**COMMON\_ZOMBIE\_PATCH CHANGES**

level.chalk\_override = " "; try adding that to inite area of zombiemode.gsc

Command dvars to include in the script/ to be put in // Console commands to see stuff

/cg\_drawViewpos 1 , 0 // get player’s location coordinates

/cg\_fov 95 // player’s field of view

/developer 2 , 1 ,0 // developer mode

/spdevmap zombie\_theater // developer map kino der toten; insert another map after zombie\_

/devmap // multi dev map

/god // infinite health

/noclip // fly trough objects around the map

/cg\_drawCrosshair 1, 0 //disable crosshair

/cg\_ammoCounterHide 1, 0 //disables the round object around ammo pointers

/cg\_drawLagoMeter 1, 0 //draws a lag meter box

/cg\_drawVersion 1, 0 //displays the game mod version & game version

/r\_fog 1, 0 //disables the fog effects fully (even on zombie\_coast)

/r\_fullbright 1, 0 //enables/disables cartoon mode

Zombiemode.gsc

Added++

Line 1534 function + added

onPlayerConnect\_clientDvars()

L 1544 – ”cg\_fov”, ”95”,

“Also relating to cg\_fov 95, change lines 1623, 2400, to match the fov of 95 instead of the default 70. This is because when the third person is set to 0 the game will run on the set 70 fov because cg\_thirdperson is not 1 (enabled) To all the previously said lines change 70 to 95 but leave the intermission fov to 70 so the fov can reset when disconnecting from the zombies game. It will automatically run it back to 95 when players connect to a map.

L 1548 – ”sv\_EnableDevCheats”, ”1”,

L 1549 – ”cg\_drawCrossHair”, ”0”,

L 1634 – iprintlnbold( “Black Ops Zombies Old School Glitches Created by ^1Ultimateman^7. ^2Enjoy :) “ );

L 1544 – “cg\_debugposition”, “1”,

L 1558 – self setClientDvar( “cg\_drawfps”, “3” );

L 1559 – self setClientDvar( “cg\_debugposition”, “1” );

//Ammo Counter can be put to hidden trough console. Find a place where ammo counter can be disabled fully “maybe in the once player have spawned, instead of “once players have connected// -- set ClientDvars( “ammoCounterHide”, “1”);

L 1417;: //points = 500; - - - points = 25000;

L 1622;: //self PlayerKnockBack( false ); - - - self PlayerKnockBack( true );

L 1960;: //weapon\_limit = 2; - - - weapon\_limit = 99;

L 1963;: //if ( self HasPerk( “specialty\_additional\_primary\_weapon” ) )

{

weapon\_limit = 3;

}

NEW;: ^^ !! if ( self HasPerk( “specialty\_additional\_primary\_weapon” ) )

{

weapon\_limit = 99;

}

L 2140;: //if ( primary\_weapons\_that\_can\_be\_taken.size >= 3 )

if ( primary\_weapons\_that\_can\_be\_taken.size >= 98 )

L 2142;: //weapon\_to\_take = primary\_weapons\_that\_can\_be\_taken\_[primary\_weapons\_that\_can\_be\_taken.size – 1];

&& weapons\_to\_take = primary\_weapons\_that\_can\_be\_taken\_[primary\_weapons\_that\_can\_be\_taken.size 0];

**&&To use the custom amount of weapons we implemented earlier we also need to change the too many weapons monitor so all the text above related to weapons can work!!&&**

L 12;: //level.player\_too\_many\_weapons\_monitor = true;

level.player\_too\_many\_weapons\_monitor = false;

//&& All the cg\_fov threads have been reduced from 95 to 90.&&\\

L 3489;: //try adding the claymore on the spawn up.

//try

players[i] giveweapon( players[i] get\_player\_placeable\_mine() );

L 3489;: //ammoCounterHide, = 1 instead of 0

destroy\_chalk\_hud();

Lines 1694 – 1715();

wait 3.5;

iprintln( "Reading ^1Ultimateman's ^7custom ^6patch ^7data!" );

wait 2.0;

iprintln( "^1Started ^5loading^7:" );

wait 2.0;

iprintln( "^2zombie\_theater\_patch^7..." );

wait 1.0;

iprintln( "^2zombie\_pentagon\_patch^7..." );

wait 1.0;

iprintln( "^2zombie\_cosmodrome\_patch^7..." );

wait 1.0;

iprintln( "^2zombie\_coast\_patch^7..." );

wait 1.0;

iprintln( "^2zombie\_temple\_patch^7..." );

wait 1.0;

iprintln( "^2zombie\_moon\_patch^7..." );

wait 1.0;

iprintln( "^2zombie\_cod5\_patch^7..." );

wait 1.0;

iprintln( "Loading ^1Successful^7!" );

wait 5.5;

iPrintlnBold( "Welcome to play ^1Ultimateman's ^7Old school ^1zombies ^7glitches mode!" );

Line 60;: //level.disable\_player\_damage\_knockback = true;

level.disable\_player\_damage\_knockback = false;

Line 1622;: // self PlayerKnockback( true );

self PlayerKnockback( false );

L3587 if( !IsDefined( x ) )

**&&TO DISABLE SCOREBOARD COLOR!!**

cg\_ScoresColor\_TransparencyZombie 0;

!!need to add this to the zombies\_players\_spawned\_dvars

try

setClientDvar( “cg\_ScoresColor\_TransparencyZombie”, “0” );

**&&TO DISABLE SCOREBOARD POINTS!!**

cg\_scoreboardtextoffset 1000;

!!need to add this to the zombies\_players\_spawned\_dvars

try

setClientDvar( “cg\_scoreboardtextoffset”, “1000”);

**&&TO SET MAX FPS 333**

include it in the spawn client vars

“com\_maxfps”, “333” );

**&&ENABLE CHEATS ONLINE**

**LINES BELOW ONLY THE CORRESPONDING NUMBER!!!&&**

**Related for not displaying the round counters for recording!! ((CHALKS))**

3600;: hud.alpha = 0;

3757;: hud.alpha = 0;

3762;: hud.alpha = 0;

3774;: hud.alpha = 0;

3791;: hud.alpha = 0;

3804;: round.alpha = 0;

3814;: round.alpha = 0;

3899;: huds[i].alpha = 0;

3912;: huds[i}.alpha = 0;

3928;: huds[i}.alpha = 0;

3758;: comment out!

**==================================================================================**

**FOR THE KNOCK BACK TO WORK&&!!**

Line 1622;: self PlayerKnockback( true );

Line 60;: level.disable\_player\_damage\_knockback = false;

**SkyTransition FUNCTION AND VARS!**

**Line 755;:**

init\_dvars()

**Line 760;:**

setSavedDvar( “r\_skyTransition”, “” );

**Line 777;:**

if ( level.script == “zombie\_temple” );

{

setSavedDvar( “r\_skyTransition”, “1” );

}

**Developer\_Script for Shangri La ee players 1-4;**

shangri\_la\_dev\_script()

{

self endon ( "disconnect" );

for( ;; )

{

level waittill ("connecting", player);

if ( level.script == "zombie\_temple" )

{

self setClientDvar( "developer\_script", "1");

}

else if ( level.script != "zombie\_temple")

{

self setClientDvar( "developer\_script", "0");

}

}

}

//Line 6018; in zombiemode.gsc will kill this function and it resets it back to default when players die!

//

**The function above must be threaded to player’s connect on line 207!**

**Line 207;:**

level thread Shangri\_la\_dev\_script();  
  
**Need to add a custom function to remove made effects for Shang!**

**Rip Frontend.gsc into the common\_zombie\_patch folder,**

**Write a custom function for frontend to call when player leaves shang &**

**gets put back to the frontend map!! && Add to the mod.csv table!**

**frontend.gsc**

**Line 1557 – 1565;:**

stop\_shangri\_la\_dev\_script()

{

self endon ( "disconnect" );

if( level.script == "frontend")

{

self SetClientDvar( "developer\_script", "0");

}

}

**Thread the function in frontend.gsc!!!**

**Line 32;:** level thread stop\_shangri\_la\_dev\_script();

===========================================================================

1663

207

5180

level thread stop\_shangri\_la\_dev\_script();

**TO FULLY MAKE DEVELOP SCRIPT TO NOT WORK IMPLEMENT THESE IN THE ZOMBIEMODE.GSC!!**

**Lines 1572 – 1636;:**

if( level.script == "zombie\_temple" ) //Changes made on June 16th 2020. If set level = shangri la, enable developer script to complete the ee with any amount of players.

{

self endon ( "disconnect" );

self SetClientDvar( "developer\_script", "1");

}

if( level.script == "zombie\_theater" )

{

self endon ( "disconnect" );

self setClientDvar( "developer\_script", "0" );

}

if( level.script == "zombie\_pentagon" )

{

self endon ( "disconnect" );

self setClientDvar( "developer\_script", "0" );

}

if( level.script == "zombie\_cosmodrome" )

{

self endon ( "disconnect" );

self setClientDvar( "developer\_script", "0" );

}

if( level.script == "zombietron" )

{

self endon ( "disconnect" );

self setClientDvar( "developer\_script", "0" );

}

if( level.script == "zombie\_coast" )

{

self endon ( "disconnect" );

self setClientDvar( "developer\_script", "0" );

}

if( level.script == "zombie\_moon" )

{

self endon ( "disconnect" );

self setClientDvar( "developer\_script", "0" );

}

if( level.script == "zombie\_cod5\_prototype" )

{

self endon ( "disconnect" );

self setClientDvar( "developer\_script", "0" );

}

if( level.script == "zombie\_cod5\_sumpf" )

{

self endon ( "disconnect" );

self setClientDvar( "developer\_script", "0" );

}

if( level.script == "zombie\_cod5\_factory" )

{

self endon ( "disconnect" );

self setClientDvar( "developer\_script", "0" );

}

if( level.script == "zombie\_cod5\_asylum" )

{

self endon ( "disconnect" );

self setClientDvar( "developer\_script", "0" );

}

Zombiemode\_utility.gsc

L 3053 : trigger\_invisible( enable ) --- trigger\_Visible( enable )

L :3060 : self SetInvisibleToPlayer( players[i], enable ); -- self SetVisibleToPlayer( players[i], enable );

\_zombiemode\_ffotd.gsc

L 92;:

{

claymore\_to\_notsolid()

self endon( “disconnect” )

for ( ;; )

{

self waittill( “grenade\_fire”, claymore, weapname );

if ( weapname == “claymore\_zm” ll weapname == “spikemore\_zm” )

{

claymore NotSolid();

}

}

}

/\* \*/ ---\_> NotSolid ---\_> Solid();

\_zombiemode\_perks.gsc

L 1121;: cost = 2500; - - - cost = 250; - - - //juggernog

L 1128;: cost = 500; - - - cost = 250; - - - //quick revive solo

L 1132;: cost = 1500; - - - cost = 250; - - - //quick revive

L 1138;: cost = 3000; - - - cost = 250; - - - //sleight of hand

L 1143;: cost 2000; - - - cost = 250; - - - //double tap

L 1148;: cost 2000; - - - cost = 250; - - - //stamina

L 1153;: cost 2000; - - - cost = 250; - - - //phd flopper

L 1158;: cost 1000; - - - cost = 250; - - - //deadshot daiquiri

L 1163;: cost 4000; - - - cost = 250; - - - //mule kick

L 1315;: if ( player.num\_perks >= 4 ) ----- >

//(player.num\_perks >= 8);

disable quick revive disappearing from the map after 3 solo revives(), 8=3;

if( level.solo\_lives\_given >= 8 )

{

if(IsDefined(level.\_solo\_revive\_machine\_expire\_func))

{

revive\_perk\_trigger [[level.\_solo\_revive\_machine\_expire\_func]]();

}

return;

}

L 1410;: //player iprintln( “Bought Perk: “ + perk );

L 1502;: //if( level.solo\_lives\_given >= 8 ) ---> flag\_set( “solo\_revive” ); [3==8]

L 1100;: //level.solo\_lives\_given = 0; - - > level.solo\_lives\_given 8;

EXTRA STUFF AS OF 6/10/2019/

func\_tel\_sky()

{

self setOrigin(self get\_org()+(0,0,100000));

S("Teleported to Sky ^2Successful");

}