**Call of Duty Black Ops ”Call of The Dead” Patch Changes**

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**“zombie\_coast.gsc”**

**Line 67;:** //level.player\_out\_of\_playable\_area\_monitor = true;

level.player\_out\_of\_playable\_area\_monitor = false;

**Line 86;:** //level.zombie\_coast\_visionset = “zombie\_coast”;

level.zombie\_coast\_visionset = “zombie\_moon\_hellearth”;

=?????????????????

**Line 131;:** //level.max\_perks = 5;

level.max\_perks = 8;

**Line 132;:** //level.max\_solo\_lives = 3;

level.max\_solo\_lives = 6;

**Line 152;:** //battlechatter\_off(”allies”);

battlechatter(”allies”);

**/\*Line 153;:** //battlechatter\_off(”axis”);

battlechatter(”axis”); **\*/**

**/\***

**188 ;:** //fix for pathing below player at drop offs.

**189 ;:** SetSavedDvar( “zombiemode\_path\_minz\_bias”, 17);

//comment out

**\*/**

Intro\_Credit()

{

flag\_wait( "all\_players\_connected" );

if( !level.all\_players\_connected = is\_true )

wait 5.10

{

iprintlnbold("^1This Patch Was Created by Ultimateman!");

}

}

**Line 526;:** //level.zombie\_lethal\_grenade\_player\_init = “frag\_grenade\_zm;

level.zombie\_lethal\_grenade\_player\_init = “sticky\_grenade\_zm”;

**Line 529;:** //level.zombie\_tactical\_grenade\_player\_init = undefined;

level.zombie\_tactical\_grenade\_player\_init = “zombie\_nesting\_dolls”;

**Line 532;:** //level.zombie\_placeable\_mine\_player\_init = undefined;

level.zombie\_placeable\_mine\_player\_init = “claymore\_zm”;

&&THESE NEEDS TO BE DEFINED IN THE ZOMBIEMODE AND COAST.FF AS WELL&&

&&StickyGrenades seems to spawn in at the init state, look for clay & dolls next!!&&

**“zombiemode\_player\_zipline.gsc”**

**Line 778-792;: (delete),** disable monitoring for jump button.

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jump\_button\_monitor()

{

level endon("intermission");

self endon("disconnect");

while(1)

{

if( self jumpbuttonpressed() )

{

self.jumptime = gettime();

}

wait(.1);

}

}

**Line 49;:**  array\_thread(players,::jump\_button\_monitor);

array\_thread(players);

**“zombiemode\_ai\_director.gsc”**

**Line 78;:** //level.max\_director\_zombies = 1;

level.max\_director\_zombies = 0;

**Line 90;:** //level.director\_zombie\_scream\_a\_chance = 100;

level.director\_zombie\_scream\_a\_chance = 0;

**Line 933;:** //self.entering\_level = true;

self.entering\_level = false;

**“zombie\_coast\_ai\_director.gsc”**

**Line 118;:** //level.max\_director\_zombies = 1;

level.max\_director\_zombies = 0;

&&seems to disable all zombies from spawning in&&

**Line 460;:** //self hide();

self show();

**Line 16;:** //level.director\_zombie\_min\_health = 7500;

level.director\_zombie\_min\_health = 100

&&associated with the custom starting grenade “Semtex” George will freeze once thrown questioned Semtex.&&

**“zombie\_coast\_ffotd.gsc”**

**Line 76 – 91;:** //comment out or try removing.

**Line 19;:** //comment out.

**Line 23 – 78;:** ((comment out by /\* \*/))

**I think COTD is now done with patches. Implement stuff to the common\_zombie\_patch.ff**

**to finish this patch for this map.**