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# Disclaimer:

To the fullest extent permitted by law, a Limited Owner may not sell, assign, transfer or otherwise dispose of, or pledge, hypothecate or in any manner encumber any or all of his Units or any part of his right, title and interest in the capital or profits in any Fund except as permitted in this Article and any act in violation of this Article shall not be binding upon or recognized by the Trust (regardless of whether the Managing Owner shall have knowledge thereof), unless approved in writing by the Managing Owner.

And it is under all circumstances mandatory that the owner of this article is engulfed by fun and joy when using it ^^.

# Introduction:

Hello I am Nolay, the creator of the LUM level mod.

I created the first official version of this mod with the primary goal in mind to bring many new players to Teeworlds 0.7 and revive the old fashion style leveling gameplay of KOG|lvl, N-LVL and ME-LVL which was very popular in the older versions of Teeworlds.

The three letters in LUM stand for "Levels, Upgrades & Mahyem" and represent the core of the gameplay.

The mod features a log in system so your progress will be saved.

The gameplay revolves around leveling up your account and upgrading your character and weapon stats, where the weapons unlock special abilities on certain levels.

You gain level by killing players, each time you level up, you gain money to spend on upgrades.

# Credits:

The back then very popular mod called "KOG|lvl" inspired me to create this mod, thus I can proudly give credits to the creators "NoxNebula", "schmop", "MAP94" and "//Toast" and it's later joining publishers "Retro" and "iX::W4com".

# Special Features:

Log in system  
Bots (Lummies)  
Random events  
Top ten list  
Emote commands  
Switch to your most favorite weapon upon respawn

# Mod settings:

Mod settings are saved in the “modsettings.cfg” file which is located in the same folder as the “autoexec.cfg” file. You can put comments after a setting but only if you separate it with a space sign.

## Weapon required levels:

sv\_req\_hammer\_auto 10 Autohammer  
sv\_req\_hammer\_fly 25 Flyhammer / Minehammer

sv\_req\_gun\_auto 10 Autogun  
sv\_req\_gun\_spread 25 Spreadshot

sv\_req\_grenade\_bounce 40 Bouncing grenade x1  
sv\_req\_grenade\_bounce2 75 Bouncing grenade x2

sv\_req\_rifle\_exp 25 Double spread  
sv\_req\_rifle\_range 40 Range increase  
sv\_req\_rifle\_spread 55 Triple spread

## Weapon tuning settings:

sv\_shotgun\_spreadbase 6.2 ° base Spread of shotgun  
sv\_shotgun\_speeddiff 20 % max speed difference on outer edge  
sv\_shotgun\_rangegain 0.5 % of level as range

## Level variables

sv\_health\_per\_point 6 Maximum health per level of life (increasing up to this limit)  
sv\_armor\_per\_point 6 Maximum armor per level of life (increasing up to this limit)  
sv\_damage\_ratio 25 % damage gain per weapon level

## General variables

sv\_level\_min -1 Server minimum allowed level (-1 no limit)  
sv\_level\_max -1 Server maximum allowed level (-1 no limit)  
sv\_spawnprotection 1 Server spawn protection duration

sv\_reward\_ammo 3 Ammo regained for a kill  
sv\_reward\_streak 3 Experience reward per step of killed player’s killstreak  
sv\_kills\_for\_streak 5 Kills until one step further into Killstreak

## Hammer mines

sv\_mine\_lifetime 5 Mine lifetime  
sv\_mine\_radius 15 Mine hitbox radius

## Drop life

sv\_droplife\_ratio 40 % amount of maximum life dropped on death  
sv\_droplife\_lifetime 15 Lifetime of dropped life  
sv\_droplife\_gravity 0.35 Gravity acceleration of dropped life  
sv\_droplife\_bounce 30 % bounce force upon contacting the ground

# Gameplay settings:

Gameplay settings are saved in the “autoexec.cfg”.

## Vote variables:

sv\_skip\_events Vote to skip the currently active event  
sv\_bots x Vote to set the amount of Lummies on the server to x

# Account file:

Account files are .ini files, they are saved under the username of the account. The lines in the file are occupied as follows.

1 - Username  
2 - Password  
3 - Status  
4 - Utility 1: Undercover option  
5 - Utility 2: Show experience notification  
6 - Utility 3: Emote option  
7 - Utility 4: Reserved  
8 - Utility 5: Reserved  
9 - Level  
10 - Experience  
11 - Money  
12 - Hammer  
13 - Gun  
14 - Shotgun  
15 - Grenade  
16 - Rifle  
17 - Life  
18 - Handle  
19 - Name of player

## Status:

0 - Normal  
1 - Frozen  
2 - Moderator  
3 - Admin

Admins and moderators cannot be frozen, if they try to freeze each other, they will become frozen instead. As admin, use the console command ‘makemod’ to degrade the moderator to rookie and  
then use freeze.

## Utility:

Utility settings are saved inside the account file.

1. Undercover option - Toggle to hide your status tag if you are moderator or admin  
2. Show experience notification - Toggle to hide experience notification when killing someone  
3. Emote option - Which emote the player shows

## Money:

Each account starts with +20 money (4 free upgrades).  
Each time you gain a level, you also gain +5 money.  
Each upgrade costs 5 money.

# Upgrades / Weapons:

Each upgrade costs 5 money. All stats can be upgraded infinitely, some stats are capped such as the bullet amount of the shotgun. Other stats like handle, life and weapons can be upgraded infinitely and gain unlimited firerate, health/armor and damage.

Each weapon has it’s own special firing mode. The modes can be switched with the chat command ‘/switchmode’.

## Hammer:

Milestone 1: Autohammer  
Milestone 2: Fly hammer / Mine hammer

Normal mode: Fly, +200% Damage, +20% Firerate, +20% Health  
Special mode: Lay mines, -50% Firerate

## Gun:

Milestone 1: Autogun  
Milestone 2: Double spreadshot

Special mode: Triple spreadshot and -33% firerate

## Shotgun:

Over level gains: Bullets and range

Special mode: Double spread, halve range  
Bullet amount is capped at 30 bullets at level 300

## Grenade:

Milestone 1: Bouncing grenade x1  
Milestone 2: Bouncing grenade x2

Special mode: Instead of bouncing, gain spread equal to amount of bounces

## Rifle:

Milestone 1: Spread x2  
Milestone 2: Range +200  
Milestone 2: Spread x3

Special mode: Instead of spread, gain +100% firerate equal to the amount of bonus lasers

# Admin commands (rcon commands):

Note: the ‘<’ and ‘>’ are only for clarity purposes and are not to be included in the command.

cmdlist - list all admin commands for the mod

makemod <ID> <1 - demote / 10000 - admin> - make a player moderator, admin or demote him

showstats <ID> - list the stats of an other player

givemoney <ID> <amount> - give a player money

resetacc <ID> - reset a player's account

idlist - show the IDs with names and username of all active players

accupdate - update the accounts of all active players

dummyadd <amount> - add dummies to the game

startevent <type> <duration (min)> - start an event for a duration

# Moderator commands (chat commands):

In order for the server to recognize a chat message as a command, the first character of the message has to be a ‘/’ slash.

Note: the ‘<’ and ‘>’ are only for clarity purposes and are not to be included in the message.

/undercover - toggle to hide your status

/idlist - show the IDs with names of all active players

/showstats <ID> - view a player's stats

/notify <message> - server notification

/kick <ID> - kicks a player

/ban <ID> <minutes> - bans a player for a duration

/freeze <ID> - freezes a player

/unfreeze <ID> - unfreezes a player

# Gameplay commands (chat commands):

In order for the server to recognize a chat message as a command, the first character of the message has to be a ‘/’ slash.

Note: the ‘<’ and ‘>’ are only for clarity purposes and are not to be included in the message.

## General help:

If a player types an invalid chat command, the default help will be shown.

/help - show command list

## Server help:

Called by ‘/help’.

/info - show server info

/rules - show server rules

/topten - show top ten players

/help game - show upgrade / game help

/help account - show account help

/help emote - show emote help

/help moderator - show moderator help (only)asdfasdf

/ticket <message> - send a message to the creator

/redeem <code> - redeem a code

## Upgrade / Game help:

Called by ‘/help game’.

... = amount (optional, default 1)

/upgr hammer ... - upgrades hammer

/upgr gun ... - upgrades gun

/upgr shotgun ... - upgrades shotgun

/upgr grenade ... - upgrades grenade

/upgr rifle ... - upgrades rifle

/upgr life ... - upgrades health/armor

/upgr handle ... - upgrades firerate

/switchmode - switch weapon modes

/showexp - toggle experience notifications

/stats (tell) - view / tell your stats

## Account help:

Called by ‘/help account’.

/register username password - create account

/login username password - log in to account and join

/logout - log out

/newpassword <old> <new> <confirm new> - change pw

\*Username and password may only contain [aA-zZ] and [0-9]

## Emote help:

Called by ‘/help emote’.

Emote settings let you change the emote of your player character, the emote is saved in the account file so players don’t have to set the emote everytime they join a new game.

/angry

/happy

/pain

/blink

/surprise

/default

# Top ten list:

The top ten list is called “topten.ini” and is located in the automatically generated folder “topten”, the lines in the file are occupied as follows.

1 - 1st Place name  
2 - 1st Place level  
3 - 2nd Place name  
4 - 2nd Place level  
… repeating x10

## Example of a top ten list file:

“topten.ini” with content:

Bob  
198  
RabbitSlayer69  
169

# Redeem codes:

Redeem codes are located in the automatically generated folder named “redeemcodes”. Redeem codes are .ini files and are saved under the name of their code. The lines in the file are occupied as follows.

1 - code - Code  
2 - type - 0 = Resetcode, 1 = levelcode, 2 = moneycode, 100 = start event 0, 101 = start event 1, … up to 104  
3 - value1 - … = Amount of value gained, depending on type

If a redeem code is typed and the server finds the file with the corresponding name, the code is checked. If the code is correct, the type is checked, if it’s a resetcode, the account is reset, if it’s a moneycode the account gains money equal to the amount of money stated by value1.

Redeemcodes can only be submitted once every 10 seconds to prevent botting.

If an account is reset, all upgrades are reset to their default level and money for the upgrades is refunded. Experience and player level are not reset.

## Conventions:

Redeem codes always have a length of 6.  
Redeem codes can only contain letters aA - zZ and numbers 1 - 9.  
Redeem code files are deleted after they have been used.

## Example of a redeem code file (gives the player +25 level):

“Qbb24X.ini” with content:

Qbb24X  
1  
25

# Events:

Events last for 15 minutes each and are started randomly each 5min - 45min by the server. Multiple events can run simultaneously.

## Event indices:

0 - Experience x2

1 - Low gravity (low gravity, infinite hook, jetpack jump, low bullet speed)

2 - Rapid fire (+100 handle for everyone, infinite ammo xD)

Surprise party (16 Lummies join the server) - removed

# General information:

## Lummies (Bots):

When there are no players on the server, 8 Lummies are added automatically.

Lummies remain inactive as long as there are no human players on the server.

Lummy skins are bound to their corresponding name (e.g. Bearbo will always look like a bear).

When there are no active players on the server (everyone is spectating), chat messages by human playeres will be recognized by the helper bot (Lummy with the highest ID). The helping Lummy will then try to help the player to log in and join the game and explain the mod to the player.

## Mod log:

The mod actions are logged inside a file called “modlog.txt” and is generated in a folder called “logs”.

## Chat log:

The chat is logged inside a file called “chatlog.txt” and is generated in a folder called “logs” and under the corresponding server range (0 - 30 / public / etc…). In order to log correctly, the server name must contain “[0 - 30]”, “[30 - 75]”, “[75 - 120]”, “[120 - 300]” or “[public]”.

## Tickets:

Tickets are messages from players if they want to send a message to the creator. Tickets are located in a file called “modtickets.txt” and are generated in a folder called “logs”.

## Events:

In order for events to persist even after a map change, the times of the events are saved in a file named “eventtimes.ini” and loaded if the events are not active. The file is saved in the same folder as the server file.

Stay up to date:  
<https://www.teeworlds.com/forum/viewtopic.php?id=12772>

Official discord server:  
discord.gg/ju4z5Kj