Dear Vietcong fan,

Thank you for your interest in new patch 1.20 for Vietcong 2. This patch has been made by community for community. We are players, just like you which thinks that this game deserve more interest. Our patch contains many improvements and changes. We worked on it in our free time and with honor. Thank you once again and have a fun!

Installation instructions

1. Open *.rar archive and double-click on patcher.exe
2. Follow instructions in the setup
3. When the installation is done, close setup and double-click on vietcong2.exe for start the Vietcong2

Changelog:

* CHANGED: Console command pl.ban will ban player's ID and player's IP for better security.
* CHANGED: Original game DVD is no longer required for playing game.
* CHANGED: Napalm strike
* CHANGED: Remington animation and model
* CHANGED: M14 with scope has now different model
* CHANGED: Mac-10 fire sound
* CHANGED: Vz. 58 fire sound
* FIXED: ID bug (ID 255 was a maximum).
* FIXED: Rank system (see below for the details).
* FIXED: Map downloader (see below for details).
* FIXED: Hradba is working on Windows 7 now.
* FIXED: Server crash, if player leave server before kick/ban voting end.
* FIXED: After custom map player's see download button in serverlist, even though there is official map running.
* FIXED: Vehicle explode crash.
* FIXED: Server crash if player's use %n or %s in the nickname.
* FIXED: NVABase flying bugs (invisible walls)
* FIXED: NVABase jumping bugs
* FIXED: You can't go anymore out of map with car
* FIXED: Junglepoint jumping bugs
* FIXED: Frontier wire bug
* FIXED: Checkpoint out of map bugs
* FIXED: Tigerfalls jumping bugs
* FIXED: Hradba auto update available

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* FIXED: MMG bug
* FIXED: 3pv smoke grenade bug
* NEW: Windows 8 support.
* NEW: Console commands (see below for the details).
* NEW: Start up parameters (see below for the details).
* NEW: Faces, voices and caps.
* NEW: In-game map Citadel
* NEW: Smoke artillery
* NEW: Helicopter attack

Ranks system

First, you need to make GameSpy account and then log on in game. After successful log on you can be ranked.

Rank	Score	Rank	Score
PVT	0	COL	4800
PFC	24	BG	6240
CPL	72	MG	7800
SGT	144	LTG	9840
SSG	240	GEN	12000
SFC	384		
MSG	540		
SGM	720		
2LT	960		
1LT	1320		
CPT	1800		
MAJ	2520		
LTC	3480		

Map downloader

Client side

Players no longer need to search custom maps on internet, patch 1.20 has working ingame map downloader. If you find a server with custom map, you can download that map via this downloader. Because until now players had to download custom maps manually, it's necessary to delete all maps which you downloaded before. A lot of map maker's are using same map ID for different versions of their map so that's the reason why you need them download again via map downloader
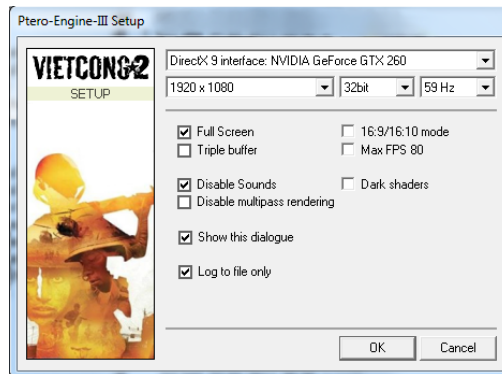
If you find a map which isn't available via downloader (map not found). Please report it.

Server side

You can setup your server for downloading maps directly from your server or you can download maps from http://code.google.com/p/vc2-map-addon-project/downloads/list.

New start up parameter's:

When you run Vietcong 2 for the first time you will see a set-up screen giving you the option to change screen resolution and image quality (these settings can also be changed from the in-game Options menu). Once you have selected your desired settings press OK to launch the game.

Disable multipass rendering
Disable/enable multipass rendering.

16:9/16:10 mode
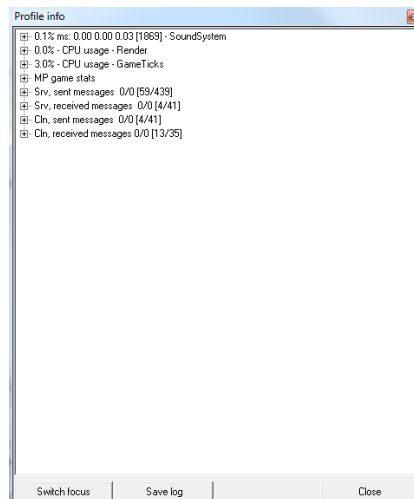This enable/disable the ingame fix for widescreens, be careful the game looks a bit different.

Max 80 FPS
Maximum frame rate is 80 per second.

Dark Shaders
Change the color depth of game.

Profiling

Thanks to this tool you can see CPU usage, MP stats etc. It's recommend to use this tool with dedi server only. For display this window use console command dbg.doprof.

New console command's:

admin.list
Display all logged admin's on server.

upld.list
Display a list of users that are downloading a HradBa update.

dbg.doprof
On/off game profiling tool.

dbg.logsnds
Show/hide profiling tool.

disable.explosive [0/1/2]
default is 0, 1 for disable LAW, RPG-7, XM-148, M-79, 2 for LAW, RPG-7, XM-148, M-79 and Grenades

disable.chat [0/1]
default is 0, 1 for disable chat (player can see only what he wrote).

disable.smoke [0/1]
Default is 0 for enable smoke and 1 is for disable smoke.

cln.toadmin [player_cln]
Will give admin rights to specific client.

cln.ban [player_cln]
IP ban via client number for 30 minutes.

box.limit [number]
Limit of boxies (ammo, medic) in range 0 - 9999, default is 20.

nextmap.id [map_id]
Change map by ID of map in maplist.

mrot.random
Random map rotation.

srv.password [text]
Use '''' for unlock your server or lock your server with password.

get.info
Shows info from server: how many joins since server started and total visitor count.

get.score
Shows you total score in current server.

Hradba

If HradBa anti-cheat is active, you can use in game these extra console commands.
All hb.enablexxx defaults can be changed in hradbasettings.ini.

hb.enable149

Enable or disable kick #149. Default is 0.

hb.enable139

Enable or disable kick #139. Default is 1.

hb.enable128

Enable or disable kick #128. Default is 1.

hb.enableosinfo

If enabled shows joining client operating system version.

hb.scr.getfromcln [player_id] [16-300]

Takes a screenshot from client to server hradba\screens folder. 16-300 is size of taken image.

hb.getver

Show version of Hradba.

hradbasettings.ini

You can find this file in your main Vietcong 2 folder.

ENABLE_#149= 0   : enable or disable #149 detection
ENABLE_#128= 1   : enable or disable #128 detection
ENABLE_#139= 1   : enable or disable #139 detection
MAX_FILESIZE= 0   : Max file size of map which can be downloaded in MB. If a size is 0, players will download maps from net server, not from your server.
MAPSERVERLINK= vc2-map-addon-project.googlecode.com/svn/trunk/%d.txt
Link to net server where can be found maps. Link can be max 62 characters long. Change only if you know what you are doing!

server_settings.ini

You can find this file in your main Vietcong 2 folder. If you don't want to save your server setting, you need to save it to this file. This file is for new commands only, original server setup is using *.srv like before.

Defcon

Project leader, coder

Mikko

lead programmer

Special thanks

Pterodon

Thanks for this great game

indiGlow

For Fist Bravo addon

Daan24#

Standalone map cityhall

Vilu, John, Murphy

Betatest

Vietcong.info community and admins

Vietcong2.eu community and admins

Contact

If you have any problems or if you've found a map which isn't available via our downloader, please send to me email. I'll replay as soon as possible.

email(at)defwen.com