KFGMod Practise Version
Version 2.13 - (c) KFG Team

[Description]

This mod allows you to play a trimmed version of what the KFG tournament is about.
There are some basic features integrated such as various bug fixes, the KFG HUD and basic gameplay elements such as death penalties.
Additional there are some extra features added such as the custom wave and custom spawn cash.

In the log file of the server you can find the times of each wave you scored during practice. The times will also be broadcasted in-game at the end of each wave.

[Game changes]

•Zed pathing improvement, the Zeds now get stuck far less than normal + anti-stuck system to get Zeds unstuck.
•Patriarch pathing improvement to reach teams more quicker and pick direct routes.
•Prevent dual pistol trader exploit, players can no longer make excessive profit from selling dual pistols or flareguns.
•Prevent double door exploits. Both doors will always be destroyed at the same time.
•Improved door opening system for Zeds.
•Monsters are now spawning a lot more properly for all players.

•Last 5 Zeds now teleport closer to the players, this also avoids Zeds being stuck.
•M99 bullet fix.
•Some medic perk related fixes.
•Xbow arrow visibility fix.

[Map changes]

KF-Forgotten:

• Monsters don't get stuck near the red hallway anymore.

KF-Hellride:

• More balanced spawning of Zed squads (Scrakes now do spawn).

KF-HospitalHorrors:

• A new spawn location is used, this location is in the lobby of the hospital (this is to make the trader on the roof more reachable on respawn).

KF-Icebreaker:

• Disable the ship shaking and moving.
• Removed handcannon and katana fixed weapon drops.

KF-Manor:

• Monsters behave better near the front entrance of the cave.

• Monsters navigate properly on both sides of the flying wheel.

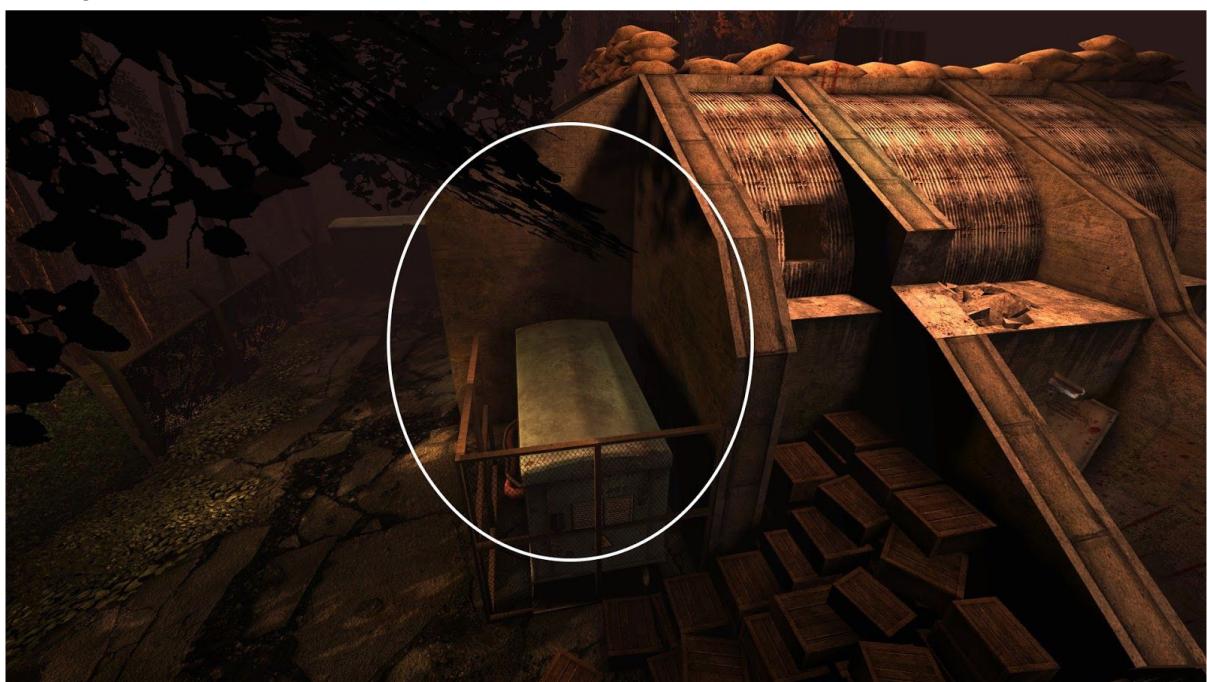• Monsters navigate properly on both sides of the flying wheel.

KF-Transit:

• Monsters, especially the Patriarch, don't end up in a loop when trying to jump down the holes.

KF-Wyre:

• The generator next to the bunker is now inaccessible.

• Monsters properly get up to the bunker roof.

• Monsters don't stack next to a steel door in the underground.

[Installation/Deinstallation]

Place the content of the System folder inside your KillingFloor System folder. The Redirect folder is meant for server authors that are using a fast redirect.
To uninstall just remove these files from your System folder.

[How to start a solo match]

Activate "KFG Server Veterancy Handler V7" mutator from the mutator selection list before starting a game.

[Command lines for dedicated server]

Server start command:

KF-WestLondon?Game=KFGMod.KFGMod?Mutator=KFGServerPerksMut.ServerPerksMut

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[FAQ]

Q1 - How to get to the KFG settings in web admin?

1. Click on the tab defaults (located at the top)
2. On the left side there should be a option called "KFG Rules" click on that button

Q2 - How to change game length on listen server?

Method 1:

Since 'Game Length' is not accessible in the 'Select Map' tab switch over to the 'Sandbox' tab and change the value in there.

Method 2:

If you are using a listen server you have to change the game length ingame (e.g. on lobby screen):

1. Log-in as admin
2. Open console and enter the command "admin set KFMod.KFGameType KFGameLength 2"
3. Enter "admin map ?restart" in console to restart your server so the changes apply

For gamelength the numbers and options are:

0 = Short, 4 waves
1 = Normal, 7 waves
2 = Long, 10 waves
3 = Custom; uses sandbox settings for waves

Q3 - How to set-up custom wave and custom spawn cash?

•Custom wave start option should be on
•At custom wave number you enter the desired wave you wish to start on
•At custom wave cash you enter the desired cash you wish give to each player
•Click on accept and restart the server

Below a example if we want to start on wave 10 and give all players 2500 cash (with badass tournament set-up).

Q4 - How to set the perk level:
Open KFGServerPerks.ini and set MinPerksLevel and MaxPerksLevel to the same value.
Beginner Tournament uses level 4
Veteran Tournament uses level 6
Badass Tournament uses level 4
Patriarch's Special uses level 2

Q5 - Explaining all values in the web-admin
Remove map pickups= *Choose if you want to remove weapons, ammo or both*
Custom wave start= *This option is required to have on if you want to use wave spawn and cash*
Spawn trader first= *Select closest trader to player spawn as first trader in a '"Custom wave start" game*
Settings=
Veteran= Forces all settings to level 6 perk and economy level.
Badass= Forces the badass tournaments settings, level 4 perk with level 5 economy
If you pick other values for perk and economy these will be ignored (but does not apply to custom)

Custom= Set your own perk and economy level
Perk level= *Set the perk level you want for players*
Economy level= *Set the economy level for the perk*
Custom wave cash= *Set the cash you wish to provide to each player*
Custom wave number= *The wave you wish to start in*
Max Support/Sharp/Medic/Firebug/Demo/Comm/Berserker= *Set the amount of max perk you want to allow in a game.*
Time death penalty= *Set the value for the amount of seconds for a death penalty*
Vote skip Count = *Set the amount of required players that are needed to skip the trader time*

Note: If you change a value you have to press accept and restart the server to apply the changes.

Q6 - How to set-up the server for the Patriarch's Special 2017?
Step 1
- Make sure you use the **KFGServerPerks.ini** as some of the weapons are disabled in the trader (such as the dwarfs axe and both zed guns). This file is already delivered by KFG.

Step 2
Use the following settings in the web-admin (after that click on accept and restart the server to apply the changes).

Remove Map Pickups	All	
Custom Wave Start	✓	
Spawn Trader First	✓	
Settings	Custom	
Perk Level	2	(0 - 6)
Economy Level	4	(0 - 6)
Custom Wave Cash	1600	(0 - 10000)
Custom Wave Number	6	(1 - 15)
Max Berserkers	3	(0 - 6)
Max Commandos	3	(0 - 6)
Max Demolitions	3	(0 - 6)
Max Medics	3	(0 - 6)
Max Firebugs	3	(0 - 6)
Max Sharpshooters	3	(0 - 6)
Max Supports	3	(0 - 6)
Time Death penality	30	(0 - 9999)
Vote Skip Count	1	(1 - 6)
Patriarch Endless Spawns	✓	
Max Pat Children	8	(0 - 32)
Accept reset		

[Permissions]

You are allowed to freely use KFGMod Practise on any server you want.

You're not allowed to use the code in any way without permission of Killing Floor Games and authors. You're not allowed to recompile and re-release this mod without permission of Killing Floor Games and authors.

[Contact]

If you have questions you can contact us below:

http://www.killingfloorgames.com/contact.html