Soccer Mod 2009 is a script\mod for Counter Strike Source soccer clans\servers and is created by [FC DORDRECHT] Cor Lems, [FC DORDRECHT] Marco Boogers & [FC DORDRECHT] Rick Hoogendorp.

The mod is an addon for soccer clans and servers to control matches and information about their clan or server.

Our goals:

- An easy to handle and configurable user menu system for the public.
- An easy to handle and configurable admin menu system for admins.
- Supply it to all people who need it.
- Update the mod with suggestions and remarks from the public.
- Create a soccer atmosphere in-game.
- Promote CSS Soccer and get more players playing.
- Making as much as possible configurable and editable.

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We tried to publish this mod without errors and/or bugs but unexpected things can happen. We expect people from the community to respond so we can adjust those errors and fix them. Ideas and suggestions will be looked at and possibly integrated but it is not guaranteed. The time necessary for scripting is very consuming so help from scripters is always welcome.

If you have any suggestions or remarks please mail to info@fcdordrechtclan.com with as subject Soccer_Mod_2009 or visit our forum on www.fcdordrechtclan.com . Another option is to look on www.xsleague.com in FAQ for this manual or the forum to ask questions.

Greetings,

[FC DORDRECHT] Cor Lems, [FC DORDRECHT] Marco Boogers & [FC DORDRECHT] Rick Hoogendorp (aka Terminator).

WHAT'S NEW?

Since our last release we got a good response from the public and tried to respond to the public's needs. Featured Items that are new in this mod:

- New menu layout for easier access and usage.
- Added extra cap-fight options.
- Custom warning for referees, referees can warn players with a custom reason.
- New referee punishment, referee can spawn a lightning bolt.
- Improved ball cannon now with crosshair and easier to setup.
- Added option to remove goal triggers for training purposes.
- Personal training ball for each admin for training purposes.
- Added settings menu with all Soccer Mod settings editable in-game.
- New manager menu, add admins and maps in-game from now on! Improved menu system, now fully customizable in-game.
- New Soccer Mod 2009 skins (made by Terminator).

Extra modules made for **XSLeague.com** (not included):

- Steam_id checker: A tool for the referees to set the teams for the match. Public players or players not from those clans will not be able to join the server. This will prevent the match being disturbed.
- SourceTV scoreboard: Spectators in SourceTV can now see the time and score.
- Clan skins system: A tool for referees to set the skins of the clans playing the match.
- XSL skins installer: Program to install all skins of clans playing in XSLeague.com season 7.

Improvements Soccer Mod 2008 V2:

- Enhanced menu system, fully customizable for presenting information to the public.
- Enhanced admin menu system with more settings and options.
- Soccer Mod 2008 skins (made by Terminator), this to have skins already installed when Soccer Mod 2008 is installed and as example to set own skins.
- Ball cannon for training purposes, it can be set on every soccer map and from every position. The cannon is fully configurable with rate, level, power, height, etc available as settings.
- Integrated sprint system to replace the "old" Sourcemod sprint to make installation easier, now only eventscripts and es_tools are required!
- Godmode bug Fix to fix the "not dying" when scored bug (except on ka_soccer2007_v3a.bsp).
- Pause option to pause during matches to wait for timed-out or afk players.
- Golden goal system to decide the winner after a draw, again optional.
- Cap & substitution system making it easier for a team captain to sub his players and choose which one to sub in a menu. Team captains can be assigned by the admin.
- Yellow card to warn players during a match (used for XSL).
- The mod has different modules which can be disabled if you don't want to use them

INSTALLATION

To install Soccer Mod 2009 you need some to install some other items. In this section will be explained what to install to get your soccer server running.

<u>Installing eventscripts</u>

Step 1.
First go to the following address and download Eventscripts v1.5.0.171b:

http://mattie.info/downloads/mattie_eventscripts.zip

Evenstscripts v2.0.0.248c Public Beta should work too but some servers seem to have problems.

Step 2.
Unzip mattie_eventscripts.zip on your desktop.

Step 3.
This step can be different when you have a server at home or through a FTP server. We assume that you can handle FTP when installing Soccer Mod 2009.

Copy or drag the folder named "addons" into your server's "\cstrike" folder.

Step 4.
Go to your server's "\cstrike\cfg" folder end edit the file autoexec.cfg.
Add the lines:

mattie_eventscripts 1
eventscripts_subdirectory events
es_load corelib
es_load popup
es_load keymenu

Save the file (and upload the file again). Eventscripts is installed now.

<u>Installing ES-Tools</u>

Step 1.
Go to the following address and download ES-Tools 0.420:

http://forums.mattie.info/cs/forums/download.php?id=889

Step 2.
Unzip ES_Tools.zip to your desktop.

Step 3.
Copy or drag the folder named "addons" and "cfg" into your server's "\cstrike" folder. ES-Tools is now installed.

Installing Soccer Mod 2009

     Step 1.

Go to the following address and download Soccer Mod 2009:

http://www.fcdordrechtclan.................

     Step 2.

Unzip Soccer_Mod_2009.zip to your desktop.

     Step 3.

Copy or drag all folders into your server's "\cstrike" folder.

     Step 4.

Go to your server's "\cstrike\cfg" folder end edit the file autoexec.cfg.

Add the line:

Es_load soccer_mod_2009

Soccer Mod 2009 is now installed.

Sprint

To use the sprint of Soccer Mod 2009 you will have to ask your clients to use the following bind:

Bind "key" "say !sprint"

This will give players a short boost of speed for a short period of time.

CONFIGURATION

To edit the configuration of Soccer Mod 2009 you can use normal notepad or wordpad. The file you need to edit is located in the server's folder:

\cstrike\addons\eventscripts\soccer_mod_2009\es_soccer_mod_2009.txt

Edit the file es_soccer_mod_2009.txt or open it.

Most of the configuration details are explained in the file itself so we will only explain some difficult parts for some people. All options have been set to "on" to fully demonstrate what Soccer Mod 2009 does including skins and menu options. Most settings can be changed in-game, however some need to be edited in the above explained text file.

Configure admins

To configure the main admin for the Soccer Mod 2009 menu, edit the file es_soccer_mod_admin_db.txt and type a format like this:

"soccer_mod_admin"

{

    "Admin name"

    {

        "steamid"   "STEAM_0:0:12345678"

        "match"   "1"

        "cap_match"   "1"

        "referee"   "1"

        "training"   "1"

        "settings"   "1"

        "manager"   "1"

    }

}

Now save the es_soccer_mod_admin_db.txt and upload it again in the Soccer Mod 2009 folder on your server. This admin set will be the main admin for Soccer Mod 2009. All new admins can be added in-game in the manager menu. He will have all options as all menu's are set on "1". Setting it to "0" will exclude that menu for the admin.

To find out what's your steam id, go into a CSS server and type "status" in console. You will see all the player names with their steam id's.

Configure maps

To configure the maps you want Soccer Mod 2009 to run on there is no need to edit a file anymore. As standard map "ka_soccer_2006_v3fix2.bsp" has been added. All newly installed maps can be added in the manager menu in-game.

Configure skins

If you don't want Termi's Soccer Mod 2009 skins you can configure your own skins by going to the section:

block settings_player

// SET THE SKIN FOR THE TERRORISTS
// SET THE SKIN FOR THE COUNTER-TERRORISTS
// SET THE SKIN FOR THE TERRORIST GOALKEEPER
// SET THE SKIN FOR THE COUNTER-TERRORIST GOALKEEPER

In the above sections you can set the skins for different types of players. Type the location of the .mdl file to set the model for example:

es_xset sm_player_model_ct_gk "models/player/soccermod2009/termi/gkaway/ct_urban.mdl"

This will set the Counter terrorists goalkeeper skin to the Soccer Mod 2009 CT goalkeeper skin. The second thing you need to do is add all files of the skin in the following section:

block download_models

est_adddownload "materials/models/player/soccermod2009/termi/home/skin_foot_a2.vmt"

Every file that came with the skin need to be installed on the server and its exact location need to be specified in the above line. This is for all files included in the skinpack!!!

MENU LAYOUT

Below you will find the menu layout of the admin menu, it's an overview of all the options which can be set in-game.

SOCCER MOD MATCH NAMES

1. Change name of Away Team
2. Change name of FC DORDRECHT
3. Change short name of AWAY
4. Change short name of FCD
5. Reset names

9. Back

0. Exit

SOCCER MOD MATCH

1. Start a match
2. Pause a match
3. Stop a match
4. Names
5. Score
6. Substitutions

9. Back

0. Exit

SOCCER MOD MATCH SCORE

1. Add 1 goal to Away Team
2. Remove 1 goal from Away Team
3. Add 1 goal to FC DORDRECHT
4. Remove 1 goal from FC DORDRECHT
5. Reset score

9. Back

0. Exit

SOCCER MOD CAP MATCH

1. All players spectator
2. Start a knife fight
3. Start a hegrenade fight
4. Start a deagle fight
5. Start a m3 fight
6. Start a scout fight
7. Start a drug fight
8. Start a high speed fight

9. Back

0. Exit

SOCCER MOD MATCH SUBSTITUTIONS

1. Coach AWAY: No coach set.
2. Coach FCD: No coach set.
3. Clear coaches

9. Back

0. Exit

SOCCER MOD ADMIN

1. Match
2. Cap match
3. Referee
4. Training
5. Settings
6. Manager

9. Credits

0. Exit

SOCCER MOD REFEREE

1. Warn players
2. Yellow card
3. Red card
4. Clear all cards
5. Punish players

9. Back

0. Exit

SOCCER MOD REFEREE WARN

1. Warn player for keeper blocking
2. Warn player for making a spawn goal
3. Warn player for ball stealing
4. Warn player for bunnyhopping
5. Warn player for chat/mic spamming
6. Warn player for flaming/swearing
7. Warn player for not playing soccer
8. Costum warning

9. Back

0. Exit

SOCCER MOD TRAINING

1. Ball cannon
2. Spawn/remove a ball
3. Disable goals

9. Back

0. Exit

SOCCER MOD REFEREE PUNISH

1. Fireworks
2. Give dope
3. Out of breath
4. Lightning
5. Cheer leader
6. Clear cheer leaders

9. Back

0. Exit

SOCCER MOD MANAGER

1. Add a map
2. Remove a map
3. Add an admin
4. Edit an admin
5. Remove an admin

9. Back

0. Exit

SOCCER MOD SETTINGS

1. Cap match
2. Match
3. Player
4. Referee
5. Shout
6. Sprint
7. Training
8. User menu

9. Back

0. Exit