

# **Share the Pain patch 1409X User Manual**

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## **Introduction and Feature Overview**

1409X is an evolution of Xadmin 202 and a bunch of other content made my Kamek. This is a collection and improvement of the greatest and most commonly used postal 2 multiplayer updates, game types and fixes, all organized into a nice little patch. It also fixes some bugs based on community feedback and adds a DeathMatch map, 7 arena maps and a snatch map based on the bank map from the single player campaign.

It adds many new features for mappers to take advantage of and some new editor functions. This PDF file aims to fully document the new features and how to play/use them. It's hard to truly list what is 100% new to this patch and what has been available in some form in the past with the various mods, but there is much new content here and many improvements over past releases.

The aims of this patch is to lessen the amount of downloads a player needs to get from a server, to make it far easier to set up and configure a server, and to offer many options to customize gameplay. The aim of this document is to aid people that may have never run a server before get to grips with the basics and

more advanced stuff and to show Postal server running veterans how things how work in 1409X.

With these updates installed postal 2 is one of the most configurable online games ever. For Windows only, 1409X is not compatible with Linux servers (sorry!). 1409X will work on both listen and dedicated servers.

Big thanks to Kamek for making all this possible and community members that helped with ideas, testing and feedback.

## **What 1409X contains**

For those of you that have run or played on Postal 2 servers before, 1409X contains all of the following Postal 2 mods, with *many* improvements, additions and updates.

Xadmin 202  
Zounds  
Zeroping  
X characters  
AW weapons  
Holy Wars Gametype (now known as Jihad)  
Arena Gametype  
King of the Hill Gametype  
STPEXtras And STPEXtrastoo (editor tools)

Also minor mods like No rockets/shovel fight can all be done within 1409X.

These mods are no longer needed and are now obsolete. Don't try and run any of these mods with 1409X. If you have maps that have AW weapons or something else from the above built into them, you should remake them with the 1409X versions (Any Map using features from 1409X should have the [X] tag on the end).

Please note that an early version of 1409X has already been run on a selected few servers for nearly a year now, but it's never been made publicly available and this contains many fixes and improvements over that too.

For those of you not familiar with what the above are, all is explained throughout this document.

## **New Menu Map**

Board of the original menu map? Well, even if not, a new one is included to shamelessly promote RWS products. If you have the free release of MP, you will have already seen this.

## **New Gametypes**

### **Jihad**

In this game type all players start off as infidels in search for the bomb jacket. When a player collects the jacket, he is on a jihad and must kill as many infidels as he can before he himself is killed. Only those on a jihad can score points. Infidels can not kill each other or will be punished. The player with the bomb jacket can also blow himself up, getting points for anyone he kills in close range.

*[Click here for more details on how to play Jihad!](#)*

### **Arena**

Postal arena uses its own maps to place two players in a one on one battle, and 3 maps are included. Spectators can watch from the sideline until it is their turn to fight. Winner stays on.

*[Click here for more details on how to play Arena!](#)*

### **King of the hill**

Each map has at least one hill spot mark by a floating RWS sign. Enter the 'hill zone' to start gaining points, and make sure you keep everyone else out! You only gain points from being inside the hill, not from frags.

*[Click here for more details on how to play King Of The Hill](#)*

### **Airmail**

Airmail is an original postal 2 gametype that places powerup packages thought out the map. They range from boots that make you jump higher to Mario style invincibility. Some powerups are activated, some work automatically. By far the most impressive and popular postal 2 mod/gametype ever, well I say gametype, but it really a mutator so it's possible to add the Airmail powerups to ALL of postals gametypes, including snatch!

*[Click here to see a full guide on how to play Airmail!](#)*

## **New Weapons!**

### **Sledge hammer**

The Sledge hammer from Apocalypse weekend now available in Share the pain and included in all the maps. Map makers can also place it in the maps with this patch installed. The alt fires works too, so be prepared to kick away a flying sledge coming your way!

### **Unholy Grenade**

The unholy grenade is primarily for the jihad gametype, but can be placed in maps or used with 1409X's weapon replacers in other gametypes. Black in color, it bounces more than a normal grenade and has a MUCH larger blast radius. If you see one of these coming be sure to run!

## **New Maps**

There are new maps for the arena gametype, and a new snatch map called Bank Run and a deathmatch variant called Bank Brawl, adapted from the single player campaign based on community feedback.

## **New Features**

*Admins: [Click here](#) or the below red links to skip to information on how to configure these features*

### **Voting**

One of the most notable new features in this patch is the voting. As an admin, You can select what maps, mutators and gametypes will be available for voting at the end of a game. It's also possible for someone to 'rock the vote' from their main menu during the game.

*(Enabled by default, use Postal2.ini to configure and disable)*

### **Zounds**

With this mod enabled, it will broadcast sounds to everyone based on 'trigger words' that players type. For example, if someone says 'hi' it will play a Gary Colman voice clip of him saying 'hi'. Admins can also add their own sound packages to make for some really interesting zounds, as well as altering the trigger word for each one.

*(Enabled by default, use Postal2.ini to configure and enable)*

### **Zeroping**

Popular but controversial mod that changes the way the hit detection works on servers for some weapons. It registers a hit client side, not server side, so if a player is in your cross hairs when you shoot, you will get the hit even if both your pings are above average. It changes the way the game plays and some players do not like it, but over all most players favor a ZP server. It's possible for the admin to disable it altogether or select what bullet weapons use it. Further more, players can turn it off in their menu screens if they would rather play without their end.

*(Enabled by default, use Postal2.ini to configure and disable)*

*[Click here](#) for a more detailed explication of what Zero Ping does*

### **Spawn protection**

Protects player from damage for a set amount of time, with a bunch of yellow dots around them to show they are being protected. (Default 2 seconds). It does NOT protect bots.

*(Enabled by default, use Postal2.ini to configure and disable)*

### **Taunts**

Players can now press Y, U or I to do a third person taunt for a bit of fun. No first person animation is played for taunts.

*(Disabled by default, use Postal2.ini to configure and enable)*

### **Boost Jumping!**

It is now possible for server admins to enable the 'boost jump', as found in games like unreal. Hit the jump button at the peak of your jump to gain extra height. Great for low gravity game types or just to add a little more playability to a server.

*(Set very low by default, use Postal2.ini to configure)*

### **More characters and teams to pick from!**

ATF Agent, Bandmembers, Book Protestors, Cock Asian Guy, Suicide Bomber, Homosexual, Protestors, Zealots, Krotch.

It's also possible to change it or add your own characters to the roster!

*(see Postal2.ini to configure)*

*(Click [here](#) for more info on making your own character packages And other 1409X related mod information.)*

## **Other features players will notice:**

-Bots are now random, so you will not be fighting the same bots each match

-If the player has not selected a Character to play with, the servers will automatically assign one randomly. This is to stop an 'attack of the dudes' situation where everyone is the default dude character.

-Shows an icon above a player's head when they are typing

-Adds more unreal style kill announcers. Hear Vince scream 'killing spree' ect as you rack up the kills.

-Message of the Day screen that informs you more about the server you are playing on

### **New editor features!**

There are a bunch of new features for map editors to take advantage off, such as a special trigger that lets the level designer change the player's view when the player activates the trigger (security camera effect), The ability to change a pick ups appearance with a new model, Prop breakables (like exploding cars) that now work in MP, and many more things good for both single and multiplayer!

*For a full break down of what is available, and a 'how to' list, [click here](#).*

### **Bug fixes and Admin Features**

#### **Admin features and options**

For server Admins, it's possible to tweak many aspects for the game. Anything in **Green** is new to 1409X since Xadmin 202 and other included mods.

Click the relevant text below to take you to the admin help section showing you where you can configure these options within the Postal2.ini.

- Enable/Disable suicides on servers.
- Enable/Disable the homing rockets
- Enable/Disable the player's ability to crouch while in mid air (known as the Cjump)
- Enable/Disable Taunts on servers
- Enable and configure a jump boost for when the player presses space at the peak of a jump.
- Admin messages that display during a match in the players chat console. The time of message and delay between each one is configurable
- Chat spam filter that can be configured to stop players spamming the console
- Can now ban more then 50 ips, and also define the range of the bans from the postal2.ini.
- No Clipping Mode for spectators -- walk through walls, etc.

-Can now disable the 'death strings' so that players do not have to see who has killed everyone in the console.

-Alter the pickup and weapon placements, or remove/swap them, as well as change players starting weapons. You can add other custom weapon mods in this way too. You can also select and 'alt' replacer, so the server will pick from two different weapon or powerups when replacing, meaning you can double the amount of weapons available to a player on any given map.

-In game commands – kill, teleport or rename (among other functions) players on the server. New to 1409X, these also work in the webadmin too

-Change the speed of the players movement, the height of the jump ect

-Damage modifiers let you configure the power of each weapons damage on players

-Alter the amount of ammo a player can hold for each weapon

-Increase or decrease players default health

-The ability to rename bots, and stop them using certain weapons.

-Message of the day Display a message to those that join your server, also allows a custom logo to be shown.

-Logs chat files and IPs of those that join the server, and admin logins

-More selectable characters and configuration: you can alter the roster as you please from the default mp players and some newly added ones.

-Configure the time it takes for dropped weapons to despair (default 60 secs)

-Server can now list more then the 33 maps

-Ban players by name. Default names banned include "Player" and "Admin"

-Can now run up to a 32 player server (if you have the bandwidth and serious cpu power)

## **BUG FIXES**

### **Since the 1409 patch:**

-Player Security protects against some unauthorized script hacks, aimbots, wall

hacks, and temporary console commands. From the date of release, all Postal 2 unreal script aimbot and wallhacks are blocked.

- Fixes a problem where bots would not show up in many custom maps
- SoundFix - enables ambient sounds and songs that don't normally work in multiplayer
- Player chat, Mass suicide and DropFlag spam protection
- Various in-game cheats such as ShowRadar and TCam sealed off
- Server remembers what map was chosen if the server crashes and has to reboot, then loads the correct map meaning players will not even notice the crash has happened.
- Fixes the "fast food bag cheat" and removes the forced delay  
In between dropping items
- Fixes a bug that allowed two homing rockets to be fired in quick succession
- Fixes the "piss fountain" glitch.
- add all the features of the 1408 and 1409 patch.

### **Some notable fixes since the original releases of the separate included mods**

#### **X charactersFF**

-Custom characters now work seamlessly with X characters. They will appear on the random bot list ect.

#### **Xadmin202**

- Badwords is no longer case sensitive
- Message of a day will now only show once a day as intended originally.
- Servers used to only remember voted maps to reload before a server crash; they will now also remember the maps even when the vote is disabled.
- Setting the server password from within the Webadmin now works.
- log spam for client and server side greatly reduced.
- Server should run much smoother now when busy.



**Sledge hammer:**

-it is now possible to kick away an incoming sledge hammer

**Airmail 3**

-Airmails are now far more team friendly, and a players powerups will not react with his own team mates.

-In previous Airmail, the Starmans music could be heard all over the map and it was impossible to tell how close the person with it was to you. Now, you can judge the distance by how loud the music is.

**Zeroping 202**

-Fixes a bug that allowed 2 pistol shots to be fired at once killing someone with one head shot

-Fixed the M16 to fire at the correct rate and use the right amount of recoil

## **Controls**

1409X is a patch made for multiplayer, so the controls have been altered to favor the multiplayer game. For example, you will rarely, if ever, need to hide your weapons in multiplayer or use the walk button. So rather than using the E button to put away your weapon, it is now the use key. This is very handy for the Airmail Gametype.

Also, some new buttons are added by default, such as the taunts

You can alter any of this in the USER.INI, or most of them from the options/control menu.

I think it goes without saying that, the mouse controls where you look, the left button shoots, the right does the alt fire, and the middle scroll wheel cycles through weapons. There are alternative buttons for most of this, but I'll just list the most likely keys you will use here.

### **Movement:**

W=MoveForward  
S=MoveBackward  
A=StrafeLeft  
D=StrafeRight  
C=Duck  
Shift=Duck

### **Weapon/Pickup Interaction:**

E=InventoryActivate (This will use what ever is in your inventory)  
Q=DoKick  
R=UseZipper (Piss)  
T=QuickHealth (will use only your health)  
X=ThrowPowerup (throw crack, airmails, ect)  
Z=ThrowWeapon

0=SwitchWeapon 10  
1=SwitchWeapon 1  
2=SwitchWeapon 2  
3=SwitchWeapon 3  
4=SwitchWeapon 4  
5=SwitchWeapon 5  
6=SwitchWeapon 6  
7=SwitchWeapon 7  
8=SwitchWeapon 8  
9=SwitchWeapon 9

### **Console related:**

F1=ShowScores (shows the scoreboard and pings)  
B=Talk  
V=TeamTalk (talk only to teammates)  
Tab=Type  
Tilde=ConsoleToggle (brings up the console bar)  
F6=Stat Net (Shows detailed net statistics)

### **Taunts, ECT:**

G=GetDown  
I=Scream  
U=Dance  
Y=Middlefinger

### **Suicide:**

K=Suicide           (Slow suicide)

### **AirMail Select Binds:**

You can change these to your favroute airmail names of course.

O=select jack   (Selects Jack airmail, ect, all can be changed)  
P=select jihad  
L=select vengeance

### **Other:**

F9=shot           (Takes a screenshot, that saves to your system folder)  
F10=GammaUp  
F11=BrightnessUp  
Enter= InventoryActivate | WantsToSkip  
Equals=growthud  
Minus=shrinkhud   (removes the hud from your screen)  
F=QuickUseMap  
H=ToggleToHands  
J=ToggleInvHints

## **New Gametypes**

### **Arena**

Postal Arena is a new gametype that inherits the classic Arena play style. Two players are placed in the arena while others watch from the outside. The players get all weapons (or just one, depending on the config) and only one man will survive. The loser goes back to the viewing area while the winner gets to fight someone else.

The madness continues until the rules for winning have been reached, whether it be a set number of points or a time limit.

*[Click here to find out how to make maps for Postal Arena](#)*

### **King of the hill**

Play is the same as normal deathmatch, except there is a rotating RWS sign somewhere on the map. All players get free radar like in Grab Bag, and a yellow star will mark the location of the hill(s). Once you have entered the hill, an Indicator will sound and you will start gaining points.

You get one point for every two seconds you stay on the hill. If another player enters the hill they too will get points, so you will want to kill any intruders to ensure you have the most points.

The game ends under the same conditions as Deathmatch, when someone reaches the score limit or time runs out.

*[Click here to find out how to make maps for king of the Hill](#)*

### **Jihad**

jihad is a gametype for 3 or more players. It's very simple and very fun.

In jihad, everybody tries to kill the Jihadist and steal his Jacket. The Jihadist fights back. The game is always a furious "The Jihadist vs. The Rest of the World". The result is total carnage.

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\* Instructions \*

== THE Jacket ==

In the beginning, all players are Infidels. Infidels are frowned upon by the heavens and thus score no points for fragging each other.

After a short period of time, a glowing, sparkling Jacket appears on the map. The first person to grab this Jacket becomes a Jihadist. The Jihadist gets bonus armor and health, as well as some additional firepower. The Jihadist can score frags. Being the Jihadist is a Good Thing.

If the Jihadist is killed, he drops the Jacket. Grab it! An abandoned Jacket will soon disappear and will respawn elsewhere in the map.

Infidels should avoid killing one another and concentrate on their common enemy, the Jihadist. Of course, hunting accidents happen.

== Lamer ==

Watch out! If you kill other Infidels indiscriminately, you will soon become an Lamer.

Lamers stink. Their weapons can't damage; they can only fart. You can try to fart your enemies to death, but you still won't score any frags. You will only be forgiven for your sins when you become the Jihadist -- or if you die.

Lamers have no friends. In fact, Lamers are marked on everyone's screen with a big red crosshair. Players get a huge bonus for killing Lamers. Being a Lamer is a Bad Thing.

== THE HUD ==

The Jacket is a red and yellow that glows and gives off sparkles. If a player is wearing the Jacket, they will give off the same glow and leave a trail of Sparkles for you to follow. If you're not wearing the Jacket, frag the Jihadist and Steal it! If you're wearing the Jacket, you are the Jihadist! Kill everyone else! You can see who's wearing the Jacket (if anyone) by pressing F1 and checking the scoreboard for the bomb icon next to someone's name.

Infidels are normal-looking people. If you're the Jihadist, frag them! If not, you should probably leave them alone.

Uber-Infidels have a big red crosshair on their head. Smite the Uber-Infidel with a load of steaming buckshot and collect your bonus points.

The icon at the top of the screen indicates the status of the Jacket:

**BLUE:** The Jacket is about to respawn. Be on the lookout! If the map is a Holy Wars-specific map, go to the spawning point!

**GREEN:** The Jacket is somewhere in the map. Go pick it up!

**RED:** The Jacket is owned by the Jihadist. Go kill the Jihadist!

**YELLOW:** You have the Jacket... You're the Jihadist! OH YES! KILL 'EM ALL!!!

#### == UNHOLY HAND GRENADE ==

Jihadists get a special weapon: the Unholy Hand Grenade... It's tough to use because it's very bouncy, but if anyone is in the blast radius when it goes off, they're dead. This very powerful weapon is limited only to the Jihadist, and Cannot be dropped. You only get five, so aim well.

#### == BOTS ==

Jihad bots are aggressive. They will seek out the Jacket immediately wherever it is. If someone already has the Jacket, they will hunt down the Jihadist and attempt to take the Jacket from him.

If you're a Infidel and the bots are going after the Jihadist, stay out of their way. If you're the Jihadist, frag the bots. If you're a Infidel and there is no Jihadist, frag the bots and take the Jacket for yourself!

#### == FALSE PROPHETS ==

On occasion, when a Jihadist is killed, two Jackets will be dropped. In this rare circumstance, the first player to grab a Jacket will become the Jihadist. However, if a player grabs the other Jacket, they will become a False Prophet. A False Prophet looks just like the Jihadist, but is still a Infidel! Additionally, a False Prophet can kill the Jihadist, but taking the "real" Jacket will not make him a true Jihadist. The only way to deal with a False Prophet is for the Jihadist to kill the False Prophet and reclaim the lost Jacket.

Furthermore, sometimes you will see a 'ghost' jacket that will float in mid air, but not be flashing and can not be picked up, just to confuse you. This is known as the "Kamekfoundbugsinthegamethathecantfixandpassedifoffasfeatures" technique.

Jihad uses regular death match maps.

#### Airmail

\* Information \*

Airmail is a mutator for Postal 2 Multiplayer based on the Rune Quake mod.

Packages will appear in various spots on the map. Inside each package is a random powerup. Only one powerup may be held at a time. Some powerups are automatic, while others must be activated to use.

There is one problem with airmail, and that is there is so much going on and so many different ways to use the many powerups, It can be a steep learning curve for most people. It's easy to pick up, but difficult to master. But fear not, Kamek wrote a complete strategy guide for us all. Noobs and veterans alike might learn a few things from this ultimate guide to airmail!

## **Airmail Complete players Guide.**

### **The balancing system**

First off, the balancing system. What is it? Well, if you've ever played Super Mario Kart or any of its derivatives, you'll note that you will never get a lightning bolt when you're in first or second place. You'll always get bananas or green turtle shells. The game is rigged so that you get the stronger powerups when you're in the back of the pack. AirMail++'s balancing system works the same way.

AirMail powerups are arranged into four "rarity" categories: Common, Uncommon, Rare, and Rarest. Common powerups include the basics: Air Jordans, Teleporter, Regen, and the like. Uncommon powerups are a bit stronger: Lightning and Fire magic, Thief, Jack, and so on. Rare powerups are the three "timed supers" (Shadow, Starman, Triangle of Zinthar) and Pandora's Box. And there is only one Rarest powerup: the Berserker.

Your ranking determines what kind of powerups you are able to pick up. In Airmail, your ranking is calculated as a percentile. If you're the leading player, you're the 100th percentile. If you're in the absolute middle of the pack, you're the 50th percentile. And if you're in dead last, you're the 0th percentile.

Your percentile determines what types of powerups are available when you grab a "virgin" Air Mail package. A virgin Air Mail package is a package that has just spawned and has not been touched yet. When you touch that package, a powerup is assigned to it and added to your inventory. If you throw that powerup, regardless of what it is, you or anyone else can pick it up again and it will be that same powerup. Both virgin and non-virgin powerups will disappear after a set period of time.

The percentiles are as such:

Common: 25th - 100th

Uncommon: 0th - 75th

Rare: 0th - 50th

Rarest: 0th - 25th

All this boils down to is the lower you are in the rankings, the better chance you have of getting that berserker or starman.

There's also an "Assist Bottom Feeder" option. That option is currently disabled. However, if it is enabled, the bottom feeder (the player in dead last) will get nothing but Berserkers.

Regardless of the percentile settings, bots can only pick up common powerups -- no more berserkers or starman on Moronics.

Without further ado, on to the powerups!

### **COMMON POWERUPS**



#### **1 Air Jordans**

Air Jordans raise your running and jumping power. Currently it is set to 165% running speed and 140% jumping height.

Air Jordans are a great general-purpose powerup. If you're on defense, you can escape easily. If you're on offense, you can prevent your enemy from escaping. Use your agility to trap your enemy with your shotgun or your noobstick (rocket launcher).

Air Jordans really shine on the rats maps, where enhanced movement is a plus. You'll be able to jump to various locations normally accessible only via lifts or teleporters. Also, the reduced gravity will greatly help your jump height.



#### **2 Arcade Machine**

The Arcade Machine causes an object to spawn (usually an arcade machine) right in front of you. The machine itself can be exploded if shot enough. The machine has 17 health.

Arcade Machines may seem useless, but you can actually do a lot with them. First of all, they can explode if shot enough. Explosions cause damage.



Secondly, they can impede someone's progress. Place one in a doorway to keep the enemy at bay while you escape.

But the best use of the Arcade Machine is to take advantage of its instant-spawning properties. If placed correctly, you can trap an enemy inside the machine temporarily. While they're trapped, they'll be unable to move, and extremely susceptible to a shotgun blast to the noggin. It's also a good way to piss people off -- trap them and then escape. They'll be stuck until the engine code warps them out of the trap.



### **3 Auto-Ammo**

Auto-Ammo means just that: replenishes ammo automatically. Here are the respawn rates for the different ammo:

Pistol: 1 bullet every 0.5 second  
Shotgun: 2 shells every 1.5 seconds  
SMEG: 1 cartridge every 4 seconds  
Machine gun: 2 bullets every 0.5 second  
Grenade: 1 grenade every 4 seconds  
Molotovs: 1 cocktail every 4 seconds  
Scissors: 1 pair every 2 seconds  
Cow head: 1 head every 8 seconds  
Hunting rifle: 1 round every 8 seconds  
Super Sniper: 1 round every 4 seconds  
Launcher: 1 unit of fuel every 0.5 second  
Holy grenade: 1 grenade every 4 seconds  
Napalm: 1 cannister every 8 seconds  
WMD: 1 rocket every 16 seconds

As an added bonus, if you max out on any ammo (except for smeg ammo) while holding the Auto-Ammo powerup, you'll automatically obtain that weapon. It is a fine thing to pull out a holy hand grenade on a non-SW map.

Auto-Ammo has many uses. It's great for spamming scissors, grenades, cow heads, or just about any weapon available. On maps where weapons and ammo are hard to come by, Auto-Ammo is a godsend.



### **4 Auto-Armor**

Auto-Armor. Again, self-explanatory: automatically restores your armor. If you have blue armor on, you'll regenerate up to 100 units of armor, then your blue armor will become yellow armor and continue to regenerate. If you have no armor you'll start regenerating yellow armor.

Auto-Armor regenerates 4 units of armor every 0.5 second.

No real strategies for this one -- just grab it and go for added protection. Just remember that armor doesn't block everything -- you're still susceptible to fire and headshots. It's great against rocket whores, though.



### **5 Can of Beans**

Just eat a can of beans and say hello to Mr. Hankey! You can irradiate large areas with your methane gas and gag other players while you get healed!

Farts last for 30 seconds, have a radius of 2000 UU's, and cause 2 damage every 0.5 second. If you're the owner of the fart you recover 2 HP every 0.5 second.

Farts are best used in large areas (but not too large). In Bedroom-SD, if you place a fart just correctly you can irradiate the entire room. Farts are also good in firefights, too. If an enemy engages you, fart while fighting. You'll recover HP and the enemy will be forced to either retreat or smell your nasty farts.

If you drop your can of beans while a fart is active, the fart will be cancelled. You can then pick up the package again and fart somewhere else. This is a useful strategy if you need to quickly relocate your fart.



### **6 Bouncing Betty**

Bouncing Bettys act like normal grenades until they hit a wall -- then they spread into 7 new grenades, causing widespread destruction.

A great tactic to use with the betty is to aim the betty so that it bounces just in front of your opponent. If you aim it just right, all seven bettys will hit your opponent. In most cases this causes an instant kill, and if they somehow survive they'll be weakened severely.



### **7 Body Odor**

This powerup grants you the horrendous stench of body odor. Every second, any player within a radius of 500 UU will take 5 damage. Also, you have a little dust cloud following you like Pigpen from Peanuts.

This is another no-brainer powerup. Just take it into battle and ward off enemies with your awful BO!



### **8 Doghouse**

When used, anywhere from 1 to 8 dogs will appear at your feet, ready to attack your enemies.

First of all, if you use this and get only 1 or 2 dogs, drop the powerup and pick it up again, then re-activate and see if you can't get more.

There are a few ways to get your dogs to attack:

- 1) Shoot an enemy and the dogs will attack that enemy.
- 2) If an enemy hits you, the dogs will attack that enemy.
- 3) If a bot shoots at you, the dogs will attack that bot, even if the bot doesn't hit you.
- 4) If you attack open air, the dogs will attack the last enemy to harm you, assuming they're still alive.

While the dogs are strong, they have some big glaring weaknesses:

- 1) Fire.
- 2) Explosions.

If an enemy is chasing you and your dogs are chasing the enemy, double back and pass your enemy. This will either force your enemy to turn around and come after you, giving the dogs another chance to attack, or to continue running as the dogs give chase.



### **9 Fake Airmails**

The fake airmail powerup drops some very annoying anti-powerups. Namely:

**Anti-Airmail:** If a player touches this (yourself included), they are forced to toss their existing airmail, and they'll be stuck with the useless anti-airmail for about 20-30 seconds. If you become the unsuspecting victim of an anti-airmail attack, wait for the timer to expire, then toss it at an enemy and watch as they get stuck with it.

**Anti-Regen:** You can grab this even if you have a normal airmail... but since it's ANTI-regen, you'll take damage until you drop it.

**Anti-Bunny Hopper:** The third in the anti-airmail series. If you have this you'll inherit the spirit of a bunny rabbit, and will be forced to jump repeatedly until you throw it out.

Just put these things anywhere. Mix them in with normal powerups, or drop them around dead bodies.



### **10 Fake Fast Food**

They look like normal food bags. They can be kicked around like normal food bags. But when touched, they explode like grenades!

Again, just drop these anywhere. Mix them in with normal food bags or drop them around corpses to fool people.

The only ways to detect a fake fast food bag from a normal one are to pick one up, or toss a grenade or rocket at it. Molotov cocktails will NOT trigger the explosives hidden inside, nor will bullets.

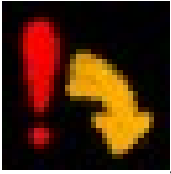


### **11 Firebomb**

These are just like Bouncing Bettys, except they spread red grenades that explode like molotov cocktails.

Strategy for the Firebomb is quite different than the bettys. With the Bettys, you could kill a player by causing all the grenades to hit that player. With Firebombs that won't work. Instead, just try to spread the firebombs out as much as possible to set everything ablaze.

Firebombs can be used anywhere in place of molotovs, and they fire much faster.



### **12 Panic Button**

The Panic Button warps you to a random spot on the map when used. However, too much warping around and you might spontaneously explode.

As its name suggests, this is a good powerup to use when you're in a panicky situation -- such as a noobstick-wielding rocket whore shoving rockets up your ass and you're down to 5 health.

You can also use the panic button as an unreliable method of transportation. You might end up all the way across the map or just a few meters from where you started.

Just don't use it too often or you'll probably explode.



### **13 Icarus Wings**

I CAN FLY! With the Icarus Wings, you too can fly! Simply activate the powerup to fly around like you were using the fly cheat.

Be aware that the Icarus Wings only last for 60 seconds of flight, then they're done for. Having said that, this is a great powerup in large maps. You can fly to usually inaccessible areas and set up camp, or rain rockets or grenades down on the unsuspecting populace. If used properly you can be very hard to hit. Just watch out for seeking rockets.

Also note that on certain SW-enabled maps, there are weapons that are totally inaccessible without the use of this powerup. The only way to know is to explore. But if you get stuck outside of the map with no wings left, you may have to suicide.



### **14 Law Firm**

The same lawyers that let OJ get away with murder are now on your side! As you walk around, the lawyers will issue restraining orders and cancel out your enemies' traps.

Here's a list of traps that Law Firm cancels:

- Gravity traps
- Fake airmail pickups
- Arcade Machines
- Farts
- Fake Fast Food
- Subspace Distortions
- Alt-fired Grenades
- Cow Heads
- Seeking Rockets
- Lightning Traps
- Weirdness Bubbles

Here's a list of effects that you are immune to while holding the Law Firm:

- Vengeance
- Five-Finger Discount
- Disco Ball of Doom
- Doghouse attacks (some)
- Bunny Hopper
- Body Odor



### **15 AirMail Thief**

This lets you steal other players' airmails! Simply walk up to the guy and activate, and their airmail is gone!

This is the perfect airmail to use when someone has a starman or something. If they have a starman, they're probably aiming to run into you, so wait until they get close and then activate it, and watch as THEY get gibbed instead of you!

Also, there's a secret easter egg with this powerup, but I'll share it with you since I'm nice. If someone goes into a berserker rampage, use this item to steal their airmail. They'll lose the berserker and die, and you get credit for the kill! Plus you now have your own berserker!

Of course, there are drawbacks. The range of the airmail thief is small, so you'll have to get up REAL close. Because of this, it might be better to just kill them with your boomstick and take their powerup instead of using the airmail thief.

Also, you expose yourself to potentially eating someone's buckshot, so don't waste your time unless it's something you desperately need.

And finally, you can't use AirMail Thief to steal the Law Firm powerup, because the Law Firm powerup itself cancels out your thieving.

Having said that, the Law Firm is a powerful tool indeed. In addition, you can activate the Law Firm to sweep the level and cancel out all traps at once. However, the lawyers retire after that, so you can only do that once.



### **16 The One Ring**

Stand still and hide your weapon to become invisible. You can also walk around (hold SHIFT or crouch) and stay invisible, but if you pull out a weapon or start running you'll become visible again.

Being invisible has its perks. First, you're immune to splash damage, meaning things like rockets, grenades, and some airmail powerups won't hurt you. Secondly, nobody will know you're there, because you're invisible. (duh!) This powerup is a camper's dream. Go hide behind a door or a teleport spot and put grenades down, then go invisible. Once your trap is sprung you can simply reappear and place more grenades. You can also hide in a hallway, wait for somebody to come by, then pull out your shotty and blast them. Or if you're under fire, duck behind a corner and then hide your weapon. When the enemy rounds the corner you'll be gone and they'll probably give up.

There are a couple things to be careful of when you're invisible. Bullets can still harm you like normal. Also, if you're walking around, you'll show up on the fish radar. And finally, if you're set on fire, you'll be given away and become an easy target.



### **17 Disco Ball of Doom!**

A disco ball follows you around and damages anyone it touches.

The disco ball is generally dismissed as a weak powerup, but it's actually quite strong. If you can get up close to somebody and get the disco ball to touch them for long enough, they'll be dead.

Be careful, you can "lose" your ball if you go through a teleporter. The disco ball can also get stuck behind a door or something. If this happens just drop and pick up the powerup again to renew your ball.



#### **47 Regen**

With Regen, you'll recover 1 HP every 0.5 second. This doesn't seem like a lot, but it adds up quickly, and is quite useful on levels where health is hard to come by.

You can also activate the powerup to restore your HP to full, but activating it will use it up.

This is another no-brainer powerup that's good for all occasions.



#### **46 Repel**

With Repel, you'll push certain objects away from you, usually projectiles. Also, other players will have a hard time approaching you.

There are some pitfalls to repel that you should be aware of. Firstly, any projectiles you throw (grenades, rockets, molotovs) will have their trajectory altered by your repel field. This will mess up your aim, especially with rockets. Try it out a couple times and learn how to compensate.

Secondly, you won't be able to use the shotgun as effectively, since you need to be close to an enemy to explode the head, and you'll be pushing said enemy away as you approach. This also works in reverse: enemies will have a hard time nailing you with their shotguns.

Repel is "the spammer's choice". You can scatter alt-fired grenades quickly with the assistance of repel. Your rockets will have increased speed. Cow heads will fly away. And so on. And again, this works in reverse: projectiles in motion will tend to move away from you. Note that stationary projectiles, such as alt-fired grenades that have already settled, won't be affected by repel. Also, the repel field is relatively weak, so a well-targeted rocket can still hit you. However, seeking rockets will have a very difficult time getting to you.





### **18 Rocket Splat**

Probably one of the most fun powerups available! Rocket Splat turns you into a human rocket. It's similar to the Icarus Wings powerup, except you have no control over your velocity -- only the direction you're flying in. And you move VERY fast. And if you ram into something, you'll cause an explosion. The explosion hurts you, but it hurts your enemies more.

Rocket Splat uses up rocket ammo. If you have no ammo, you'll be granted 60 units of rocket fuel. 10 units of fuel are consumed if you cause an explosion. If you fall below 10 units of fuel, you won't be able to use Rocket Splat until you pick up some more launcher ammo.

This powerup is a lot of fun. While it can be deceptively hard to hit an enemy head-on, you can usually just settle for the splash damage. And if you have the health and ammo to spare, you can rapidly slam into the wall or floor to rack up the damage.

You can also fire your normal weapons while you're using Rocket Splat! Pull out your shotty and head for your enemy -- they won't be able to escape. Or put alt-fire grenades all over the map.

All the strategies of the Icarus Wings also apply to the Rocket Splat as well, as long as you have the ammo to support your flight.

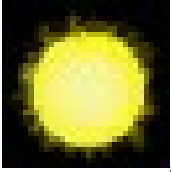
The Rocket Splat is a great overall powerup, and probably the most fun in all of AirMail.



### **19 Spring Shoes**

Spring Shoes make you jump high. Really high. In fact, you can jump to 2.5x the normal height. However, you can't run very quickly, and your movement speed suffers.

This is another great powerup for the rats maps, or any map with high ledges that normally require some tricky strategies to reach. Just jump up! Just watch out for low gravity -- on low gravity maps, Spring Shoes will usually send you all the way to the ceiling.



### **20 Subspace Distortions**

Death traps. Placing one of these causes a small distortion in subspace, creating an area of space that will cause anybody touching it to gib instantaneously and violently.

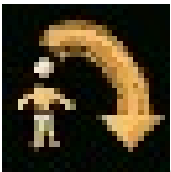
Place anywhere you would put grenade traps. Unlike grenades, subspace distortions cannot be kicked away. However, they can still be cancelled with law firms, and they destabilize and explode after a period of time. They leave little sparks of lightning as an indicator.



### **21 Tai Kwan Leap**

Boot to the head! This powerup turns your foot into a weapon of mass destruction. Instead of the piddly 1 damage, your boot to the head deals 33 damage! Flying ninja kicks take away 66 health.

Your mighty foot can also send alt-fired grenades flying. Great for long-distance carpetbombing or for general mayhem and destruction.



### **22 Teleporter**

Tricky to learn, but quite useful. Whenever you activate this, you'll be teleported to the location where you first picked it up. Then, your teleport beacon will be set to the place where you teleported from. In effect, you can warp back and forth between two places.

You can use this as a recall item. Go find a room with some health and powerups, then activate the teleporter. Then whenever you need to recharge, simply activate your teleporter again, load up, then return to battle. This move is called "the pause that refreshes".



### **23 Red Armor**

Red Armor reduces almost all damage by half. The only thing Red Armor won't protect against is a headshot.

Red Armor works on top of your normal armor. Whatever your Red Armor doesn't absorb, can also be absorbed by your normal armor.

Also, the Red Armor gives you protection from fire. You'll still take some initial damage, but while you're on fire you won't take any fire damage. Quite useful.

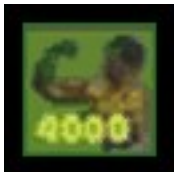


#### **24 Vampiric Rune**

With the Vampiric Rune, you become a vampire in search of blood. Any damage you cause to other players is absorbed by you as health. (Actually, you only absorb half the damage you do, but that's still pretty good.) The downfall is your health will rot away down to 50 if you don't keep sucking blood. Your health can go up to 200 from absorbed damage, but any health above 100 will rot quickly.

Overkill is good with the Vampiric Rune. The noobstick is actually the best weapon to choose while you have the Vampiric Rune. The shotty is also good, as if you score an instant kill, you'll take half of the enemy's HP immediately.

A nice trick to use with the Vampiric Rune is to absorb health up to 150 or higher, then toss it. You'll keep the extra health with no rotting.



#### **25 Weight Gain 4000**

You're such a fat ass, that when people see you walking down the street, they go, "God damn, that's a big fat ass!"

The benefit to being a big fat ass is that all your attacks become more powerful, including headshots. So chug some Weight Gain and start blatin'!

### **UNCOMMON POWERUPS**



#### **27 Missile Defense**

This is a new powerup that's currently available only in AirMail++. It's basically the anti-rocket whore powerup, but there are a few bugs.

Missile defense puts up an invisible shield of rocket protection. Any rockets, WMD missiles, or nukes that touch this shield are immediately bounced back in the direction they came. If the rocket is a seeker, not only will it bounce away but it will seek out the person who FIRED the rocket instead!

There are a few problems with Missile Defense, though:

- \* Non-seeking rockets, WMDs, and nukes will bounce off, but they won't change direction, meaning that the rocket is still accelerating in the original direction, and will eventually come back. (This is a bug.)
- \* Non-seeking rockets will get deflected, but since their fuel is limited they'll probably explode near you anyway.
- \* Missile Defense does not protect you from splash damage. A rocket fired at your feet will likely not be deflected.
- \* The sphere of influence of Missile Defense is quite small. Unless the rocket was aimed right at you, it probably won't be deflected.

Drawbacks aside, this is the perfect airmail to take into combat against the rocket whores.



## **28 Anti-Gravity Wells**

When activated, this powerup places an anti-gravity well that projects a strong anti-gravity field, affecting all players and projectiles except for you.

These things are very strong. In fact, it's nearly impossible to get close enough with the Law Firm to cancel one of these. Most of the applications of the Anti-Gravity Well are defensive in nature, but it has its offensive uses as well.

Firstly, to keep other players from grabbing certain powerups, just place the anti-gravity well right on top of the powerup's spawn point. As long as you stay alive, nobody is going to get to that powerup but you.

Secondly, anti-gravity wells provide excellent defense against all projectile attacks (including Weirdness). Plus, you can place one to ward off a potential shotgun ninja, forcing him or her to fight you at a distance.

And finally, you can use your own anti-gravity wells to launch your projectiles to ridiculous distances. This is a great way to spam grenades across a large area,

or to get seeking rockets to their target faster. However, you'll be hard-pressed to aim regular rockets or WMD missiles with one of these in effect.

Anti-gravity wells have a range of 1000 UU's and have a repulsion force of 0.3 (UU-sec)<sup>-1</sup>. I don't know how to explain that in layman's terms, maybe some of you math buffs could figure it out.



### **29 Fire Magic**

Fire Magic grants you the powers of fire. You become a hothead (literally). Anything you touch gets set on fire, and you leave fire behind when you walk around. Naturally, you are also immune to fire.

There's a bug in Fire Magic, though. Some projectile weapons won't fire or will simply explode immediately after being launched. The direction you're aiming affects whether the bug happens or not. Generally, aiming low will bypass the bug.

The downside to Fire Magic is that you become vulnerable to water. Plus, you can be pissed out just like any other fire. This means if you see someone coming after you with their pants down, chances are they're not lookin' for some lovin'.

Most maps have no water, but on the few maps that do have water, avoid it. Also, lava is supposed to heal you, but due to a bug it doesn't and simply kills you.

This is a fun powerup to use but not everybody likes it. Chances are I'll be updating it to remove the bugs, and possibly grant the power to shoot fireballs.



### **30 Gravity Wells**

This powerup drops a black hole that sucks in players, projectiles, and just about anything that can move. Naturally, you're immune to your own gravity well. Also, if a player touches the center of the gravity well, they are crushed to death instantly.

Gravity wells have lots of useful applications, all of them offensive in nature. Shotgun ninja on your tail? Just drop a gravity well. Need to protect a powerup? Drop a gravity well.

A cute parlor trick to do with gravity wells is to drop one in midair, and then start alt-firing grenades nearby. The grenades will be sucked into the gravity well and be forced to orbit it endlessly for lots of fun. Deactivate the well or let it time out and the grenades will scatter.

Gravity wells aren't easy to escape from, but it's possible. As with real black holes, there's a "point of no return" that when passed it's impossible for you to escape without the assistance of some airmail powerup.

If you're on the ground, turn away from the center of the gravity well and run. If you get enough advance notice you'll probably be able to escape.

If you're in the air, you're not going to escape unless you have a Rocket Splat or Icarus Wings powerup. Use the same strategy as if the gravity well were on the ground, just point away from the center of the gravity well and fly for your fucking life.

If you're in the air and it's a LOW GRAVITY map, you may not be able to escape but you can attempt to maintain a steady orbit around the gravity well and hold out until the gravity well is destroyed, either by auto timeout, the owner dies or loses the powerup, or the owner cancels the gravity.

I'm not going to explain here how to do the orbit trick, but if you're good you can figure it out on your own.

Gravity wells have a range of 1000 UU's and a sucking force of 0.15 (UU-sec)<sup>-1</sup>. Again, get your math professor to explain it. And then share it with me, because I have no idea what it does, I copied it from the RuneQuake source. :down:



### **31 Holy Grenades**

These are like the Holy Hand Grenade SuperWeapons. They're white grenades that give off a lot of light and a big explosion.

These things are fairly easy to use: just point and shoot. They're quicker to fire than the normal Holy Hand Grenades. Just don't blow yourself up.



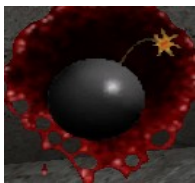
### **32 Jack of All AirMails**

All the AirMail powerups look so good, why not have 'em all? Jack gives you just that, plus a cool looking RWS ballcap.

Jack gives you some of the properties of:

- \* Air Jordans/Sprint Shoes
- \* Regeneration (plus some extra Max Health)
- \* Weight Gain
- \* Auto-Ammo
- \* Auto-Armor

Of course, Jack's powers are far less potent than the actual airmails themselves. Regardless, Jack of All AirMails is regarded as the best powerup in all of AirMail, especially in a seasoned player's hands.



### **33 Jihad!!!**

Ah yes, the Jihad powerup. With the Jihad, every little potential suicide bomber's dreams come true. Just activate the powerup for a countdown and explosion.

Like a real suicide bombing, Jihad is massively powerful and destructive. It will gib any visible player within a radius of approx. 2000 UUs. In a crowded arena, this equals tons of easy frags.

If you choose not to self-destruct, Jihad is still useful, as it will explode on anyone who kills you, causing them damage.



### **34 Lightning Magic**

Another "magic" powerup. This one grants you the powers of electricity. You continually give off electricity and anyone who gets too close gets a shock. Plus, you can activate the powerup to place a lightning trap, which shocks people within a wider radius. And, if you have a tazer, it becomes an instagib tazer.

However, the downside is you take increased damage from all attacks (1.25x). While piss won't hurt you like it hurts Fire Magic users, water is deadly. Water and electricity don't mix, folks. If you're gonna jump into the pool with lightning magic on, don't say I didn't warn you.



### **35 AirMail Select**

This is an unusual powerup. It doesn't do anything by itself. To activate it, you have to bring down the console (`/~ key) and type in "select (airmail)", minus the parentheses. Typing in "select" by itself shows you a list of valid airmails to choose from. You can select from any of the common or uncommon airmails.

I highly recommend binding a key or two to your favorite airmail(s). This can be done either by editing the .INI file or by using a console command:

set input (key) (command)

Here are the bindings I use:

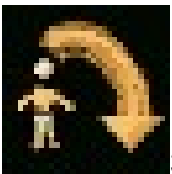
set input F10 select jack  
set input F11 select jihad  
set input F12 select vengeance

This way you don't have to hide in the bathroom just to use the airmail select.



### **36 Super Health Pack**

Activate it to get 150 health. Simple, effective, and non-addictive. Be aware that the quickhealth key will not activate this powerup unless it's the only health you have available.



### **37 The Teleport Shuffle**

This is a fun powerup from RuneQuake that I had to throw in. It was also fairly easy to code since it derives from the "teleport" cheat built into the engine. Simply point at where you want to go and activate.

Be aware that the Teleport Shuffle can be unreliable unless you have something good to lock onto. Plus, you need a clear line of sight from your location to the teleport destination.

This is a good tool for the rats maps. Travel from one side of the map to the other in the blink of an eye. Telefragging is also a popular tactic with this powerup.



Simply point at another player and activate. If the dice don't roll in your favor for the telefrag, you'll get a notice saying "Telefrag failed!" and you'll wind up either below the player or not teleporting at all.

Be careful when using this, because it's possible to teleport yourself off the map in some cases, which means instant death.



### **38 Five-Finger Discount**

OK, so the enemy has a shotgun and you have a baton. What now? Just steal the shotgun!

Activating this powerup, when close enough to an enemy, will steal that player's active weapon. Note that certain weapons (baton, urethra, foot, hands) can't be stolen.

Also beware, the enemy will automatically switch to a new weapon when you steal their weapon. Usually, the new weapon will be the strongest weapon they have. So if they're packing a rocket launcher you might be in for some trouble.



### **39 Vengeance**

One of the best powerups in my opinion. Whenever you take damage, the enemy takes that same damage, and if that kills them, you get the frag. Plus, you get a giant bleeding head. This powerup is also known as the "big head" powerup.

There are many useful applications for Vengeance. You can intentionally trigger other peoples' traps and have them take damage no matter where they are. Smoke a crack pipe and step on some grenades. Go running into anthrax clouds. Walk into someone's molotov cocktail fire. The possibilities are endless.

Bug: if you are gibbed when you die (nukes, holy grenades, etc.), Vengeance will harm the other player, but if it kills them you won't get the frag in this case. Their score will go back down regardless.

## **RARE POWERUPS**



#### **40 Bunny Hopper**

Generally regarded as the most annoying powerup in AirMail, ever. While you're holding this, anyone within a line of sight from you to the target is forced to jump. Repeatedly. And with an annoying hopping noise. This makes it difficult for them to maneuver around, especially on tricky maps where jumping is crucial to movement.

The Bunny Hopper itself does no real harm. It's just useful for annoying other players. However, the Bunny Hopper is deadly when someone has a gravity well out on the field.



#### **41 Pandora's Box**

There's a secret to using Pandora's Box, and I'm not going to tell you exactly what it is. I will say that the description, "Use only in dire emergencies," is quite accurate, and being low on health constitutes a dire emergency.



#### **42 The Shadow**

The Shadow is one of the "timed super" powerups. You get 30 seconds of invisibility. This is like the One Ring, but with no strings attached. You can run around with your weapons blazing and nobody can see you. Grab your shotty and start busting some heads -- they won't know what hit 'em!

The usual benefits and fallacies of the One Ring apply, except that you don't have to stand still and you don't have to hide your weapon. The Shadow lasts for 30 seconds, then disappears.



#### **43 Starman**

The Starman from Super Mario! Everybody should recognize this little fella. You get 30 seconds of invincibility when you get one of these. Plus, you flash in all kinds of colors and leave star trails behind you.

Additionally, you can touch enemies to kill them instantly! If you touch them, they die, no matter what. Run around and frag as many people as possible before your timer runs out and you become a mere mortal again.



#### **44 Triangle of Zinthar**

The third and final timed super. While holding the Triangle of Zinthar, your weapons are powered up to a ridiculous level. Pistol headshots become instant kills in most cases. You can kill most enemies with one rocket. Again, this lasts for 30 seconds, so use it well, and for the love of God, don't let Barbara Striesand find you!

### **RAREST POWERUP**



#### **45 Berserker**

The Berserker is the rarest and strongest powerup in all of AirMail. While you're alive, it doesn't do anything. But if someone kills you, your head explodes and you go into a berserker rampage.

The berserker rampage lasts for 30 seconds. During the rampage, you are completely invincible. You get extra speed and jumping powers as well as boosted damage output from all your weapons... which, by the way, is now ALL the weapons, with max ammo. You even get the Tai Kwan Leap boot to the head. You even get the nuke launcher.

For 30 seconds, run around and kill as many people as possible. They know you're coming, so they'll avoid you like the plague. Most people will opt to fire off an initial nuke, then run around rocket whoring people, and head-booting anybody who gets close enough.

After 30 seconds, you collapse from your berserker rampage. Anything you had in your inventory is destroyed (including your berserker airmail and all your weapons) and you lose a point as if you had committed suicide.

The AirMail Thief is the only thing that can stop a berserker rampage once it's started.

## **Server Running FAQ**

### **-How do I start my dedicated server?**

It's best to start it from the runserver.bat in your system folder and NOT in game dedicated. The start up line is already configured to run a server, and the rest of the options should be configured via the loader section in the postal2.ini (see below)

### **-Where to I control my gametypes and mutators?**

There is a [1409X.loader] section in the postal 2.ini that contains the servers start up line. Use this instead of the Runserver.bat.

*See advanced admin help.*

### **-How do I enable my webadmin?**

Find the [UWeb.WebServer] section of the webadim and change bEnabled=true. Then find [UTServerAdmin.UTServerAdmin] and edit your login details.

### **-How to I access my webadmin?**

The webadmin is just the ip address (and port) of your server with /serveradmin on the end. IE

<http://12.23.444.81:7787/ServerAdmin/>

If you are running a server from home, the quickest way to find the right address its to run the server once then close it, and then find your ucc.log or server.log. Near the top it will say what ip address you are running from (if it's a router it will be 192.168.1.?). This is your IP and webadmin address, put that in your browser and you are good to go.

IE:

Init: WinSock: I am YOURPC (123.321.45.678)

### **-When I host from in game, it crashes the game on some map changes**

Yeah, sadly this has always been a problem with share the pain, which will never be fixed. But, it's worth knowing that if players that were on your server stay on the joining screen, and you boot your game up and start a server again, they will rejoin. It will just seem like a longer than normal map change for them.

### **-Is it me or does my dedicated server reboot on many map changes?**

Yes it does, p2 has some bug that crashes the server between some map changes, but it reboot right away and any players waiting will join straight away when it's restarted. If you start you server via the runserver.bat, The 1409X patch remember what map, gametype and mutators it was on before it crashed and should boot up to the correct map again, and no one will notice the crash.

**-When I add mutators or change gametypes in webadmin, they only stick for a game or two, why?**

This is due to the server crashing between map changes, sadly there is no way to fix this. The only way to change the mutators so they stick between map changes is to add them to the start up line (the loader section in the postal2.ini)

**-When I edit settings in the webadmin or postal2.ini it does not take**

When you have amended the webadmin settings or your postal2.ini file, it's recommended you stop your server and start it again after. If you can not do this (due to you renting a server that does not allow it) then edit what you need to, upload it then right away go into the webadmin console and type 'exit' (without the 'say') and press enter. This will reboot the server and make your settings stick.

**-Can I run a server from the same pc I wanna play from**

It's really not a good idea, either get a 2<sup>nd</sup> pc on your network or run a listen (ingame) Server. Overall it's much better to rent a server from a company such as Art Of War. <http://artofwarcentral.com/> who host both USA and European servers.

**How do I set the ingame password?**

This is determined from the runserver.bat startup line. IE:

```
ucc server admin.fuk?Game=1409XGame.HugeMapDMGame?  
Mutator=1409XGame.Loader?AdminPassword=password  
goto 10
```

This is the only thing you should ever need to change in your runserver.bat, the rest is done from the [1409X.loader] section of the Postal2.ini

**I have set up my server to have a votable option for two different gametypes, sometimes it ends back up on the bootup map, anything I can do?**

Sadly this is a bug that never got worked out. Voting between gametypes can do this from time to time, it's really best to leave your server on a single gametype. We may try and work this out for a future update.

**When I run X Characters FF or some other Character package, the added Characters do not use some of the newer features, why?**

Older xcharacters packages are not compatible with 1409X and will cause players using them to not acquire some of the newer features such as jump boost.

[See here](#)

I tried running some custom weapons on my server, and the muzzle flashes on the guns were not where they were supposed to be? What the fuck man?

In order to block many common wallhacks and aimbots, some changes were made to the code that affects some of the effects on custom weapons. This was unavoidable, however, there is a way to fix it and even improve the overall effect, and the weapons effects will still be fine in Single player and none 1409X servers.

[See here for a guide on how to fix the Muzzle Flash problems with custom weapons.](#)

**-What Ports does P2 use?**

These ports are used when you JOIN other multiplayer games:

- bind
  - 2000+ used for pings
- send to
  - 7778 request for info
  - 8777-8786 reportquery
- connect
  - 28900 UBrowserGSpyFact(TCP, masterserver query)
  - 80 UBrowserUpdateServerLink (TCP, updateserver http query)

These ports are used when you HOST multiplayer games:

- bind
  - 7777 ?? UdpBeacon (game data??, in/out??)
  - 7778 UdpServerQuery (server query, in/out)
  - 7779 UdpServerUplink (only if advertising game, master server heartbeat out)
- 8777 UdpBeacon, lan, listen port

80  
send to  
27900 UdpServerUplink (only if adverstising game, master server heartbeat)  
9777 UdpBeacon, lan, reply port

A table to further illustrate port usage

Port	Protocol	Direction	Details
7777	UDP	In/Out	Game Data
7778	UDP	In/Out	Server Queries
7779	UDP	Out	Heartbeat to master server. Only needed if "public listing" is enabled.
27900	UDP	In/Out	Master server uplink. Only needed if "public listing" is enabled.
28900	UDP	In/Out	Master server query
80	TCP	In/Out	Remote Web Admin

### **How to I add mods to my server?**

After you have downloaded a mod and uploaded/installed it, you need to edit two things in the postal2.ini. First you need to add it as a server package, the server packages name should be the same as the .u file for your mod:

```
[Engine.GameEngine]
Blah blah..
ServerPackages=MultiGame
ServerPackages=YourMod
```

Then you need to find the loader section of your postal2.ini, and make sure your mod is added to either the loaders start up line or vote options. The line you need to insert here will be found in the mods .INT file (you can open it with notepad)

```
[1409XGame.Loader]
DefaultGameType=class'1409XGame.HugeMapDMGame'
BaseMutators=MultiStuff.MutAlwaysGib, YourModClass>YourModName
```

*[Click here for a list of mod classes within 1409X you can add](#)*

### **What is ZeroPing?**

Q. What is ZeroPing?

A. ZeroPing is a mutator that replaces Postal 2's normal, server-side hit test code with client-side routines. Since ZeroPing checks to see if your shot was a hit on your own computer, your weapons will fire instantly, and be much easier to aim. You'll still see a lag between your shot and your victim's death, but that won't affect your accuracy at all.

Q. What does ZeroPing do?

A. ZeroPing optimizes the firing modes of the Pistol, Shotgun, and Machinegun.

Q. What does ZeroPing NOT do?

A. ZeroPing does not:

- \* Affect your movement.
- \* Enhance projectile weapons like the rocket launcher. The idea behind ZeroPing just doesn't apply to them.
- \* Reduce your ping. ZeroPing just makes your ping \*seem\* low.

Q. But doesn't this make high-pingers too powerful?

A. Mostly It just levels the playing field. In fact, both high- AND low-pingers benefit from ZeroPing in the same manner. The catch is that low-pingers who are used to "leading" their target may experience difficulty. The best advice I can offer you is to try not to lead the target -- just point and shoot for the best results.

However, it does seem to make hitting targets slightly easier for a high pinged player than a low pinged player, but not enough to make the games drastically unfair, and the playing fields are still far more level than servers without ZeroPing.

Q. What about exploits, hacks, etc.?

A. ZeroPing servers are no more susceptible to hacks than normal Postal 2 servers. If a player has an aimbot, he's going to have an advantage whether ZeroPing is on or not, and is still cheating regardless. If anything, having zeroping installed will make it easier for admins to see if a player is trying to use an aimbot.

**I have joined some servers and they send maps/mods really fast, however my server sends maps really slowly, anything I can do?**

Yeah, Redirection basically sends people who connect to your server to a website to download any custom files which the player does not have. Once this is done the player is sent back to your server who can now enter the game, this



is all done without the player noticing i.e. it looks like a normal download from the server.

You only need to use redirection if your server runs custom files i.e. maps, mods or mutators which do not come with the standard game or this 1409X patch. If you are running a 12 man DM server with no extra maps, mutators or mods then you will not need to setup redirection.

If however like some of the servers out there you have custom maps or mutators then it would be very wise to see if you can setup redirection. As when a player does not have the required file he will download it off your server which uses additional CPU and Bandwidth, redirection solves this problem.

### **How Do I Set My Server Up To Use Redirection?**

You will need to alter a section of your POSTAL2.ini. This is an example of how to set it up on your own webspace and ftp if you have one.

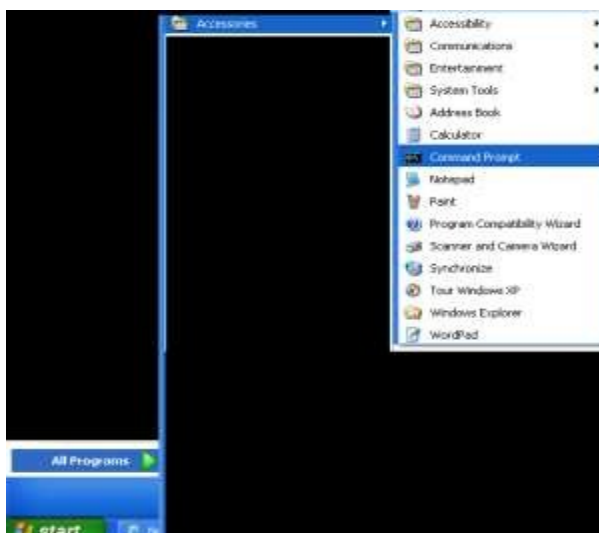
```
[IpDrv.HTTPDownload]
RedirectToURL=http://www.myurl.com/
ProxyServerHost=
ProxyServerPort=3128
UseCompression=True
```

To upload files to the new redirect you must FTP the files to the server.

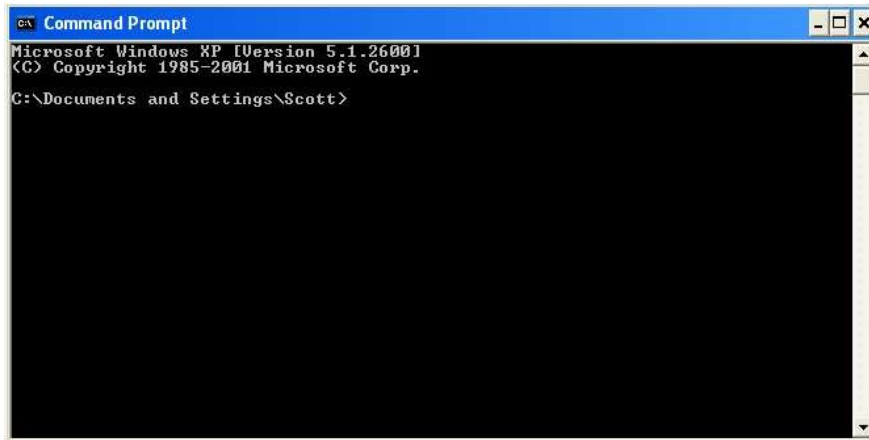
### **Uploading new maps to the redirect:**

Thanks to Scottshome.com for this info he originally provided back in 2004.

You must compress your maps before uploading them. To compress files you have to use a DOS window.

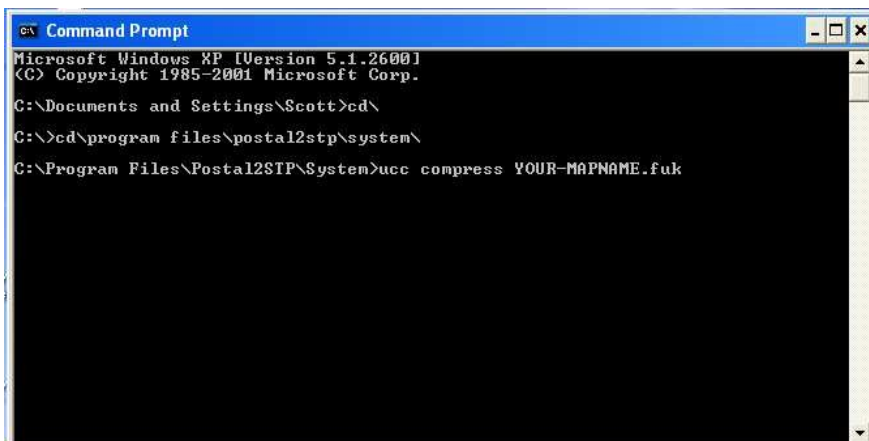


YOU WILL NOW GET A WINDOW LIKE THIS



```
Command Prompt
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.
C:\Documents and Settings\Scott>
```

To use the compression tool you need to switch to the system folder. Just use the method below.....



```
Command Prompt
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.
C:\Documents and Settings\Scott>cd\
C:\>cd\program files\postal2stp\system\
C:\Program Files\Postal2STP\System>ucc compress YOUR-MAPNAME.fuk
```

The map has to be in the system folder.

It sometimes takes a long time to compress the file. Sometimes it takes 2 minutes and sometimes it takes 20 minutes, depending on the complexity of the map.

Now you have YOUR-MAPNAME.fuk.UZ in your system folder

This .UZ file is what you send to the redirect server by FTP.

**Why and I getting banned from servers, I have no hacks installed!**

Some older mods that include huds such as Zeroping 212 and Kmods will ban your client from the servers. Sadly there is nothing much we can do about this, but as these mods are old and out of date you should just remove them. Examples of banned messages you might get are:

`P2ZeroPing212.ZPHUD`  
`kSPMods.kRootMenu`

If you are unable to work out how to remove the mods or simply don't want to for what ever reason, then simply download the free release of MP and play with that.

## **New Mapping/Editor Features**

### **Request:**

Maps made with 1409X features will not work for servers without 1409X installed. If you use any of the features of the 1409X patch, please add an [X] to the end of the maps name (if you use AW weapons, textures/statics, or an editor feature). There are a bunch of new editor features for those that want to make maps. As well as some new resources if you want to help us shamelessly plug our products and the Postal movie in your maps.

### **New Static Meshes and textures of RWS products**

RWS product mesh

RWS Product Tex

If you so wished, you could promote Postal and the Postal movie inside your maps. See the start up map for an example.

### **New weapons to add to your maps**

Sledge hammer

Machete

Unholy HandGranade.

The AW weapons are now fully functional in multiplayer!

### **How to map for Postal Arena:**

Postal Arena uses the "MPA-mapname.fuk" naming convention. In order to Create your own Postal Arena maps, take note of the following requirements.

- 1) Maps must have two sections, an "arena" section where the two combatants duke it out, and a "spectator" section where spectators can wait (and preferably watch the battle in progress)
- 2) The "arena" section must have exactly two playerstarts. One playerstart must have a Tag value of "Champion" and the other playerstart must have a Tag value of "Challenger". Normally, the playerstarts will face each other, but this can be changed depending on the type of arena you are making.
- 3) The "spectator" section should have at least 14 playerstarts, to support a theoretical 16 player maximum server.
- 4) Maps should not have weapon or ammo pickups of any kind. Weapons and ammo are doled out by the game automatically. Health pickups can be added at the map maker's discretion, however, any health pickups added should be temporary and not of the kind that can be added to a player's inventory. In other words, only donuts, pizza, and med kits. Also these pickups must have a Tag value of "Arena" or else the pickups will be destroyed during play.

7) As long as the above requirements are met you can make your map in any fashion you want.

### **How to map for King Of The Hill:**

The prefix for a King of the Hill map is "H". Example: "MPDGHT-Mapname.fuk". This means that the map will work in DeathMatch, Grab Bag, King of the Hill, and Team DeathMatch. If you want your map to be King of the Hill only, call it "MPH-Mapname.fuk".

After doing so, under the Actor Class Browser, find the Hill actor under Actor, and add it to the map.

If you have a large hill, you should attach a volume to the hill. To do so, Create a volume that encompasses the entire hill area. Beware that you can only tie one Volume to the hill. Go into the volumes properties, and extend Volume, then give it an Associated actor tag of *Hill*.

### **The following are all the classes added by 1409X for mappers to take advantage of:**

#### **Editor Toolset Upgrade:**

The editor now has a few more buttons that I find to be very handy, they get added to the bottom on the left hand tool bar.

-Align view on Actor – Will centre the selected view port on actor. This is very helpful.

-Times Textures by Two – Select a face on a brush and click this to times the scaling by two

-Divided Textures By Two – Select a face on a brush and click this to Divide the textures by two the scaling by two

-STATS – Show stats of the level in the selected window

-Mirror X, Y and Z – Will flip a selected Brush or Static mesh

#### **New Classes:**

New toys you will find in the actor class browser

#### **ChangeViewTrigger:**

Actor --> Triggers --> ChangeViewTrigger

This is a special trigger that lets the level designer change the player's view when the player activates the trigger. Ideally, the player will approach a security display of some type, and the player's view will change to the security camera as long as the player is close enough to the display. This can be done merely with the trigger itself, but for best results, use an accompanying Volume with an appropriately-set AssociatedActorTag.

#### PROPERTIES (ChangeViewTrigger)

=====

BeginViewingMessage: Message displayed to the player when their view is changed.

CameraChangeTime: Unused. Does not function properly.

EndViewingMessage: Message displayed to the player after viewing is complete.

NewView: This determines how to alter the player's viewpoint. The following values are used:

VT\_SingleActorView -- Player's view changes to the actor defined by ViewTag.

VT\_MultipleActorView -- Unused. Does not function properly.

VT\_CurrentLeaderView -- Views the player currently in the lead.

VT\_TeammateView -- Views the highest-ranked teammate.

ViewTag: For VT\_SingleActorView, defines the CameraSpot or other actor to be used as the viewpoint.

=====

#### **CameraSpot:**

Actor --> Info --> CameraSpot

This actor has no functionality when used alone. It is best used in conjunction with the ChangeViewTrigger as a viewpoint.

=====

#### **P2PickupCustom:**

Actor --> Pickup --> P2PowerupPickup --> MultiPickup -->

P2PickupCustom

This is a special version of the MultiPickup. In addition to choosing multiple pickup classes, you can also have the pickup use a custom static mesh and/or skin. Normally, pickup static meshes and skins are not replicated, and they will show up as the default. If you like to make custom static meshes for your pickups (such as a hamburger for a fast food pickup and so on) then this is the actor for you.

#### PROPERTIES (P2PickupCustom)

=====

PickupClasses: Same functionality as MultiPickup.

PickupMesh: Static mesh to be used for the pickup. If multiple pickup classes are used, this mesh is used for each pickup.

PickupSkins: Skins to be used for the pickup's static mesh. Ignored if PickupMesh is None.

PickupType: Pick either PT\_Single (one pickup only), PT\_Randomize (randomly select through PickupClasses), or PT\_Cycle (cycle sequentially through PickupClasses).

Helpful Hint: If you use a custom static mesh, it's a good idea to not only set the PickupMesh in P2PickupCustom, but also to change the DrawType to DT\_StaticMesh and change the actual StaticMesh to your used StaticMesh. This makes it easier to align your pickup with terrain or other world objects instead of trying to use the default eagle.

=====

### **PropBreakableMP:**

Actor --> Prop --> PropBreakable --> PropBreakableMP

This actor allows you to place exploding barrels and the like in multiplayer maps without worrying about karma replication issues.

### **PROPERTIES (PropBreakableMP)**

=====

AmbientSoundBroken: The prop's ambient sound while in the broken state.

AmbientSoundNormal: The prop's ambient sound while in the normal state.

BreakEffect: An Emitter class to be spawned when the prop breaks. Usually, this is an explosion of some kind. Defaults to STPEXtras.PropExplosion. See below for information on creating your own PropExplosion classes.

BreakEffectSound: A sound played when the BreakEffect is spawned.

DamageClasses: Allows you to set different DamageTypes for the damage filter. See "WhatHurtsMe" below for additional guidance.

HealthMax: How much health the prop has. For reference, player pawns have 300 health.

MinDamage: This is the amount of damage that must be dealt in order for it to affect the health. In other words, if you kick a PropBreakableMP it won't do anything no matter how much you kick it, but shooting it will cause damage.

RespawnEffect: An emitter class to be spawned when the prop goes from broken state back to normal. This could be some kind of flash or something.

RespawnEffectSound: A sound played when the RespawnEffect is created.

RespawnTime: Amount of time in seconds for the prop to "recharge" after being broken. If this is 0, the prop will remain destroyed for the rest of the game.

SkinsNormal, StaticMeshNormal: Static Mesh and corresponding skins to be used

when the prop is in its normal state.

SkinsBroken, StaticMeshBroken: Static Mesh and skins to be used when the prop

becomes broken. If StaticMeshBroken is None, the prop will disappear when broken.

WhatHurtsMe: Here you can define what types of damage can hurt the prop. DFT\_FilterNone means it will take any kind of damage. DFT\_FilterSpecified means

it will ignore any damage classes specified in DamageClasses, but any other kind

of damage will hurt it. DFT\_SpecifiedDamageOnly means that only the damage classes specified in DamageClasses will hurt it, and DFT\_IgnoreAllDamage means

the prop will never take damage. If DFT\_IgnoreAllDamage is used, a trigger must be used to cause the prop to break.

By default, a PropBreakableMP is an oil drum that explodes when it takes bullet damage, fire damage, or explosion damage. It respawns after 60 seconds.

=====

### **PropExplosionBase:**

Actor --> Emitter --> P2Emitter --> Wemitter --> P2Explosion

--> PropExplosionBase

Normally, you do not want to place this in a map. This is a base class for which you can create your own PropExplosions. It includes all the functionality of a regular explosion except for the actual emitters. Explosion properties are under Explosion.

To create a subclass of PropExplosionBase specific to your level:

1. Go to Actor Class Browser.
2. Select PropExplosionBase using the above parent classes.
3. Right-click PropExplosionBase and select New.



4. Under Package, type "MyLevel" (without quotes)
5. Under Name, create a name for your custom explosion.
6. The Script Editor will appear. Click Tools and then Compile Changed. Close the Script Editor (unless you plan on adding additional UnrealScript)
7. Go back to the Actor Class Browser and find your new explosion. It will be a subclass of PropExplosionBase.
8. Right-click your explosion class and hit Default Properties.
9. Under the Explosion group, set the desired values for your explosion.
10. Under the Emitter group, add the desired emitters for your explosion. Explanation on how to create your own emitters is outside the scope of this document. For details, see <http://udn.epicgames.com/Two/EmittersReference>.
11. Create a PropBreakableMP, and set the BreakEffect to your new explosion.
12. Save your map, play test it, and shoot the barrel to see if your new explosion works properly.

=====

#### **PropExplosion:**

Actor --> Emitter --> P2Emitter --> Wemitter --> P2Explosion -->  
PropExplosionBase --> PropExplosion

If you don't want to make emitters for your custom explosion, you can subclass PropExplosion instead of PropExplosionBase. Then follow the steps above, but skip #10 (emitters).

=====

ReusableSpawner: Actor --> Spawner --> ReusableSpawner

This functions exactly like a Spawner, but with some critical changes.

- \* When triggered, the spawner is toggled on (or off). If it is toggled on, the spawn count is reset.
- \* The spawner will not be destroyed regardless of how many actors it spawns.
- \* This allows you to make a triggerable Spawner that can be used over and over.
- \* It can NOT be used for spawning temporary pickups in multiplayer mode.

=====

#### **ReusablePawnSpawner:**

Actor --> Spawner --> PawnSpawner --> ReusablePawnSpawner

Like the ReusableSpawner, but for pawns.

=====

#### **Strippers:**

Actor --> MPStrippers

This allows you to place a dancing Postal Babe in your map. Do NOT drop FlagBase actors in a non-Snatch map! FlagBase actors in non-Snatch maps cause tons of log errors, will slow down gameplay, and spew tons of blank lines into the console

of every player.

#### PROPERTIES (Strippers)

=====

MyAction: Pick from one of the following actions.

AT\_None -- No action.

AT\_OnBed -- The babe will lie down and occasionally wave at players, like the FlagBase in Snatch.

AT\_Stand -- The babe will stand, like a dropped flag in Snatch.

AT\_Dance -- The babe will dance, like the Postal Babes in the ending sequence.

Collision is disabled by default, but you can enable it in the Collision tab of the actor properties. If you want you can use a different skin for the dancer by setting the appropriate skin under Display --> Skins.

=====

BoomBoxInv: (not placeable)

Supplements the RadioStation actor. See below.

=====

#### **MoveableLight:**

Actor --> Light --> MoveableLight

This is a normal light but with bStatic set to false. This way, you can attach the Light to some mover and have some dynamic lighting effects with movers. Make

sure to set bDynamicLight to true.

=====

MoveablePhysicsVolume: Right-click on the Volume button and select MoveablePhysicsVolume from the list.

This is a regular physics volume but with bStatic set to false. This way, you can attach physics volumes to movers and create some interesting effects, such as rising lava.

=====

#### **MoverSuper:**

Right-click on the Add Mover Brush button and select MoverSuper from the list.

MoverSuper is identical to Mover, except that it adds the Constant Loop feature from newer Unreal Engine games.

#### PROPERTIES (Mover)

=====

bOscillatingLoop: When set to true and used with the ConstantLoop state, this directs the mover to loop back and forth between its keyframes. If this is

false and used with ConstantLoop, the mover will move through its keyframes, and upon reaching the last keyframe, will return to Key 0.

LoopEvent: This is an event that will be triggered whenever the mover completes a loop. If bOscillatingLoop is true, the event will be triggered when the mover reaches its last keyframe and when it returns back to Key 0. If bOscillatingLoop is false, the event will be triggered when the mover loops to Key 0.

#### PROPERTIES (MoverSounds)

=====

LoopSound: A sound that is played when the mover loops. The conditions for playing the LoopSound are the same as for triggering the LoopEvent.

#### STATES (Object --> InitialState)

=====

ConstantLoop: The mover will loop continually as directed by bOscillatingLoop.

=====

#### **PickupSpawner:**

Actor --> Spawner --> PickupSpawner

Another custom subclass of Spawner, the PickupSpawner is used solely for spawning pickups, especially during multiplayer games. The properties of the superclass (Spawner) are hidden and irrelevant to the PickupSpawner.

When triggered, the PickupSpawner will spawn one pickup of its pickup class. It is up to the level designer to place limitations on the triggering Actor to prevent whoring the spawned pickup.

Pickups spawned by a PickupSpawner will not respawn after grabbed, like with a regular Spawner.

#### PROPERTIES (SpawnedPickup)

=====

These properties affect all spawned pickups of class P2PowerupPickup, P2WeaponPickup, or their subclasses.

bAllowMovement: True by default, this allows the spawned pickup to be kicked around and moved by other players.

DestroyTime: Time limit for players to snatch the spawned pickup before it is destroyed. Defaults to 300 seconds (5 minutes).

MyStaticMesh: If set, assigns a custom static mesh to the spawned pickup.

MyTag: If set, assigns a Tag to the spawned pickup.

PickupClass: The class of the spawned pickup.

#### PROPERTIES (SpawnedPowerup)

=====

These properties affect all spawned pickups of class P2PowerupPickup or its subclasses.

AmountToAdd: Defaults to 0. If the value is anything other than 0, the pickup will add that amount to the player's inventory. If the value is 0, the default value from the pickup is used.

bTainted: If true, the spawned pickup is tainted.

#### PROPERTIES (SpawnedWeapon)

=====

These properties affect all spawned pickups of class P2WeaponPickup or its subclasses.

Ammo: Defaults to -1. If the value is anything other than -1, the weapon will add that much ammunition to the player's inventory. If the value is -1, the default value from the pickup is used.

=====

#### **ProjectorMP (BROKEN, I think)**

Actor --> Projector --> ProjectorMP

This is simply a projector that functions on remote clients in multiplayer games. If projectors are disabled on the remote client, it will not be rendered on that client.

Use like a normal Projector. For level-placed blood splats in multiplayer, use this class instead of the Splat class and set the appropriate texture.

=====

#### **RadioStation:**

Actor --> Info --> Mutator --> RadioStation

The RadioStation is a complex actor which allows you to add custom music to your levels. You can include one track or multiple tracks. In maps with RadioStation actors, all players receive a Boom Box item which allows them to turn the music on/off or select their favorite track.

Unfortunately, this Actor cannot be used to play OGG files, which cannot be sent via redirect anyway.

To use a RadioStation, simply place the actor on the map anywhere, then set the Stations to different sounds. Usually you will want to import audio tracks

converted to wave format. One audio track is usually enough, as imported wave files really bloat the map's file size. However, if you don't mind your clients downloading humongous files from the redirect, you can simply place all your audio tracks into one audio package and have your map link to that.

It's really up to you on how to use the RadioStation. I use only one track for each map and include the RadioStation as a means of disabling the music for those who don't want to hear it.

#### PROPERTIES (RadioStation)

=-----=

**InitiallyTurnedOn:** If this is true, the music starts playing immediately. If this is false, the player must spawn and turn the music on with their Boom Box item first.

**Stations:** Starting with Stations[0], assign each station a Sound which corresponds to a music track. Music tracks can be entire songs, looping song segments, generic loops that last for only a few measures, or something stupid like a cow mooing. Do not leave any empty stations until you are done adding tracks -- if there are gaps between your stations, the gap will be counted as the "end" of the station.

For best results, use a stereo WAV file. This will prevent the player's position from having an impact on the music, as stereo sounds are played at full volume into both left and right channels.

**Note:** RadioStation will only work in network play. If you are hosting a listen server or a single player game, the boom box will not function properly and the radio will be stuck either off or on Stations[0].

=-----=

#### **RotatingAttachment**

Actor --> Prop --> RotatingAttachment

As the name suggests, this is a constantly rotating actor that can be attached to something like a mover. Set the speed of the rotation under Movement --> RotationRate.

# Admin Commands

These should all work from the ingame admin and Webadmin

The following commands can be used by players logged in as an administrator. In a listen (non-dedicated) server, the host is already logged in. In a dedicated server you must use the GUI and log in with the admin password before using any of these commands.

For most commands that take a player name as input, you only need to specify 3 letters of the player's name, and all players who match the string inputted will be affected.

Example: "admin smite Moronic" will kill all bots on the level. But to really keep them from doing anything, "admin neuter Moronic" would be a better option.

## **admin kick <player>**

- Removes the player from the game.

## **admin playerlist**

- Writes a list of players and their ping values to the log.

## **admin restartmap**

- Supposed to restart the map in progress, but actually just disconnects and reconnects you from the server.

## **admin switch <URL>**

- Switches the game to <URL>. URL can be just the filename of a map or a complete list of new server settings such as gametypes and mutators. Examples:  
admin switch mpdgt-piquant.fuk admin switch mps-ponderous.fuk?GameType=MultiGame.xCTFGame

## **admin nextmap**

- Changes to the next map in the map rotation, or the next map defined by whatever GameRules are in effect (MapShuffle included)

## **admin say <message>**

- Makes an administrative announcement. Admin announcements are in red and plastered in the center of everyone's screens.

## **admin ban <player or IP> [minutes]**

- Bans the player or IP. If minutes is specified, the ban is removed after the time period has elapsed or when the level changes.

## **admin unban <IP>**

- Removes the IP from the ban list.

**admin llama <player>**

- Turns player into a llama. Their name is changed to "Llama" and won't be able to talk coherently.

**admin unllama <player>**

- Turns the player back into a human.

**admin mute <player>**

- Mutes the player completely, they cannot talk at all.

**admin unmute <player>**

- Allows the player to speak again.

**admin smite <player or bot>**

- Immediately kills the target.

**admin teleport <player or bot>**

- Teleports the player or bot to a random pathnode. Useful if people have somehow managed to find their way outside of the map and can't return.

**admin cancelvote**

- Cancels any map votes in progress.

**admin gravity [gravity]**

- Changes the gravity. If gravity is not specified the default value (1500) is used. Lower numbers = lower gravity. This command breaks the jump pads in some levels, so be careful.

**admin zero <player or bot>**

- Zeros out the player's score.

**admin neuter <player or bot>**

- Takes away all items and weapons, and prevents them from picking anything else up. The target can't even piss or kick.

## **Advanced Admin Help**

### **How to make custom character packages work with 1409X**

This is only intended for those that already know how to code custom pawns.

It is possible to add new character packages to allow a bigger selection of selectable players on your server. However, Character packages that were

made for servers before 1409X *will not* work (such as XcharacterFF and M@DCharacters). Most of the code classes that were within these packages is now built directly into 1409X, and improved with new features. There for you don't want an Xcharspawn.uc file with your new package. Make sure you extend all your chars like so:

```
class YourCharacter extends xCharsPawn;
```

As 1409X has its' own Xcharpawn.uc class, if you try and run XcharacterFF package with this patch, the characters used from this package will not use the newer features from 1409X such as the jump boost.

So all you will need in your classes folder when you code in the files for the player pawns, IE:

```
DialogCoachZ.uc  
DialogHomestar.uc  
xMpCoachZ.uc  
xMpHomestar.uc
```

To compile them correctly, you will add your editpackage as normal, but it's important you add them in the correct place or the compile will fail.

They must come AFTER 1409Xstuff and BEFORE 1409Xgame, like this:

```
[Editor.EditorEngine]  
UseSound=True  
CacheSizeMegs=32  
...ect ect...
```

```
EditPackages=Shell  
EditPackages=1409XStuff  
EditPackages=YourChars  
EditPackages=1409XGame
```

## **How to fix custom weapons so the muzzle flashes are in the right place**

If you have coded weapons for previous versions of Postal that used muzzle flashes they may now be offset from the gun whilst running in 1409X. Here is a quick guide to put that right (for advanced users only)



Due to 1409X security additions, some muzzleflash textures may not work, or appear far away. An alternative to Texture Drawn MuzzleFlashes, are Emmitter ones..

This WILL NOT need to be done on simple edits..such as changing power on default MachineGun.. however. Custom Animations, or Model replacement will most likely require Emmiters.

from PostED/UnrealED

- Select Actor tab. Open your MuzzleFlash Emitter. (or supplied SMFX.u)
- Open your animation
- Click on view / bones.(everything will be wireframed)
- Click on view / bonenames.(names of bones will appear)
- Select Fire, or Shoot animation.
- Move animation to point you think it should fire
- Click on "Notify" tab.
- Add.EffectClass of the muzzleflash, or Smoke of choice..(Machine Gun MuzzleFlash, etc)
- Type in the Bone name you wish to attach emitter to.
- change Attached=False to True.
- Save your animation..
- 
- Also add bDrawMuzzleFlash=false to the default properties of your weaponclass

## **Postal2.ini Settings:**

Here we will explain all of the functions of the new features in the postal2.ini. It should be of help to both experienced Postal/Unreal server admins and those of you just starting out.

Anything in **BROWN** are just the titles of that section. The parts in **GREEN** are the headers you will find in the postal2.ini. **BLUE** are the lines you can edit within your postal2.ini file and can Edit. Everything else is descriptions of how they work.

### **Loader**

**[1409XGame.Loader]**

1409X Loader handles game startup from a server crash. Or when you start a server. This effectively means you never had to edit your runserver.bat again,

meaning if your server company will not allow you to alter your start up line you still have full access to it.

Use Loader in your server's command line to ensure a seamless transition from level to level in the event of a server crash.

**Default GameType:** `class'SomePackage.SomeGameType'`

This is the default game type that should be loaded when the server starts up fresh. In theory, you can have this different from the runserver.bats DefaultGameType and it should stay to it even after a server crash

`DefaultGameType=class'1409XGame.HugeMapDMGame'`

[Click here for a list of Gametypes](#)

**BaseMutators:** `SomePackage.SomeMutator,SomeOtherPackage.SomeOtherMutator,...`

These are the mutators you always want running, no matter what.

Players do not vote on these. Insert mutators you always want on, such as Airmail or anything else that should always be on. So if you wanted airmail and Apocalypse Weekend weapons, it would go like this:

`BaseMutators=1409Xtras.MutAirMail,1409Xtras.MutAWReplacer`

**DefaultMutators:** `SomePackage.SomeMutator,SomeOtherPackage.SomeOtherMutator,...`

This is a list of mutators that should be activated if the server is started up fresh. These mutators go away if a new mutator is selected from voting. This would be appropriate for if you wanted a server where you could vote airmail on or off, but wanted it on when the server first starts up.

`DefaultMutators=1409Xtras.MutAirMail`

[Click here for a list of mutators available by default](#)

**OtherCommandLineOptions:** string

This is a list of other command line options that you don't want to put in the server startup line for whatever reason. You can include options such as MaxPlayers, and so on.

`OtherCommandLineOptions=`

**Voted URL:** string

This is used internally by 1409X to remember vote strings and shouldn't be changed.

`VotedURL=`

**Message of the Day Displayer**

`[1409XGame.MOTDDisplayer]`

This is a screen that all players that join your server will see when they join, but only once a day.

The MOTDDisplayer shows a server logo and a short message to players upon joining the server. Use this to quickly outline any server guidelines and other important information.

**Server Name:** string

Name of your server.

[ServerName=Postal 2 Dedicated server](#)

**Server Logo:** Texture'Package.Texture'

This defaults to the Postal 2 logo. You can make your own server logo, Import it into UnrealEd, set it up as a ServerPackage, and then refer to it here.

[ServerLogo=Texture'GameCustom.GameTitle\\_Big'](#)

**MOTD Lines:** string

Four lines of data for your Message of the Day.

Unused lines should be left blank.

[MOTDLine1=Your](#)

[MOTDLine2=text](#)

[MOTDLine3=goes here](#)

[MOTDLine4=and here](#)

**Admin Name:** string

Name of the administrator.

[AdminName=Nobody](#)

**Admin Email:** string

Email of the administrator. Leave it blank if you want.

[AdminEmail=nobody@nowhere.com](#)

## **VoteHandler**

[\[1409XGame.XVoteHandler\]](#)

This is where you will handle all the voting options available in 1409X

**VOTE\_TIME:** How long in seconds that a vote will stay open for voting.

[VOTE\\_TIME=60](#)

**REVOTE\_TIME:** How long in seconds after a failed vote before someone can initiate voting again.

[REVOTE\\_TIME=200](#)

**VOTE\_PCT:**

A number from 0 to 1 indicating how many people have to vote for the map to change. 0.5 means half, 0.25 means 25%, 0.75 means 75%, 1 means everybody.

`VOTE_PCT=0.5`

**Game Over Vote:**

Set this to false to disable end-of-game map voting.

`bDoGameOverVote=True`

**Allow Voting:**

If you don't want to use the in-game voting functionality, then turn this option off. It is ON by default (true).

To disable voting completely, turn this and `bDoGameOverVote` off. Having this disabled will remove the vote option from the players menus.

`bAllowVoting=True`

**End Of Game Vote Delay:**

How long the game waits after game over to begin map voting.

`EndOfGameVoteDelay=10.0`

**End Of Game Vote Time:**

Length of time for end of game map voting.

`EndOfGameVoteTime=20.`

**ReVote Maps:**

Allows you to configure the voting history.

The last X maps will be disabled from voting to prevent repeating the same maps over and over.

`ReVoteMaps=2`

**Vote GameTypes:** *class'SomePackage.SomeGameType*

A list of votable game types. Must be in format `class'Package.GameType'` By default, the game types are all disabled with a ';'. So this would be an example of a server that allowed voting between Deathmatch and Grab

```
VoteGameTypes=class'1409XGame.HugeMapDMGame'  
;VoteGameTypes=class'1409XGame.HugeMapTDMGame'  
;VoteGameTypes=class'1409XGame.HugeMapCTFGame'  
VoteGameTypes=class'1409XGame.HugeMapGrabGame'  
;VoteGameTypes=class'1409Xtras.HolyWarsGame'  
;VoteGameTypes=class'1409Xtras.PostalArena'
```

**Vote Mutators:**

*SomePackage.SomeMutator,SomeOtherPackage.SomeOtherMutator,...*

Votable mutator sets and their descriptions.

You can include multiple mutators in one mutator set.

`VoteMutators=(Mutators="1409Xtras.airmail",Description="AirMail X")`

*[Click here for list of all mutators that can be used.](#)*

### **Log Chat:**

By default, in-game chat is logged to disk. Set this value to "false" if you don't want this to happen.

`bLogChat=true`

ChatLogFile: Change the name of the chat log. Variables are the same as the AdminLogFile.

`ChatLogFile=ServerChatLog-%Y%M%D`

### **Bad Words:**

You can censor out various words and replace them. To enable BadWords, change bFilterChat to True and create new BadWords entries as desired. This is not case sensitive.

Note that this may mess with your zounds that use the same trigger key

If you are using the zounds mutator

`bFilterChat=False`

`BadWords=(word="omg",replace="Oh My God!")`

`BadWords=(Word="yourword",Replace="yourtriggerkey")`

## **ConsoleLogger**

`[1409XGame.ConsoleLogger]`

To make admin logs, only really useful for debugging and should be left off most of the time

`bLogConsole=False`

`ConsoleLogFile=ServerConsoleLog-%Y%M%D`

## **SpawnProtection**

`[1409XGame.xSpawnProtection]`

**ProtectionTime:** float

How long newly-spawned players should be invulnerable for.

`ProtectionTime=2.0`

## **MutXAdmin**

`[1409XGame.MutXAdmin]`

MutXAdmin contains a lot of miscellaneous options, so be sure to check them all over.

**PickupDestroyTime:** float

Time in seconds to destroy dropped pickups. Postal is set at 300 by Default. This defaults to 60 seconds, to prevent pickups from piling up on the server.

[PickupDestroyTime=60.0](#)

**SpeedMultiplier:** float

These values are multipliers for default player speed and gravity.

[GroundSpeedMul=1.0](#)

Ground speed multiplier

[WaterSpeedMul=1.0](#)

Water speed multiplier

[AirSpeedMul=1.0](#)

Air speed multiplier

[AccelMul=1.0](#)

Acceleration multiplier

[jumpmul=1.0](#)

Jump multiplier

**HealthMul:** float

Alters the maximum health. Note that health is still displayed as 100, so people just take damage quicker/slower

[HealthMul=1.0](#)

**Zeroping Options:**

To enable or disable the Pistol, Shotgun and machine gun Zeroping. [See here for a description of Zeroping and what it does.](#)

[bAllowZeroPing=True](#)

[bAllowZPPistol=True](#)

[bAllowZPMachineGun=True](#)

[bAllowZPShotGun=True](#)

**Cjump:**

If set to false, this will stop players being able to crouch in midair, meaning they can't affect their hit box while jumping. As this can make a player harder to hit and therefore a kind of glitch, it is disabled by default. Some players used this not to glitch but to jump a little higher at the peak of a jump, but this is now included as a boost jump feature listed below. Set to true to enable.

[AllowCJump=false](#)

**Allow Taunting:**

Taunting is funny but disabled by default as players can bind a key to it, meaning they taunt when shooting. This can make them harder to hit as it's altering the hitbox. Set to true to enable.

[bAllowTaunt=false](#)

**AllowHomingRockets:**

Homing rockets put strain on server traffic and can cause lag on a busy server if over used. Set to false to disable.

`bAllowHomingRockets=True`

### **Third Person View:**

Just for a bit of fun, this will put all players on the server into a crude third person view. They will not have any crosshair, and due to the camera angle guns are basically useless with it, but could make for some fun airmail type games.

`bThirdPerson=False`

### **BoostJump:**

This will allow a boost jump similar to unreal games, where if you push the space again at the peak of a jump, you can jump higher. This is set really low by default, and is only meant to compensate for the losst of boost jump some players got from the Cjump. Set this higher you want a significant increase for the boost jump, or set to 0 to disable it.

`BoostJumpVel=2000.000000`

### **Super Sniper:**

If you set this to true, the sniper will look the same, but will fire more actuality from the hip, and be more powerful. *It also removes the fade to black 'warnings' that players get when it's used.*

`bSuperSniper=False`

### **Admin Messages:**

These are messages that can be displayed during a match. Use this to advertise your website, give players information and new, ect. Use a | to make text show on a new line. Below is an example of how to use it. It's recommended you have at least one enabled as the server might cause log spam without it.

`MessageDelaySec=60`

`AdminMessage= Frag Hard!!|My Server|Welcome to`

`MessageLifetime=10`

`MessageDelaySec=30`

`AdminMessage= TO DONATE| WWW.MYWEBSITE.COM`

`MessageLifetime=10`

`MessageDelaySec=30`

`AdminMessage= Admin3|Admin2|Admin1|Your Admins Are:`

`MessageLifetime=10`

`MessageDelaySec=30`

`AdminMessage=Please Report Cheaters`

`MessageLifetime=10`

### **AmmoMax:** float

To adjust the ammo for each weapon when a player picks it up. You can add your own weapons here too.

`AmmoAdjust=(AmmoType=class'PistolBulletAmmoInv',MaxAmmo=500,bInfinite=False)`

`AmmoAdjust=(AmmoType=class'MolotovAmmoInv',MaxAmmo=20,bInfinite=False)`

### **Bot Fobidden Weapons**

Stop the bots using certain weapons (delete the to activate) Bots with snipers have problems, they are disabled by default

`ForbiddenBotWeapons=class'Inventory.riflepickup'`

`ForbiddenBotWeapons=class'Yourpackage.yourweapon'`

### **Bot Renamer:**

Rename bots with one name or more. Bots will pick a random name from the list separated by a comma, but you can use just one name if you wish.

`BotRenamer=(BotClass=class'MultiStuff.MpBum',BotNames=("Moronic Bum","Retarded Bum"))`

## **Llama**

`[1409XGame.XAdmin]`

and

`[1409XGame.XAdminSpectator]`

LlamaName: string

Name to change a player to when they get llamafied via the 'admin llama' command.

`LlamaName=Owned by Admins`

## **xAdminRules**

`[1409X.xAdminRules]`

xAdminRules controls damage multipliers.

The DMultArray allows you to scale the damage dealt by any type of weapon, trap, or powerup in the game. DMultArray takes two arguments:

DamageType: the class name of the DamageType caused by the weapon.

Multiplier: the damage multiplier. 1.00 = 100%, 0.5 = 50%, etc.

Be aware that the damage is scaled after headshots. In other words, one pistol headshot normally does 50 damage to a player, but if you scale the damage multiplier to 2x, one pistol headshot will kill a player at full health.

A shotgun blast at close range will always kill the player regardless of the damage multiplier.

`GlobalDamageMult=1.0`

Cow Heads and Anthrax Clouds

`DMultArray=(DamageType=class'AnthDamage',Multiplier=1.00)`



Baton

DMultArray=(DamageType=class'BatonDamage',Multiplier=1.00)

Body damage

DMultArray=(DamageType=class'BodyDamage',Multiplier=1.00)

Pistol

DMultArray=(DamageType=class'BulletDamage',Multiplier=1.00)

Burning damage

DMultArray=(DamageType=class'BurnedDamage',Multiplier=1.00)

WMD

DMultArray=(DamageType=class'ChemDamage',Multiplier=1.00)

Crack withdrawal damage

DMultArray=(DamageType=class'CrackSmokingDamage',Multiplier=1.00)

Scissors

DMultArray=(DamageType=class'CuttingDamage',Multiplier=1.00)

Tazer

DMultArray=(DamageType=class'ElectricalDamage',Multiplier=1.00)

Grenades and rockets

DMultArray=(DamageType=class'ExplodedDamage',Multiplier=1.00)

Molotov Cocktails

DMultArray=(DamageType=class'FireExplodedDamage',Multiplier=1.00)

Grenades

DMultArray=(DamageType=class'GrenadeDamage',Multiplier=1.00)

Foot

DMultArray=(DamageType=class'KickingDamage',Multiplier=1.00)

Machine Gun

DMultArray=(DamageType=class'MachineGunDamage',Multiplier=1.00)

Napalm

DMultArray=(DamageType=class'NapalmDamage',Multiplier=1.00)

Damage sustained while on fire

DMultArray=(DamageType=class'OnFireDamage',Multiplier=1.00)

Rifle

DMultArray=(DamageType=class'RifleDamage',Multiplier=1.00)

Rocket launcher

DMultArray=(DamageType=class'RocketDamage',Multiplier=1.00)

Shotgun

DMultArray=(DamageType=class'ShotGunDamage',Multiplier=1.00)

Shovel

DMultArray=(DamageType=class'ShovelDamage',Multiplier=1.00)

Jumping through windows

DMultArray=(DamageType=class'WindowJumpThroughDamage',Multiplier=1.00)

Custom (for your custom weapons)

DMultArray=(DamageType=class'yourpackage.yourDamage',Multiplier=1.0) For custom weapons.

**P2Admin**

### [1409X.xP2Admin]

xP2Admin controls admin-related stuff.

#### **BannedNames/BannedNameErrors:**

This allows you to stop people from joining with certain names.

If they try to join and their name matches with one of the BannedNames, then they will be denied entry and get the BannedNameError message.

BannedNames=Player

BannedNameErrors=Change your name from 'Player', moron!

BannedNames=Admin

BannedNameErrors=Yeah yeah, really funny, but you're not the admin. Try again, douchebag.

#### **Admin File Logging:**

logs any administrative actions done within the webadmin or ingame, such as kicks and bans.

bLogAdmin=False

AdminLogFile=ServerAdminLog-%Y%M%D

#### **IP Range Banning:**

If you want to ban a spersific range (such as the range of a proxy server or trouble maker) you can do it here. You can also use wildcards.

IPRangeBans=(LowEnd="67.159.0.0",HighEnd="67.159.63.255")

#### **More IP Policies:**

Nothing to worry about here, this is just used when the amount of IP bans from the web admin reaches more then 50.

MoreIPPolicies=

## **Security**

### [1409X.xSecurity]

AimbotAction, AliasAction, FileAction, TCCAction: These four settings determine what to do with a player who is caught with an aimbot, illegal alias, illegal file, or illegal TCC (Temporary Console Command). The valid actions are:

EP\_None: Don't do anything

EP\_LogOnly: Log the infraction but don't do anything else

EP\_Kick: Kick the player from the server

EP\_KickAndBan: Kick and ban the player

AimbotAction=EP\_KickAndBan

AliasAction=EP\_Kick

FileAction=EP\_KickAndBan

TCCAction=EP\_Kick

1409X will only allow custom huds (maybe for a mod installed) if listed in the allowed interactions section below (please note: we are not 100% sure if this works correctly and might still black list safe mods) . This is to stop various aimbots joining the server. Also you can black list files here to stop clients that have them in the system folder from joining the server.

FileBlacklist=ASDF.u  
AllowedInteractions=FPSGame.FPSConsoleExt  
AllowedInteractions=Shell.ShellRootWindow  
AllowedInteractions=UDebugMenu.UDebugRootWindow  
AllowedInteractions=Postal2Game.MapScreen  
AllowedInteractions=Postal2Game.NewsScreen  
AllowedInteractions=Postal2Game.VoteScreen  
AllowedInteractions=Postal2Game.PickScreen  
AllowedInteractions=Postal2Game.LoadScreen  
AllowedInteractions=Postal2Game.ClothesScreen  
AllowedInteractions=Postal2Game.StatsScreen  
AllowedInteractions=1409XGame.ZPHUD  
AllowedInteractions=AW7Shell.AW7RootWindow

## **Single Replacer**

[1409X.MutSingleWeapon1]

MutSingleWeapon1, MutSingleWeapon2, and MutSingleWeapon3 these are three special Mutators that allow you to designate a "this weapon only" type of game.

*MutSingleWeapon1 is an example of a shotgun-only mod.*

### **DesiredWeapon:**

(NewWeaponPickup=class'Package.WeaponPickup',NewAmmoPickup=class'Package.AmmoPickup')

*For a list of weapon classes to use for these mutators, click here*

Tells the mutator what type of weapon and ammo to replace everything with. All weapon pickups will be replaced with the desired weapon, and all ammo pickups will be replaced with the desired ammo.

If "None" is specified for either, then no substitution will be made (but the old weapon will still be destroyed)

DesiredWeapon=(NewWeaponPickup=class'Inventory.ShotgunPickup',NewAmmoPickup=class'Inventory.ShotgunAmmoPickup')

**StartingWeapon:** class'Package.WeaponInv'

This is the INVENTORY TYPE (not the pickup!) of the weapon.

You can specify a different weapon here if you want, but usually this will

be the same type of weapon.

The player will start with a baton and this weapon.

If "None" is specified, then the player will start with only a baton.

[StartingWeapon=class'Inventory.ShotgunWeapon'](#)

## **Weapon replacers**

[\[1409X.MutWeaponReplacer1\]](#)

MutWeaponReplacer1, MutWeaponReplacer2, and MutWeaponReplacer3

These are like the single-weapon replacer mods, but are much more powerful (and difficult to configure). This allows you to specify any type of weapon and its replacement. You can also specify replacements for certain powerups.

MutWeaponReplacer1 is an example of a mod that replaces all rocket launchers with shotguns.

### **Weapon Replacement:**

*(OldWeaponPickup=class'OldPackage.OldWeapon',NewWeaponPickup=class'NewPackage.NewWeapon',OldAmmoPickup=class'OldPackage.OldAmmo',NewAmmoPickup=class'NewPackage.NewAmmo')*

*For a list of weapon classes to use for these mutators, click [here](#)*

This is a lot like the "Desired Weapon" line in the SingleWeapon mods. This one lets you specify a particular weapon to be replaced with another.

If "None" is specified for the New Pickup (weapon or ammo) then the old pickup will be destroyed and no substitution will be made. You can have as many of these lines as you need, to replace as many weapons as you want.

[WeaponReplacement=\(OldWeaponPickup=class'Inventory.LauncherPickup',NewWeaponPickup=class'Inventory.ShotgunPickup',OldAmmoPickup=class'Inventory.LauncherAmmoPickup',NewAmmoPickup=class'Inventory.ShotgunAmmoPickup'\)](#)

Furthermore, it's possible to specify an Alt pickup. If you do this, it will pick between the two weapons when the map starts. This way, you can have twice as many weapon variations on one map!

[WeaponReplacement=\(OldWeaponPickup=class'Inventory.MachineGunPickup',NewWeaponPickup=class'Inventory.MolotovPickup',AltWeaponPickup=class'Inventory.GrenadePickup'\)](#)

[\[1409XStuff.MutWeaponReplacer1\]](#) by default is an example of how you could replace all bullet weapons in the game for melee and throwable, and also make the pickups randomize between to replacements.

```
[1409XStuff.MutWeaponReplacer1]
StartingWeaponReplacement=(OldStartingWeapon=class'Inventory.PistolWeapon',NewStartingWeapon=class'1409Xtras.macheteWeaponMP')
WeaponReplacement=(OldWeaponPickup=class'Inventory.MachineGunPickup',NewWeaponPickup=class'Inventory.CowHeadPickup',AltWeaponPickup=class'Inventory.scissorsPickup')
WeaponReplacement=(OldWeaponPickup=class'Inventory.ShotgunPickup',NewWeaponPickup=class'1409Xtras.machetePickupMP',AltWeaponPickup=class'1409Xtras.SledgePickupMP')
WeaponReplacement=(OldWeaponPickup=class'Inventory.pistolPickup',NewWeaponPickup=class'Inventory.GrenadePickup',AltWeaponPickup=class'Inventory.MolotovPickup')
PowerupReplacement=(OldPowerupPickup=class'Inventory.FastFoodPickup',NewPowerupPickup=class'Inventory.PizzaPickup',AltPowerupPickup=class'Inventory.DonutPickup')
)
```

[1409XStuff.MutWeaponReplacer2] Is by default an example of make a game 'guns only' by replacing everything with either a pistol, m16 or Shotgun. Notice how on the grenades and cocktails, I didn't specify an alternative replacement, mostly because only a pistol is likely to fit into many of the smaller places you find the grenades and cocktails.

Also for the sake of example, I made this replacer NOT replace the napalm with anything, so you could see how to do this (by just leaving it blank)

```
[1409XStuff.MutWeaponReplacer2]
PowerupReplacement=(OldPowerupPickup=class'Inventory.RadarPickup',NewPowerupPickup=class'Inventory.CrackPickup')
WeaponReplacement=(OldWeaponPickup=class'Inventory.CowHeadPickup',NewWeaponPickup=class'Inventory.MachineGunPickup',AltWeaponPickup=class'Inventory.ShotgunPickup')
WeaponReplacement=(OldWeaponPickup=class'Inventory.scissorsPickup',NewWeaponPickup=class'Inventory.MachineGunPickup',AltWeaponPickup=class'Inventory.ShotgunPickup')
WeaponReplacement=(OldWeaponPickup=class'Inventory.GrenadePickup',NewWeaponPickup=class'Inventory.pistolPickup')
WeaponReplacement=(OldWeaponPickup=class'Inventory.MachineGunPickup',NewWeaponPickup=class'Inventory.MachineGunPickup',AltWeaponPickup=class'Inventory.ShotgunPickup')
WeaponReplacement=(OldWeaponPickup=class'Inventory.MolotovPickup',NewWeaponPickup=class'Inventory.pistolPickup')
WeaponReplacement=(OldWeaponPickup=class'Inventory.PlaguePickup',NewWeaponPickup=class'Inventory.MachineGunPickup',AltWeaponPickup=class'Inventory.ShotgunPickup')
WeaponReplacement=(OldWeaponPickup=class'Inventory.NapalmPickup',NewWeaponPickup=class'Inventory.MachineGunPickup')
)
```

WeaponReplacement=(OldWeaponPickup=class'Inventory.LauncherPickup',NewWeaponPickup=class'Inventory.MachineGunPickup',AltWeaponPickup=class'Inventory.ShotgunPickup')

### **PowerupReplacement:**

(OldPowerupPickup=class'OldPackage.OldPickup',NewPowerupPickup=class'NewPackage.NewPickup')

This line lets you specify replacing a particular powerup with something else. If "None" is specified for the new pickup, then the old pickup will be destroyed and no replacement will be made.

Again, you can use an alt replacement too if you wish.

PowerupReplacement=(OldPowerupPickup=class'Inventory.FastFoodPickup',NewPowerupPickup=class'Inventory.PizzaPickup',AltPowerupPickup=class'Inventory.DonutPickup')

### **StartingWeaponReplacement:**

(OldStartingWeapon=class'OldPackage.OldWeapon',NewStartingWeapon=class'NewPackage.NewWeapon')

This line lets you specify changing a default starting weapon (if it exists in the gametype) with something else. If "None" is specified for the new weapon, the old weapon will be removed and no replacement will be made. If "None" is specified for the old weapon, the new weapon will be added to the existing list.

StartingWeaponReplacement=

## **Game Settings**

[1409XGame.HugeMapDMGame]

### **Players Must Be Ready**

Will not start the game until all players have clicked fire.

bPlayersMustBeReady=False

### **Force Respawn**

When killed, players will not be able to idle and will spawn right away.

bForceRespawn=False

bAdjustSkill=True

SpawnProtectionTime=2.000000

bTeamScoreRounds=False

### **Extended Scoring:**

causes people to lose points each time they are killed.

bExtendedScoring=True

### **Silence All Death:**

This will stop the death strings in players consoles telling them what other players have been killed. It will only tell you who killed you and with what weapon, and who you killed when set to true.

bSilenceAllDeath=True

bWeaponStay=False

bAllowBehindView=False

### **Game Settings**

The below 3 can all be set via the webadmin also.

GoalScore=0

MaxLives=0

TimeLimit=15

#### [1409XGame.HugeMapGrabGame]

bPlayersMustBeReady=False

bForceRespawn=False

bAdjustSkill=False

SpawnProtectionTime=2.000000

bTeamScoreRounds=False

bExtendedScoring=False

bWeaponStay=False

bAllowBehindView=False

GoalScore=10

MaxLives=0

TimeLimit=15

#### [1409XGame.HugeMapCTFGame]

MaxTeamSize=16

FriendlyFireScale=0.000000

bPlayersMustBeReady=False

bForceRespawn=False

bAdjustSkill=False

SpawnProtectionTime=2.000000

bTeamScoreRounds=False

bExtendedScoring=True

bWeaponStay=False

bAllowBehindView=False

GoalScore=3

MaxLives=0

TimeLimit=30

#### [1409XGame.HugeMapTDMGame]

MaxTeamSize=16  
FriendlyFireScale=0.000000  
bPlayersMustBeReady=False  
bForceRespawn=False  
bAdjustSkill=False  
SpawnProtectionTime=2.000000  
bTeamScoreRounds=False  
bExtendedScoring=True  
bWeaponStay=False  
bAllowBehindView=False  
GoalScore=0  
MaxLives=0  
TimeLimit=15

#### [1409Xtras.HolyWarsGame]

GetHaloScore=1  
HereticFrag=5  
BecomeHereticScore=-3  
FragInfidelScore=3  
SaintFragInfidelScore=4  
SinnerFragSaintScore=2  
SaintFragSinnerScore=1  
bPlayersMustBeReady=False  
bForceRespawn=False  
bAdjustSkill=False  
SpawnProtectionTime=2.000000  
bTeamScoreRounds=False  
bExtendedScoring=False  
bWeaponStay=False  
bAllowBehindView=False  
GoalScore=30  
MaxLives=0  
TimeLimit=15

#### **Jihadist Weapons:**

List here what weapons you want the Jihadist to start with

SaintWeapons=Class'1409XGame.ZPMachineGunPickup'  
SaintWeapons=Class'1409XGame.ZPShotGunPickup'  
SaintWeapons=Class'Inventory.GrenadePickup'  
SaintWeapons=Class'Inventory.LauncherPickup'  
SaintWeapons=Class'1409Xtras.UnHolyPickup'

#### [1409Xtras.PostalArena]

#### **Arena Weapons:**

List here what weapons you want the players to start with. This is all of the default postal 2 weapons included with 1409X.



```

;
ArenaBaseEquipment=(weapclass=class'Inventory.GrenadeWeapon',ssclass=class'Inventory.GrenadeWeaponSS')
;
ArenaBaseEquipment=(weapclass=class'Inventory.MolotovWeapon',ssclass=class'Inventory.MolotovWeaponSS')
;
ArenaBaseEquipment=(weapclass=class'Inventory.LauncherWeapon',ssclass=class'Inventory.LauncherWeaponSS')
;
ArenaBaseEquipment=(weapclass=class'Inventory.RifleWeapon',ssclass=class'Inventory.RifleWeaponSS')
ArenaBaseEquipment=(WeapClass=Class'Inventory.FootWeapon',ssclass=Class'Inventory.FootWeapon')
ArenaBaseEquipment=(WeapClass=Class'Inventory.BatonWeapon',ssclass=Class'Inventory.BatonWeaponSS')
ArenaBaseEquipment=(WeapClass=Class'Inventory.ShovelWeapon',ssclass=Class'Inventory.ShovelWeaponSS')
ArenaBaseEquipment=(WeapClass=Class'1409XGame.ZPPistolWeapon',ssclass=Class'1409XGame.ZPPistolWeaponSS')
ArenaBaseEquipment=(WeapClass=Class'1409XGame.ZPShotGunWeapon',ssclass=Class'1409XGame.ZPShotGunWeaponSS')
ArenaBaseEquipment=(WeapClass=Class'1409XGame.ZPMachineGunWeapon',ssclass=Class'1409XGame.ZPMachineGunWeaponSS')
;
ArenaBaseEquipment=(WeapClass=Class'Inventory.ScissorsWeapon',ssclass=Class'Inventory.ScissorsWeaponSS')
;
ArenaBaseEquipment=(WeapClass=Class'Inventory.CowHeadWeapon',ssclass=Class'Inventory.CowHeadWeaponSS')

```

### **MaxIdleWait:**

Determines the maximum time the next challenger in line can "idle" before getting sent to the back of the line. Prevents people from holding up the line by staying dead.

**MaxIdleWait=20.000000**

### **Allow Spectator Foot:**

Turn this off if you don't want spectators to be able to kick.

**bAllowSpectatorFoot=False**

**bPlayersMustBeReady=False**

**bForceRespawn=False**

**bAdjustSkill=False**

**SpawnProtectionTime=2.000000**

**bTeamScoreRounds=False**

**Extended Scoring:**

I highly recommend leaving this value at false for arena.

Turning it to true forces Postal Arena to use the extended scoring method, which causes people to lose points each time they are killed.

`bExtendedScoring=False`

`bWeaponStay=False`

`bAllowBehindView=False`

`GoalScore=10`

`MaxLives=0`

`TimeLimit=25`

## **Rosters**

Rosters can be switched or configured. You can also add your own characters from your custom packages, but the custom packages MUST have been coded for 1409X, so for example XcharactersFF will not work correctly with this patch. **For information on how to correctly make a custom character package, see here**

`[1409Xtras.XCharsXtraRoster]`

`PawnClasses=class'xMpDude'`

`PawnClasses=class'YourPackage.YourCharacter'`

## **Zounds**

`[1409XGame.ZoundHandler]`

**bZound:**

If this is set to False, then all sounds will be disabled. The ServerAdmin can also switch this On/Off from the game with a Mutate command: Mutate Zound Off and Mutate Zound On

`bZound=True`

**SoundDelay:**

This is the delay time in which sounds can be activated and should not be less than 5. It is recommended that SoundDelay is not less than 3 depending on the length of the average sound.

`SoundDelay=5.00`

**bDedicated:**

This is the Total number of sounds any one player can trigger during a game. If set to 0 (zero) then the number is unlimited.

`bDedicated=True`

**SoundsEach:**

This is the Total number of sounds any one player can trigger during a game. If set to 0 (zero) then the number is unlimited.

**SoundsEach=10**

### **DelaysEach:**

This was introduced to reduce spamming of the various sounds and works as follows: Lets say you set DelaysEach=10

When a Player triggers a sound, he will have to wait 10 seconds before he can trigger again (1 x 10)

Once he has triggered 2 sounds he will now have to wait 20 seconds to trigger again (2 x 10)

After the 3rd trigger he will have to wait 30 seconds before he can trigger again (3 x 10)

And so the more he triggers a sound the longer he has to wait in between each trigger. This can now be disabled by setting DelaysEach=0

**DelaysEach=5**

*ServerPackages needed are:*

*[Engine.GameEngine]*

*ServerPackages=All your sound files you may want to add*

*HINT: note that by default Zounds will play preconfigured sounds from postal so no extra sound packages are needed*

### **Zounds**

Here you enter the sound names you recorded or added in your .UAX file. These are the triggers which Zound will look for when a player types a message.

To add more Zound strings just copy and paste the previous one and change the Soundname and Triggername accordingly.

**Zounds=(SoundName="yoursound",TriggerName="yourtrigger",PackageName="yourpackage")**

**\*\*\* Random Sounds \*\*\***

If you wish to add more than one sound for the same word, Zound will Randomize them when triggered.

Example:

Lets say you have 3 sounds for the Trigger word 'cool' Now in the Zound51.ini file in the ZTrigger section add the 'Random=3' modifier:

**Zounds=(Soundname="cool",Triggername="cool",SoundFilename="MySound",Random=3),**

Now in the ini file you only put the word once as shown above.

But in your .UAX file you make 3 sounds and call them:

Cool

Cool2

Cool3

Please note the first word has no number following it. To add more Zound strings just copy and paste the previous one and change the Soundname and Triggername accordingly.

Zounds=(SoundName="yoursound",TriggerName="yourtrigger",PackageName="yourpackage")

## **SecurePlayer (This is found in the USER.ini)**

[1409XGame.SecurePlayer]

SecurePlayer controls player-related settings.

### **Idle Timeout**

This feature kick players who have been idle for a certain length of time. If they stay dead longer than this time, they're booted.

IdleTimeout=60.0

**Idle Kick:** boolean

If true, kicks idle players.

bIdleKick=False

### **High Ping Kicking (experimental)**

*This is disabled by default because it hasn't been tested much!. Use at your own risk.*

**Ping Kick:** boolean

If true, enables high-ping kicking.

bPingKick=False

**Max Ping:** int

Once a player's ping goes above this value, we'll consider removing them.

MaxPing=400

**PingCheckFreq:** float

How often (seconds) to look at a player's ping

PingCheckFreq=1.0

**MaxSustainedPingTimeForStrike:** float

How long the player's ping should be above the MaxPing to get a strike.

MaxSustainedPingTimeForStrike=5.0

**MaxHighPingCheck:** int

Maximum number of ping strikes before we remove them.

MaxHighPingCheck=3

**bAllowTaunt:** boolean

If false, disables taunting by XCharacters.

[bAllowTaunt=True](#)

**Spam Stopper.**

How many lines are allowed as per time set in spam time

[SpamLines=10](#)

How much time a player can spam the above amount of lines

[SpamTime=2](#)

How long to mute the player for as punishment.

[MuteTime=10](#)

## List Of Mutators and Gametype commands

### Gametypes

**Deathmatch:**

[1409XGame.HugeMapDMGame](#)

**TeamDeathMatch:**

[1409XGame.HugeMapTDMGame](#)

**Snatch:**

[1409XGame.HugeMapCTFGame](#)

**Grab:**

[1409XGame.HugeMapGrabGame](#)

**Arena:**

[1409Xtras.PostalArena](#)

**Jihad:**

[1409Xtras.HolyWarsGame](#)

### **Mutators**

**No Rockets** – Removes rockets from all maps

[1409XStuff.MutNoRockets](#)

**Single Weapon Mutators** – Configured in the Postal2.ini

[1409XStuff.MutSingleWeapon1](#)

[1409XStuff.MutSingleWeapon2](#)

[1409XStuff.MutSingleWeapon3](#)

**Weapon Replacer Mutators – Configured in the Postal2.ini**

[1409XStuff.MutWeaponReplacer1](#)

[1409XStuff.MutWeaponReplacer2](#)

[1409XStuff.MutWeaponReplacer3](#)

**Shockers**

Gives players a shocker that will disable other players movements when zapped,  
\*MIGHT BIT BUGGY AND, OR CRASH SERVER, NOT FULLY TESTED, USE  
WITH CAUTION\*

[1409XGame.MutShocker](#)

**AirMail**

Runs Airmail on all gametypes\_

[1409Xtras.MutAirMail](#)

**AW Weapons –** Replaces the shovel with the sledge and the baton with the  
machete

[1409Xtras.MutAWReplacer](#)

**Postal Arena Equipment - Configured in the Postal2.ini**

[1409Xtras.MutArenaEquipment1](#)

[1409Xtras.MutArenaEquipment2](#)

[1409Xtras.MutArenaEquipment3](#)

[1409Xtras.MutArenaEquipmentBullet](#)

[1409Xtras.MutArenaEquipmentReplacer](#)

## **List of default Postal 2 weapons to use with the replacers**

For your copy and pasting pleasure.

If you are using one of the below as a starting weapon replacer, change the word  
'pickup' to weapon, IE: Inventory.BatonWeapon. All should be pretty self  
explanatory as to what they are.

**Weapons:**

Inventory.BatonPickup

Inventory.CowHeadPickup

Inventory.GrenadePickup

1409Xtras.unholyPickup

Inventory.LauncherPickup

1409XGame.LauncherPickupfix

1409Xtras.machetePickupMP  
Inventory.MachineGunPickup  
1409XGame.ZPMachineGunPickup  
Inventory.MolotovPickup  
Inventory.NapalmPickup  
1409XGame.NapalmFixPickup  
Inventory.pistolPickup  
1409XGame.ZPpistolPickup  
Inventory.PlaguePickup  
1409XGame.PlagueFixPickup  
Inventory.RiflePickup  
1409XGame.XRiflePickup  
Inventory.scissorsPickup  
Inventory.ShockerPickup  
Inventory.shotgunPickup  
Inventory.ZPshotgunPickup  
Inventory.ShovelPickup  
1409Xtras.SledgePickupMP

**Health and misc:**

Inventory.Medkitpickup  
Inventory.FastFoodPickup  
Inventory.PizzaPickup  
Inventory.DonutPickup  
Inventory.CrackPickup  
Inventory.RadarPickup