [contact us!](#)

The **HaZardModding Coop Mod** is a Modification for the Game Star Trek Elite Force II (2003).

This Modification is FREE of charge and has to be presented and provided as such, at all times!

The **HaZardModding Coop Mod** allows you to play the Single-Player Story and all the Secret levels Co-Operatively in Multi-Player. Supporting up to 8 players via LAN or Internet. Each Player can chose one of 3 Classes with specific abilities, to support the Team. Using the Tricorder primary scan mode when close to a Player, will activate the specific Class ability.

Visit the **HaZardModding Coop Mod** on the [Internet](#)

Chrisstrahl started developing the **HaZardModding Coop Mod** officially on **December 2006**. The main idea of this Modification was to allow every player to join a Co-op Server without having the Modification downloaded and installed, which still remains true to this day.

March 2007 was the first release of the 'HaZardModding Co-op Script Mod', in Version 1.0. Only the level secret1 could be played. This was realised with just 450 lines of creative script code.

The **HaZardModding Coop Mod** features:

- The complete 'Singleplayer Campaign' including all the Secret levels
- The complete 'A Gate two Birds and the beautiful Sky' Modification
- Episode 1 of the 'Return of the empty crown' Modification
- 8 well designed Custom levels
- Over 30 playable Test and Example levels
- Over 120 Multi-Player compatible levels more than the original game

INDEX

- [Introduction](#)
- [Need to Know](#)
- [Requirments](#)
- [Official Patch 1.1](#)
- [Installation Instructions under Windows](#)
- [Installation Instructions under Linux](#)
- [The EF2\base\ folder](#)
- [Renaming ef2 Executable to quake3](#)
- [How to start this Modification](#)
- [How to get your IP](#)
- [How to Open the in-game Console](#)
- [How to Connect to a Server](#)
- [Black Screen upon connect](#)
- [Coop Savegames](#)
- [Master Server Fix](#)
- [Common errors](#)
- [Add the Game/Server to the Windows Firewall](#)
- [Port Forwarding](#)
- [Misc Problems](#)
- [Clean up / Un-install](#)
- [Taking Screenshots in game](#)
- [Links / Resources](#)
- [Credits: Others](#)
- [Credits: Development](#)
- [Contact details](#)

NEED TO KNOW

There are a few things you need to know, to avoid any unwanted side-effects or surprises with the Coop Mod.

Please, if you have any troubles, send in a report. Only one out of 50 people sends in reports, and that is by far not sufficient feedback to find and fix all the bugs.

1. If you have been playing coop you need to close your game before you play in singleplayer again. The Mod reconfigures certain menu items for Coop use, and these changes are reset if you close the game.
2. If you can't start a Multimatch Server with bots from the game Menu, close the game and try again. It can happen that the Server won't add Bots if you previously started a Coop Server.
3. If you get stuck, the next map won't load, the game crashes, the gameplay is way off, something does not work right or is missing, tell us, we don't find every bug right away.
4. Linux Server shows message "stalled clientCommand" in the console logfile. This will happen if sv_floodProtect is set to 1. For the coop Mod to work it should be set to 0. The Coop Mod does set it to 0 on Level Start.
5. The Coop Mod offers several new commands to allow for a optimized gameflow. Type '!help' into the chat or console to see all commands.
6. Do not set sv_pure to 1, this will make it impossible for players that do not have the exact same gamefiles as your server to join the server. Clients without the Mod would also not be able to join.

REQUIREMENTS

TO PLAY THIS MODIFICATION

- Windows Windows 2000/XP/Vista/7/8/8.1/10
- Star Trek: Elite Force II installed and Patched to version 1.1
- A LAN/Internet connection (to play On-line)
- A modified game executable or modified 'hosts' file ([read more](#))

TO HOST A SERVER WITH THIS MODIFICATION (WINDOWS)

- Microsoft Windows 2000/XP/Vista/7/8/8.1/10
- Star Trek: Elite Force II installed and Patched to version 1.1
- A LAN/Internet connection (to play On-line)
- Direct Internet Access or Port forwarding

TO HOST A SERVER WITH THIS MODIFICATION (LINUX)

- Linux
- Star Trek: Elite Force II dedicated game server configured
- A LAN/Internet connection (to host on the Internet)
- Direct Internet Access or Port forwarding

OFFICIAL PATCH 1.1

You need to install the official Patch 1.1 for Star Trek: Elite Force II, before you can play on-line or install the **HaZardModding Coop Mod**.

We recommend you download the Official Patch 1.1 via one of the following Websites, and follow the Instructions of the Installer:

- moddb.com
- fileplanet.com
- 4players.de
- gamefront.online
- eliteforce.gamebub.com



We caution you, if you are downloading the Official Patch 1.1 from any other Website. Because it is possible, that the file you are downloading, can contain a Virus, Trojan or any Software that might damage or infect your Computer. **Please make sure that you have a Anti-Virus software installed on your PC.** (Free Antivirus will do, like: Avast, Avira, AVG, Comodo Internet Security, BitDefender Antivirus, ...)

INSTALLATION INSTRUCTIONS UNDER WINDOWS



If you have been using a old version, please follow these instructions, before you install the new Version: ([Clean up / Un-install](#))

STEP 1

You need the latest version of the Game, which is 1.1, you might need to download and install the Official Patch 1.1 ([Official Patch 1.1](#))

STEP 2

Shut-down all running instances of the Star Trek Elite Force II (EF2). Find out where your EF2 game folder is located at on your Computer. The default Path is: **C:\Program Files\Activision\EF2**

STEP 3

Copy these files into your 'EF2\base' folder:

- gamex86.dll
- gamex86.bak
- zzzzzz_co-op_hzm_mod.pk3
- zzzzzz_co-op_hzm_mod_vlp.pk3

If your game is in English copy:

- zzzzzz_co-op_hzm_mod_dialogENG.pk3

If your game is in German copy:

- zzzzzz_co-op_hzm_mod_dialogDEU.pk3

You can skip/ignore the file ef2gamei386.so because it is for Linux Servers.

STEP 4

4. Just start a server from the game Start Server Menu.

Or if you want to start a Windows Dedicated Game Server, copy this tool into your 'EF2' folder and run it: **hcm_sv_coop.bat**

INSTALLATION INSTRUCTIONS UNDER LINUX (only game server)



If you have been using a old version, please follow these instructions, before you install the new Version: ([Clean up / Un-install](#))

STEP 1

Delete all old files of this mod!

(See step 2 of Installation Instruction for Windows)

STEP 2

Copy these files into your 'EF2\base' folder:


- zzzzzz_co-op_hzm_mod.pk3
- zzzzzz_co-op_hzm_mod_vlp.pk3
- zzzzzz_co-op_hzm_mod_dialogDEU.pk3
- zzzzzz_co-op_hzm_mod_dialogENG.pk3


STEP 3


Create a backup of the existing file and then copy the file into your EF2 main directory:


- ef2gamei386.so


THE EF2\base\ FOLDER


 hm_ctf_exigent.pk3

 locpak1.pk3

 locpak50.pk3

☒  pak0.pk3

 pak10.pk3

 pak15.pk3

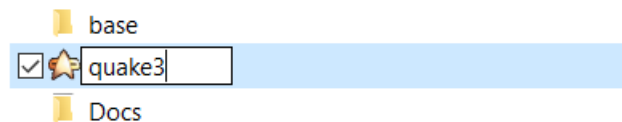
The Elite Force II 'EF2\base\' folder is located within the Game directory. You need to go to the location you have installed the game at.

Default Path is: C:\Program Files\Activision\EF2\

If you can't find your 'EF2\base\' folder, search using your Operating System its search function for the file: pak0.pk3

RENAMING ef2 EXECUTABLE TO quake3

We recommend that you rename your 'ef2' executable to 'quake3', for better performance. The reason is how OpenGL is handled by the Graphics-Card driver. Renaming to quake3.exe can solve a number of issues and have a massively positive impact on the game its performance.



HOW TO START THIS MODIFICATION

Load any level in MultiMatch and call a vote for any Coop level.
Or start a LOCAL Server from the in-game Menu.

DEDICATED SERVER



Start first the Server then your game to join in! If you are hosting the Server on the same Computer you are playing on. Please start a Server using the 'hcm_sv_coop.bat' with administrative privileges.

LOCAL SERVER

Start from the in-game Menu a LOCAL Server and tell your friends your IP. Even though your friends can not see your Server online, they still are able to connect to it, by using the Specify Server Button in-game entering your IP. ([How to Connect to a Server](#)) ([How to get your IP](#))

NEW MASTER SERVER

The **HaZardModding Coop Mod** configures automatically the ef2 game Server, to enlist with the new community Master Server.
([Master Server Fix](#))

HOW TO GET YOUR IP

- You can retrieve your IP by searching the Internet for a service provider (www.whatismyip.com) that displays your IP.
- Or via the Control Panel of your Router.



Please notice that your IP might change every time you log on to the Internet and probably also when you restart your Computer or at least every 24 hours. Unless you have a static IP-Address. Please ask your Internet Service Provider for details.



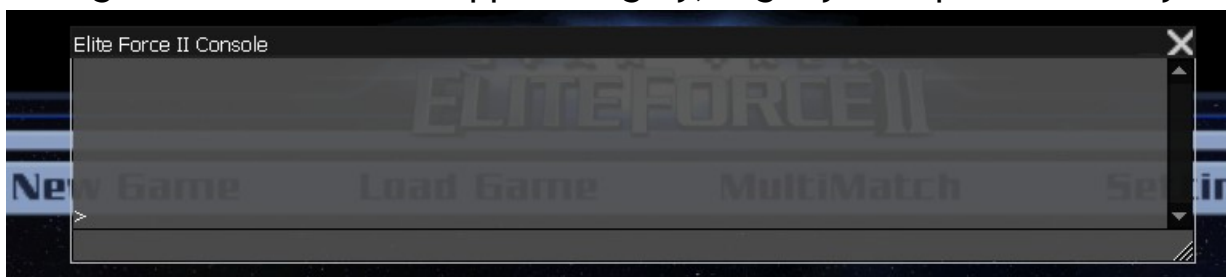
If you want players to type a Name-Address rather than a IP-Address you will need a Dynamic DNS Service Provider. Players could then connect with such a console command:
`connect myef2server.dyn.com`

HOW TO OPEN THE IN-GAME CONSOLE

You can open the game Console via a specific Key on your Keyboard while you are in-game. This will not work with the Demo version of EF2.

The Key to Access the console depends on your Keyboard Layout and Language. Please try the following Keys while you are in the main Menu of the game: ^ , ° , ² , ³ , @ , < , ~ or ' .

The in-game console should appear as grey, slightly transparent overlay.



HOW TO CONNECT TO A SERVER



You should make sure that your Firewall does not block the game from Accessing the Internet or your Local Area Network (LAN).
([Add the Game/Server to the Windows Firewall](#))



While connecting to a Server it is possible that your screen will turn black and nothing is displayed, this is a issue with the game we can not fix. ([Black Screen upon connect](#))

How ever, you can open the in-game console, it will show you any messages if there are any. So, just wait until the loading screen appears, which can take up to 30 seconds. ([Delay upon connecting](#))

There are a few different ways how you can connect to a server, each method has its own advantages...

CONNECT COMMAND

You can connect to any Server on your LAN or on the Internet if you know the IP-Address of that Server. The connect command can be entered via the ef2 game console. ([How to open the game Console](#))

Type into the game console the command 'connect' followed by a empty space then followed by the IP of the Server, then hit enter: `>connect 88.198.74.83`

Sometimes you need to enter the Port as well, if the Server Port is not the default port (29253), type connect followed by a empty space, then follows the IP then directly after the IP follows a colon, and after that comes the port, with no spaces what so ever between the ip, colon and the Port:

```
>connect 88.198.74.83:29001
```

SPECIFY SERVER

This is very similar to the connect command, but with a nice graphical User Interface. Click on Specify Server in the MultiMatch Menu screen.



Enter the Server address into the Address field. Change the Port in the Port field **only** if the server you are connecting to has a different Port than the one that is displayed in the field. If you are unsure leave the default Port (29253). Then click on 'Engage'.

IN-GAME SERVER LIST



To use the in-game Server List, you will need to set the new Community Master Server for your EF2. Otherwise you won't see any Internet Servers on that list. ([Master Server Fix](#))

Once you have fixed the Master Server issue, you can see servers inside your game. Click on MultiMatch, select Server Source: Internet Servers.



The in-game Server list should show you a list of servers.

Name	Map	#Players	Type	Ping
UnitedServer	dm_t4mobius	2/12	TM	18
CraZy Chicken Wings	dm_sewer	0/8	HM	18
Coop_Mod_bySFD	milla-borg_sphere	0/8	HM	18
[SFD]sficlan.net	dm_attrexian1	4/16	HM	101
NeMs InstantKill	dm_bridwag	3/12	HM	218

Select a Coop Server, then click on 'Engage'



Please note that it is possible that you are getting a black screen while connecting to a server. ([Black Screen upon connect](#))

BLACK SCREEN UPON CONNECT



If your screen resolution in-game is any higher than 1600x1200 pixels the screen that should show you the status of your connect attempt to a server will no longer function. Instead you are seeing just a black screen. - This is a client side issue of the game, that we can not fix.

How ever, you can open the in-game console, it will show you if there are any messages other than the normal connect info.

([How to open the game Console](#))

Connecting to a server should take no longer than **30 seconds**. If it does, the following things might be true:

- You got disconnected unclean, your CD-Key remains in use for another 5 Minutes. You will have to wait for at least 5 minutes before you can connect again.
- Your game registry entries are invalid or missing. You can install the game again to fix this.
- The Server has a password, check your in-game console.
- You can not connect to the Server for a technical reason.



Connecting to a Server takes that long, because the Authentication Server for the game is also not reachable! So the clients will not be authenticated. The fail-safe to let the clients in anyway will kick in after approximately 30 seconds.

COOP SAVEGAMES

The **HaZardModding Coop Mod** can not save the status of the game as savegame-files like the game does in singleplayer, yet.

You need to load your last Map/Mission or the next Map/Mission to continue.

Since the version 607 load tokens are supported, these can be set via script and Mission Failure from this point forward will restore the Mission. These tokens need manual adjustment for each map and script, so they are only implemented on bigger/longer maps.




You can see the Name of the current Map at the Coop Objectives Hud, or if you are hosting type 'mapname' in to game console.

MASTER SERVER FIX

The **Star Trek: Elite Force II Master Server** is responsible to provide a list of all Elite Force II game Servers that are available on the Internet.

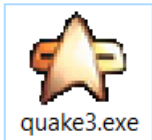
Since March 2010 the EF2 Master Server can no longer be reached.

 GSIO, a Member of the Elite Force II community created a replacement for the Master Server. The SFU Clan is hosting since then the new Master Server under the address: '**ef2master.sfu-server.de**'

Sadly, the game offers no Option to change the Master Server in any way. This is why you will need to make some adjustments, for the game to accept the new Master-Server. There are two ways how this can be done.

1. Modifying the executable file of the game, to overwrite the default master server: '**ef2master.activision.com**'
2. Modifying the Windows System 'hosts' file in '**system32/drivers/etc**'

MODIFYING THE GAME EXECUTABLE



The safest way to make the game use that new Master Server.

The game its executable can be either modified with a

Hex-Editor or with a specifically designed **program**.

Replacing the default Master Server Address with the new Address is all that needs to be done:

'**ef2master.activision.com**' with '**ef2master.sfu-server.de**'

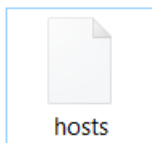
We recommend that you use a program to modify your Elite Force II executable file. The SFU Clan has released a program that can safely change your Elite Force II executable file. (**stef2_master-server-patch.exe**)

In this Zip Archive you can find the SFU-Clan Master Server Patch Installer, we recommend you use it!

The Master Server Patch is located in the HZM Coop Mod Zip Archive at: '**EF2\Extras\MasterServerFix**'

MODIFYING THE WINDOWS HOSTS FILE

This method is only recommended for experienced users!



These changes will make your Windows and all the programs running on it use the target IP for the address of the Master Server:
ef2master.activision.com'

As the game tries to reach the IP that belongs to 'ef2master.activision.com' it will be directed to the new Master Server its IP: '88.198.74.83'

Adding entries into the 'hosts' file has been abused in the past, to direct users to fake websites and steal their data. Virus-scanners and other **Security Software** can prevent you from modifying or saving the 'hosts' file. You will then need to figure out how to temporarily disable that security feature for the short time you are editing the 'hosts' file.

STEP 1

Go to: '\windows\system32\drivers\etc\'

STEP 2

Open the file 'hosts', using Windows Notepad!

STEP 3

Add at the bottom the following line, precisely:

```
88.198.74.83 ef2master.activision.com
```


STEP 4

Save the file, and make sure the changes you made are really saved inside the file now.

```
# [Google Inc] 127.0.0.1 www.google-anal
127.0.0.1 www.google-analytics.com
216.69.227.108 www.gamefront.com
88.198.74.83 ef2master.activision.com
```

ADDING NEW MASTER WHEN HOSTING A SERVER

If you are using the **HaZardModding Coop Mod** on your server, you don't need to do this, the Mod will configure your server on start-up.

 If you are running a dedicated Windows or Linux game Server **without the Modification**, you will need to add the new Master Server to your server configuration file, or type into the Server console (also via rcon):
seta sv_master2 ef2master.sfu-server.de

After this you should quit and restart your game server, just to be sure.

COMMON ERRORS

FREEZING AND LAG

Freezing and lag on a specific Level/Map and at some areas of a Level. Caused often by a very high **Framerate**, which is around or **above 333**.

You can fix this by either:

- Disabling 'nVidia Antialiasing', in the Advanced Video Settings
- Disabling 'Full Screen Antialiasing', in the Advanced Video Settings
- Activating 'Monitor Synchronization', in the Advanced Video Settings
- Using a in-game console command: '**seta com_maxfps 90**'
([How to Open the in-game Console](#))

LAG AND LOW FRAMES

Caused often by the incompatibility of the Graphics Driver to Elite Force II. You can fix this by either:

- Renaming the game its executable file 'ef2', to 'quake3' inside the 'EF2\' folder.
- Installing a different Graphics Driver, which should only be done if nothing else works.

ERROR OR CRASH ON STARTUP / SETTINGS NOT SAVING

Caused often by a incompatible screen resolution or missing OpenGL support.

SOLUTION 1

Open your 'EF2\base\' folder and **remove all *.cfg** files that you can find. But make sure you remove only the files that are in 'EF2\base\' not in a parent or subfolder, because this could brake the game!

SOLUTION 2

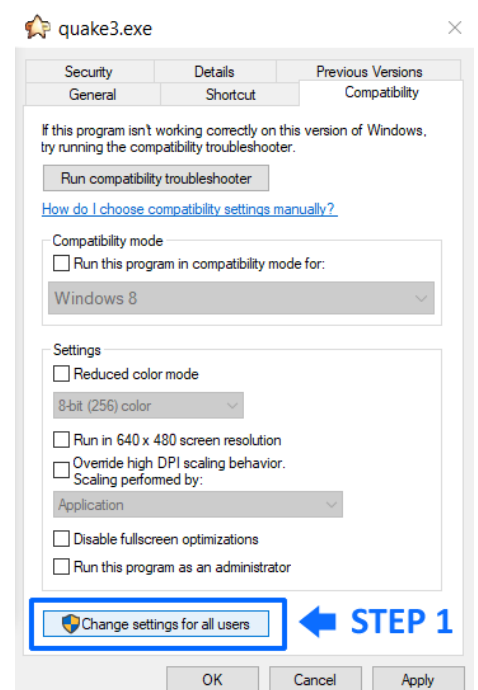
Open your 'EF2\' folder and right-click on the executable of the game.

Select from that context menu '**Properties**', a new Dialog will open.

STEP 1: Click on the '**Compatibility**' tab, then click on the button: '**Change settings for all users**'.

Again a new Dialog window will pop up. There you can make the final configurations.

([Index](#))



STEP 2: Enable the Checkbox that reads:
'Run this program in compatibility mode for:'

STEP 3: Then select from the Dropbox:
'Windows XP (Service Pack 3)'.

STEP 4: Then enable the Checkbox:
'Run as Administrator'

STEP 5: And finally click on the button
that reads: 'OK'

SOLUTION 3

Remove all custom made Maps, Mods and
Skins, from your 'EF2\base\' folder.

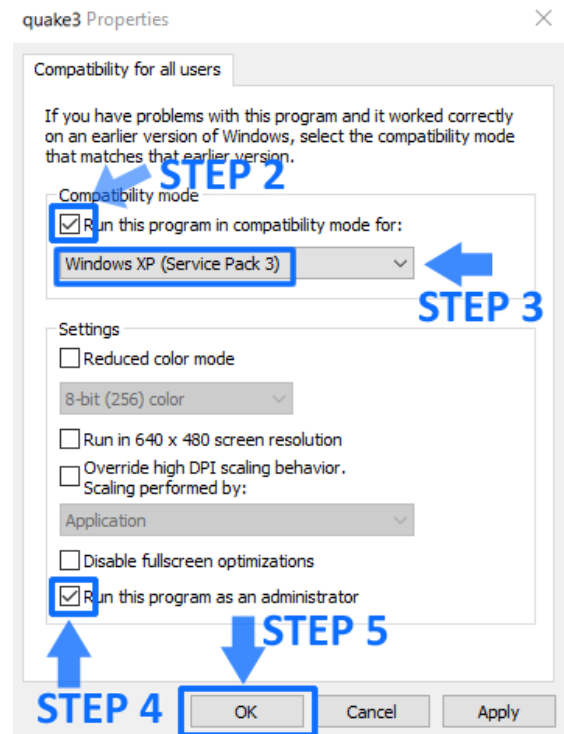
SOLUTION 4

Installing a different Graphics Driver, which should only be done if nothing
else works.

COUDN'T LOAD MAPS/*.BSP

*.bsp Files are levels. If the game tells you it could not find the Level you
need, download the level from the Internet:

- www.moddb.com/games/star-trek-elite-force-ii/downloads/
- <https://rd.nexusmods.com/startrekeliteforcell>
- gamefront.online



ADD THE GAME/SERVER TO THE WINDOWS FIREWALL



Before you add Elite Force II to the Windows Firewall, you should read ([Master Server Fix](#)) and ([Renaming ef2 Executable to quake3](#)) Or you might have to add Elite Force II twice to your Firewall

STEP 1


On your Taskbar, click on the windows



START

symbol

STEP 2

Now start Typing the Word 'Control' your START-Menu should now change, and a search box should appear on the bottom. A list of Apps and Programs should appear, select 'Control  Control Panel' from that list.

STEP 3

The 'Control Panel' Window should now be open. You should be able to click on 'System and Security' and then 'Windows Firewall'. Maybe you have to scroll down to see 'Windows Firewall'. Click on 'Windows Firewall'



System and Security

Review your computer's status

Save backup copies of your files with File History

Find and fix problems



Windows Firewall

Check firewall status

Allow an app through Windows Firewall

STEP 4

On the left side you should be able to see 'Advanced Settings'



Advanced settings

Click on 'Advanced Settings'

STEP 5

In the 'Advanced Settings' Screen, left-click on 'Inbound Rules'



Inbound Rules

Once 'Inbound Rules' is selected **right-click** on 'Inbound Rules' a context menu should now appear. Select the first item 'New Rule...' from the context menu. The 'New Inbound Rule Wizard' should now appear.

STEP 6

On the 'New Inbound Rule Wizard' you have now four Options presented to you. Two Options are recommended for the purpose of hosting a server or playing this game online.

Select either **Program** or **Port** then click on next.

STEP 7 - Program (Slightly more secure, but also more complicated)

Click on 'This program path', click on the button that reads 'Browse'.

A 'Open' selection dialog Window should now appear. Find and select your 'ef2.exe' or 'quake3.exe', then click on the button that reads 'Open', then click on Next. Notice if you move, modify or rename the exe file you need to repeat this procedure, unlike if you would use 'Port'.

STEP 7 - Port (Easier and less prone to error)

Select 'UDP' and 'Specific local ports', fill in the Inputbox with the following precise number combination '29250-29256', then click on Next.

STEP 8

Select 'Allow Connection' and click next.

STEP 9

Check/Enable, these Checkboxes then click on next:

- ☒ Domain
- ☒ Private
- ☒ Public

STEP 10

Fill in a **descriptive Name**, that would make you understand what the purpose of this new rules is. To name the Function properly imagine that you might have forgotten what you made this rule for by the next time you look into the Firewall rules listing.

Naming recommendations:

- Elite Force II - Port open 29250-29256
- Elite Force II - quake3.exe

STEP 11


Finally click on Finish.


The 'New Inbound Rule Wizard' Window should close now. You should be able to see 'Inbound Rules' listing, now also listing your new Rule.

STEP 13

This was now only for the Inbound Traffic, you need to repeat STEP 5 to 11, but this time, by left-clicking, then right-clicking on 'Outbound Rules'.

PORT FORWARDING

 If you are only trying to play EF2 on-line or on your LAN, you don't need to forward ports! Only if you want to host a Server you will require to forward Ports.

 You should make sure that your Firewall does not block the game from Accessing the Internet or your Local Area Network (LAN).

Port forwarding must be done via your Router or any other device that handles your LAN/WLAN or Access to the Internet.

Port forwarding is done to ensure that the data that is send to the EF2 game server does really reach it. This is usually not guaranteed in a LAN. The ports **29250 to 29256** need to be routed directly to the Computer that is Hosting the EF2 game server.

In most cases your Router is supposed to handle the ports forwarding. So you will need to find out how it is done with your Router. Since every Router Manufacturer does have a different User interface layout we can not provide you with Instructions as to how you would forward the ports on your Router.

Please search the Internet for Instructions on how to forward ports for your Router.

MISCELLANEOUS PROBLEMS

Should your friends have Difficulties connecting to your server then you should check the following issues might be true:

- Your Router does not have the Ports 29250 to 29256 open
- Your Router does not forward the Ports 29250 to 29256 to the Computer that is hosing the game Server
- Your Firewall denies the game or Server access to the Network or Internet
- Your Firewall Denies incoming connections to the game Server
- You didn't start the Server first and the Port has changed to 29254
- You are using a Server Configuration-File, and the Server Port has changed
- You are using a IPV6 only connection. You would require to establish a Virtual Private Network (VPN) where you would invite your friends to. However, this scenario is currently very unlikely.
- Your CD-Key is invalid or incomplete. You should see a message inside the game console while connecting to a server
- If you are getting a Error that reads 'Modified client detected', then the Server Administrator needs to disable the option 'Pure Server' in the Advanced Server Settings. Or via the console command: 'seta sv_pure 0' notice that the server might need to be restarted.

Your friends may try different ports with your IP, like:

29253, 29254, 29255, 29256,

29001, 29002, 29003 (Remember to also forward these Ports by your Router and to add them to your Firewall Rules/Exceptions)

Console Command Example: connect 88.88.11.11:29254

CLEAN UP / UN-INSTALL

UN-INSTALL

To remove the **HaZardModding Coop Mod** from your Game, please locate your EF2 installation folder. ([The EF2\base\ folder](#))

Please remove the files listed below:

- gamex86.dll
- zzzzzzz_co-op_hzm_mod.pk3
- zzzzzzz_co-op_hzm_mod_vlp.pk3
- zzzzzzz_co-op_hzm_mod_dialogENG.pk3
- zzzzzzz_co-op_hzm_mod_dialogDEU.pk3

Now you need to restore the original gamex86.dll in side your 'EF2\base' folder for the game to work in Singleplayer and when hosting a Server.



Restore the original gamex86.dll by renaming the provided gamex86.bak via right-click -> Properties.



If you have been using a old version (before 6.03) please follow these instructions. (**CLEAN UP**)

CLEAN UP

Remove any of these files, assuming you have them in 'EF2\base' folder:

- [illegible]

(Index)

TAKE A SCREENSHOT IN GAME

Sometimes it is useful to take a Picture of what you are currently seeing in game. EF2 has a standard key you can press and it will take a Picture of what you are currently seeing in game, hence a screen shot.

- The console command to take a screen shot is: 'screenshot'

Using the command 'screenshot' will always print a message to your screen like: 'Wrote screenshots/shot0001.tga'. This message can be very annoying if you are trying to take a series of screenshots, without waiting 3 or more seconds in between.

There is an extension to this command, that will take a screen shot **without the message output**: 'screenshot silent'. This can be utilized by binding this exact command to the F11 key:

Type into the in-game console, then press enter:
'bind F11 screenshot silent'



Screen shots are saved in 'EF2\base\screenshots' as *.tga files. It is possible that you can not open and view the tga unless you have a Program that can display this file-format, because Windows (10) can not open them.

The following programs can handle *.tga:

- Irfanview (www.irfanview.com)
- paint.NET (www.getpaint.net)
- GIMP (www.gimp.org)
- XnView MP (www.xnview.com)
- Photoshop CS2 (www.youtube.com/watch?v=c_FUngbzXVI)



If you want to send screenshots via E-Mail or upload them to the Internet make sure you put them into a compressed Zip Archive, this will reduce their file-size massively and is highly recommended.

CREDITS: OTHERS

COPYRIGHT NOTICE:

- Star Trek(R) Elite Force II, TM,(R) & (C) 2003 Paramount Pictures.
- Star Trek and related marks are trademarks of Paramount Pictures.
- Game code (C) 2003 Activision, Inc. and affiliates.
- Star Trek(R) Elite Force II developed by Ritual Entertainment, Inc.

The **HaZardModding Coop Mod** is using Materials provided by Activision, Ritual Entertainment and others to provide a public, free of charge not-for-profit Modification to the game Star Trek: Elite Force II.

SUPPORT NOTICE:

You may not contact Activision, Ritual Entertainment or their affiliates, regarding support for the **HaZardModding Coop Mod**! All questions regarding the **HaZardModding Coop Mod** should be directed to to HaZardModding Developer Team.

SERVER HOSTING:

Sfu-Clan.com for hosting the official **HaZardModding Coop Mod** Server for quite some years... :)

Some of the used Materials in the **HaZardModding Coop Mod** are from the following creators and Projects:

NAME	USED IN	CREATOR
A Gate two Birds and the beautiful Sky - Mod	Coop GBS Missions	THE COLONISTS
Return of the Empty Crown - Mod	Coop Rotec Missions	Luke Sutton
Forgotten Danger - Mod	Paradise Island Maps	Forgotten Danger Team, Dedalus
Rescue Chell	Coop Rescue Chell	Dedalus
freesoundeffects.com	Misc Sound Effects	freesoundeffects.com
Atjego Psycho - Music Track	Coop Ice Station Secret	Atjego
Christopher Franke - Free Audio-Sample	Coop Bl Areana	Christopher Franke
Ritualistic SIN Clock - Image	Coop H'atoria Outpost	Ritual Entertainment
Sir, Patric Steward - Picture	Coop Ice Station Secret	Unknown
RPG Enterprise E	Coop Bugs Mission	Gsio01

THIS SECTION IS INCOMPLETE

LINKS / RESOURCES

Websites, usefull/related to Star Trek Voyager Elite Force or Star Trek Elite Force II:

- <https://discord.com/invite/hqSmErp>
- <https://www.facebook.com/EliteForce2>
- moddb.com
- gamefront.com
- rd.nexusmods.com/startrekeliteforcell
- eliteforce.gamebub.com
- totallyef.net
- gamefront.online
- <http://blakessanctum.x10.mx/Games/StarTrekGames/>
- <https://www.play-old-pc-games.com/>
- <https://nolfgirl.net/Unityhq/forums/files/category/14-other-games/>
- <http://hazardmodding.com>
- <https://discord.gg/ZyNmsMX>

CREDITS: DEVELOPMENT

HaZardModding Coop Mod for Star Trek: Elite Force II (C)2006-2017
Christian Sebastian Strahl. All other trademarks and trade names are
properties of their respective owners.

Lead programmer

Christian Sebastian Strahl
aka Chrissstrahl

Additional programmer

Daggolin

Consultant for C++, Game-Engine and Networking

Daggolin

Consultant for C++

Altert Dorn

Additional Gameplay and English Language Consultant

NeMs

Additional Gameplay Consultant

Mutsu

Development Testing

Chrissstrahl
Daggolin
DerTripperTrapper
Nems

Beta Testing

Chrissstrahl
Daggolin
DerTripperTrapper
Killer1253
Mutsu
Nems
MiaCosa
MJ
G3t|Busy

CONTACT DETAILS

If you have troubles with this Modification, please contact Chrisstrahl for advice and help.

If you want to report a bug, please be as descriptive as possible and also take a screenshot in-game (press F11 Key on your Keyboard) and send all these details via mail to Chrisstrahl.

Please make sure you put screenshots with the extension .tga in-to a compressed Zip Archive, before you attach it to a E-Mail.

Via E-Mail: chrisstrahl@yahoo.de

Via ModDB.com: <http://www.moddb.com/members/chrisstrahl>

Via Facebook: <https://www.moddb.com/messages/compose?to=groupsgroup776>

Via Discord: <https://discord.gg/ZyNmsMX>

<https://www.moddb.com/mods/star-trek-elite-force-ii-coop-hazardmodding/>

Document created/updated: 2017.11.23 - 2019.12.24 - 2021.01.23

([Index](#))