

Hi!

**I speak a lot and there is nothing urgent :))) Thank you for your work !! :)))))**

**I do not think there are urgent things :) & We do not want to disturb you !!! :)**

Many things, suggestions and remarks.

(I have perhaps missed some cases because I have not read all your documentations / manuals)

We can look hard sometimes, sorry but I think it is important to say you discreetly what we think ;)

Yeah for your ULTRA MOD??? ;)

### **3 things limit the way to have new weaps**

- 1) Coding knowledge
- 2) Time
- 3) Limits of the core of the game to be stable and to not slow the game

It is somewhere "more easy" to add new Secondary weaps that can be managed by "the Mouse Roll" than by the Limbo Menu.

(example me : I use only keys to select weapons and not the mouse roll, because I use the mouse roll only for reload)

=>But I think that the limit of weapons number should be of 1 to 0

Corresponding to the number of keys :

0,1,2,3,4,5,6,7,8,9

Or you can use the Double hit keys to propose another weaps like 7 for Mine or Adrenaline [Another key that is only used to switch can be used, but I do not think it could be good]

Key 0 switch weaps 1,2,3,4,5,6,7,8,9 with weaps 1',2',3',4',5',6',7',8',9'

Limbo Menu is better to manage the most Weaps.

Most important weaps are for frag (including pistols), but all seconds weaps are more for fun or for defense :)

Frag is good but fun too !

Scroog gun ! hehe : (we all agree 10/10 for fun !)

Good idea to give some secondary weaps only for allied and only for Axis ! :)

[Each team could have his own secondary weaps with particular faculties]

It give a very more interesting game !! :)

**\*\*\*\* At the end you should do what you want it is your own MOD !! :) \*\*\*\***

\*\*\*\* We search at >90% weaps that could be realistic for WW2 \*\*\*

You must decide what you wait from your pack !

- 1) Only fun
- 2) Realitic as possible

3) Acceptable realistic.

====>\*\*\***WE ALL PREFER CHOICE 2** (but 3 can be at the condition weap could have existed while WW2)

\*\*\*\* It is more logical to propose weaps that could have been used while WW2  
[By the same idea you can propose : 1 pack realistic & 1 pack more fun]

Please take a look at my suggestions (some are too, from my admins) :

- **Bastard bat should not be poisoned** (what'up! A poisoned bat??) : **better to propose a poisoned knife !** See the twisted knife for example ? Suggest a whole black knife ?  
You can use key 1 to toggle between bat and knife... (but too much toggle can give hard to manage weaps : example on counter strike a key switch the 2 last weaps used)

Please see my Knives pack some have been modified by myself :  
<http://www.eurobunker-arena.com/bmodder/>

**Like one of our admin said some weaps look too much futuristic :**

**Madsen M50** should have been design in 1950 ? Should not be ???

The noise of Madsen M50 is too strong for the user I suggest to lower it near 15%

The **Madsen M-50** or **M/50** is a [submachine gun](http://en.wikipedia.org/wiki/Madsen_M-50) introduced in 1950

[http://en.wikipedia.org/wiki/Madsen\\_M-50](http://en.wikipedia.org/wiki/Madsen_M-50)

\*\*\*Be sure this **Bastard FG-42** have existed in World War 2 ??? Not sure it look realistic...  
??? [and amazing sound is like a silenced weapon... not look realistic too...]

- **Mountain Falcon** : not realistic
- **Madsen** : like previously said not realistic (does have existed previous versions like ww2 ? not sure !)
- **Bastard Sten** : interesting but not realistic?! ; 'already a sten in the game'

**We can want it after some changes :) [some players can think the same] :**

- **Bastard Bombs** : look not realistic look too much fun (I know it) : **it should look like a 1 dyn alone (not a dyn pack) to be realistic. And it should be more powerful because it suck.**
- **Bastard Belt** : I give a 9/10 ! Yeah great idea but I suggest a small change off the dyn pack (**like a bones and skull on if on part** : You can certainly use the one of map PIRATES\_B4)
- **Uncle Scrooge** : 10/10 interesting :) [& With fun too !!] ; and have existed by WW1 & WW2 !
- **Camouflaged Killermine** : 10/10 idea :) ; **but suggest a Bones and Skull on the flag !** :)
- **Bastard bat** : interesting but I hesitate between 8/10 or an 10/10,I cannot say why :)
- **trip-mines** : yeah very fun and useful 15/10 ! Nice transparent wire is cool and can be realistic : Polyester was patented in 1941 ;) **[Or can can change the color for a very very fine metal wire too :)... perhaps you should find a way to add a Hook on the other side of the wall to look more realistic ??? [A little more long time for installation can be good to]**
- **Bastard MG42** is nice **but it look not realistic, think about to give to that weap the look of a more realistic weaps**, like CHAOS have done :)

### **Suggestions but need to see if realistic for ww2 ? :**

- gatling exist since a long time, but no one appear as a weap in WW2 ? possible ??? :(

[http://en.wikipedia.org/wiki/Machine\\_gun](http://en.wikipedia.org/wiki/Machine_gun)

[http://en.wikipedia.org/wiki/Gatling\\_gun](http://en.wikipedia.org/wiki/Gatling_gun)

**For sur Venom is not realistic and is not usable, too heavy impossible to move and suck!...**

### **Possible to change the limbo menu to manage more Weaps & more quickly ???**

Like for example is working Team speaking with v41 v43 ,etc...

Before I prefer Wolmap.de for **mini-mods** but now closed....

Heree Many mini-mods at that link (you should know it):

[http://returntocastlewolfenstein.filefront.com/files/Wolfenstein\\_Enemy\\_Territory/Mods/Mini-Mods/;5024?start=0&sort=name&name\\_direction=asc&limit=25&descriptions\\_in=0&summary\\_in=0&show\\_screenshot\\_in=0#files](http://returntocastlewolfenstein.filefront.com/files/Wolfenstein_Enemy_Territory/Mods/Mini-Mods/;5024?start=0&sort=name&name_direction=asc&limit=25&descriptions_in=0&summary_in=0&show_screenshot_in=0#files)

### **Many links that are speaking about WW2 weaps :**

[http://en.wikipedia.org/wiki/List\\_of\\_World\\_War\\_II\\_firearms](http://en.wikipedia.org/wiki/List_of_World_War_II_firearms)

[http://www.nazarian.no/wep.asp?country\\_id=57&group\\_id=4&id=292&lang=0&p=1](http://www.nazarian.no/wep.asp?country_id=57&group_id=4&id=292&lang=0&p=1)

[http://en.wikipedia.org/wiki/List\\_of\\_World\\_War\\_II\\_firearms\\_of\\_Germany](http://en.wikipedia.org/wiki/List_of_World_War_II_firearms_of_Germany)

[http://en.wikipedia.org/wiki/List\\_of\\_World\\_War\\_II\\_military\\_equipment#Weapons](http://en.wikipedia.org/wiki/List_of_World_War_II_military_equipment#Weapons)

[http://en.wikipedia.org/wiki/List\\_of\\_common\\_World\\_War\\_II\\_infantry\\_weapons](http://en.wikipedia.org/wiki/List_of_common_World_War_II_infantry_weapons)

[http://en.wikipedia.org/wiki/List\\_of\\_secondary\\_and\\_special-issue\\_World\\_War\\_II\\_infantry\\_weapons](http://en.wikipedia.org/wiki/List_of_secondary_and_special-issue_World_War_II_infantry_weapons)

[http://fr.wikipedia.org/wiki/Fallschirmgewehr\\_42](http://fr.wikipedia.org/wiki/Fallschirmgewehr_42)

[http://en.wikipedia.org/wiki/List\\_of\\_World\\_War\\_II\\_electronic\\_warfare\\_equipment](http://en.wikipedia.org/wiki/List_of_World_War_II_electronic_warfare_equipment)

Some of your weaps are good but ... ☺

## Coding possibilities ? of the most important Weaps you should ADD !! :

- 1) **Poisoned Knife** : should be a code mix between existing code of a Medic syringe and existing code of a knife.
- 2) **Shotgun !!** : could perhaps be taken from another mod ?  
(you can perhaps ask to some that are in the list of the chaos mod ; like from Jaymod ?)
- 3) **Molotov Bottle !** : it could be a code mix between existing code of nade and existing code from flamethrower (or perhaps from a part of !burn command)
- 4) **Poison Gas** : it could be a code mix between between cover-ops smoke and existing code of flamethrower.  
(Possible to manage the Axis Soldier class that wear a Gas Mask ?)  
➔ It is at the admin of set it in his server if the

If you have done some new weaps like I have spoken about ; they are very similar in coding with other weaps that I have suggested :

### **M1\_carbine**

[http://en.wikipedia.org/wiki/M1\\_carbine](http://en.wikipedia.org/wiki/M1_carbine)

**Teargas** (CS gas is generally accepted as being non-lethal. It was discovered by two Americans, Ben Corson and Roger Stoughton, at Middlebury College in **1928**, and the chemical's name is derived from the first letters of the scientists' surnames.)

**FlashBang** (but not realistic WW2? Should we add it ???)

[http://en.wikipedia.org/wiki/Hand\\_grenade](http://en.wikipedia.org/wiki/Hand_grenade)

A stun grenade, also known as a *flashbang*, is a non-lethal weapon. The first devices like this were created in the 1960s at the order of the British Special Air Service as an incapacitant.

**Linked topics ETPub's FORUM** (already sent to you by PM)

### **Many weaps**

[http://www.etpub.org/e107\\_plugins/forum/forum\\_viewtopic.php?33275.post](http://www.etpub.org/e107_plugins/forum/forum_viewtopic.php?33275.post)

### **Many different things...**

[http://www.etpub.org/e107\\_plugins/forum/forum\\_viewtopic.php?33267](http://www.etpub.org/e107_plugins/forum/forum_viewtopic.php?33267)

### **Many weaps "a part extract"**

**SOME Weaps spoken about are not realistics (it is a problem :)...**

Hi to all !!

For the game Wolfenstein Enemy Territory I suggest a **CS setting** (like Counter Strike) : On CS it's nearly impossible to hit if you are moving. It can be a very interesting thing (at least for training) or for gaming. And it can give something near more real too...! That "type of mode" can interest a lot CS lovers and can open doors for new style of tournaments (like they do in Korea) !

[In that case you should think too about to define a Cvar for "special competition mode" with standard parameters in objective of an equal play and faire play ; and

something effective and reliable against cheaters that offer a good streaming for a good game play too].

Everybody knows that PunkBuster give many problems ; a lot of Clan and players seem to complain.

In that case too, it can be interesting to think about something reliable and effective like they seem to work on something new for ET-Pro !

<http://www.splashdamage.com/forums/showthread.php?p=245292#post245292>

What can be interesting :

Many coloured smokes than help to give team orders (for example when there are a lot of players).

I suggest many other things like **Teargas** that made players to see less well for a moment, **FlashBang** can be fine too, **poison gaz** can be interesting too like Jaymod (but I think that users use it too much and can it give a poor game if friendlyfire is set to 0). **Cocktail Molotov** can be interesting too (but same problem too if friendlyfire is set to 0). The hardest thing is to give more fun without eating too much cpu power and lan/internet “wan” resources !

It’s hard to balance reality game and fun ; but I think it is important to let the choice to an admin for giving enough differences between servers (that can help WET to stay alive).

Let choice between extreme fun and reality fight.

For weapons not present in WET :

What is very surprising is that a real gun very used do not seem to appear in WET : **The Carbine M1.**

**In service in 1941, 6 million units were produced before the end of the war.**

[M1 carbine](#)

Here some idea about new weapons for a fun pack that could have exit while 1939-1945 if they have wanted to :

Something portable like a **mini gatling** using Garand or K43 bullets that let easy to move for player (but not with a slow move like a panzerfaust or a venom ; something that stay light to carry).

A **special 1 shot weapon** that use a Mortar bullet that permit a shoot front of the player like a normal gun (it is risky for the players and his team ; but it can be very fun too!).

A kind of “**flamethrower like**” that **spray something sticky** on the other team (it can be deadly too, but advantage is that it reduce risk of collateral damages for team). **Or it can spray some kind of deadly gaz that can disappear very fast** (can be more

interesting than a simple TearGas that stay locally and for a long time).

Another kind of grenade launcher can be interesting for the game something that can launch very smaller grenade but quicker.

Another point that can be interesting is to let some classes to use more weapon from another class, that are fallen on the ground : because this is not realistic if anyone cannot get the weapon (you see a military fight with a knife only if he have any good weapon near him on the ground ? I do not think !).

Etc...

[Here my other suggestions](#)

Hope all of that can help to give a new life to WET !!

Thanks to all coders and to everybody than can make some suggestions...!

What do you think about all of that ? If you have many ideas it could be the time...

## Other suggestion :

Enemy should not be able to see Dyn counter :)

### If possible :

If you construct a coding based on the fact that any admin can enable or disable an available weapons simply by Cvar ; and an Admin can remove or add in the files concerning a Weaps.

I think it could be interesting to decide of the weaps files we want to add and the weaps we want to enable. An admin should be able to delete an unnecessary directory from a .PK3 ! :)

[I think it is possible too to do a script that could create the .PK3]

But it is not so hard to extract a .zip PK3, delete some folders, and create a new .zip PK3, for an admin that have basic files system knowledges :)

# Ultra Bastard Mod ?

**In that case, with all of that, I think you can be able name it Ultra Bastard Mod :)**

[Or like already said ; By the same idea you can propose : 1 pack realistic & 1 pack more fun]

CHAOS is a great MOD but somewhere like I have said, but it is heavy and for the moment have some problems. Some of my players enjoy it but many weaps have no really interest for frag. ("and not new secondary weaps") But for the moment I am reserved regarding CHAOS Mod, somewhere Enthusiast but somewhere for the moment averagely convinced even if it has a big potential.

It will be hard to decide between, your MOD and CHAOS Mod :)

**(Please MIX the two :) hehe**

The problems if some parts of the ETPub mods are too changed it will be hard to correct some bugs. You need to define exactly the part of ETPub that are important because if and ETPub update arrive you should be able to assimilate the new ETPub version.

**[I am not sure that CHAOS have think about that way and CHAOS somewhere look to be a complete Revision code of ETPub ; can be good or can be wrong.]**

**\*\*\* Your nice work is a Big force that open many doors \*\*\***

All depend about the fact ETPub will continue or not to be managed by the Creators. ETPub's creators do not look motivated

==> I have not all the informations concerning your relations with ETPub Creators, but in that way I think you should perhaps try to propose to work officially to create with them the next ETPub version !!

Somewhere you won to be free by doing your own MOD ; like CHAOS do... But somewhere it force perhaps you to manage difficulties for updating your MOD if important code corrections could come from ETPub's creators ???

I have not the informations to have the whole good vision, but you can know what is the best way.

**ETPub ULTRA ? ETPub ULTRA Bastard Mod ?? hehe ?? I do not know :)**

If I am not wrong ETPub's creators are more interested now to make their MOD stable and to not work on the rest ???. **But you seem very motivated to do ADD a lot of new things including weapons :) !**

We great you a lot and we thank you a lot !! :)

**Somewhere you could gain to be the work to do with the ETPub's creator The NEW official Etpub for creating the best Mod that have nerver been !?? At you to see what you feel the best !**

I do know how much time you want to keep your MOD secret... but perhaps you should think about what I said to create with ETPub's creators the NEW OFFICIAL ETPub VERSION ! (but for sure renamed). You can do all of that in secret with them (almost as possible).

You have added a lot of things I cannot speak of all !!

**I suggest to display at right of the screen for each players his amount of K/D**

**I suggest a banner up to the screen that show in the game :**

How much Kill and death for all the teams

K/D axis / K/D allies

=>> after possible to display at intermission the best fighter's team !

I do not know... at you to see ! You have the Power and the Knowledge 😊

**Big Thank you !!! 😊**