

# HaZardModding Coop Mod For Star Trek: Elite Force II

## INTROCUCTION



If you have any trouble at all, with the **HaZardModding Coop Mod** please [contact us!](#)

The **HaZardModding Coop Mod** is a Modification for the Game Star Trek Elite Force II (2003).

This Modification is FREE of charge and has to be presented and provided as such, at all times!

The **HaZardModding Coop Mod** allows you to play the Single-Player Story and all the Secret levels Co-Operatively in Multi-Player. Supporting up to 8 players via LAN or Internet. Each Player can chose one of 3 Classes with specific abilities, to support the Team. Using the Tricorder primary scan mode when close to a Player, will activate the specific Class ability.

Visit the **HaZardModding Coop Mod** on the [Internet](#)

Chrisstrahl started developing the **HaZardModding Coop Mod** officially on **December 2006**. The main idea of this Modification was to allow every player to join a Co-op Server without having the Modification downloaded and installed, which still remains true to this day.

March 2007 was the first release of the 'HaZardModding Co-op Script Mod', in Version 1.0. Only the level secret1 could be played.

The **HaZardModding Coop Mod** features:

- The **Singleplayer Campaign** including Secret and Training levels
- The **A Gate two Birds and the beautiful Sky** Modification
- Episode 1 of the 'Return of the empty crown' Modification
- More than 10 Custom made levels
- Over 30 playable Test and Example levels

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# NEED TO KNOW

There are a few things you need to know, to avoid any unwanted side-effects or surprises with the Coop Mod.

Please, if you have any troubles, contact us.  
We can only fix issues we know about!

## 1. Savegames are not cross compatible.

Savegames created with the **HaZardModding Coop Mod** will only work with the Mod.

Savegames created with the version 1.1 of the game will only work with this version.

## 2. Linux Server shows message "stalled clientCommand" in the console logfile. This will happen if sv\_floodProtect is set to 1. For the coop Mod to work it should be set to 0. The Coop Mod does set it to 0 on Level Start.

## 3. The Coop Mod offers several new commands to allow for a optimized gameflow. Type '!help' into the chat or console to see all commands.

## 4. Do not set sv\_pure to 1, this will make it impossible for players that do not have the exact same gamefiles as your server to join the server. Clients without the Mod would also not be able to join.

# REQUIREMENTS

## TO PLAY THIS MODIFICATION

- Microsoft Windows: 2000/XP/Vista/7/8/8.1/10
- Star Trek: Elite Force II - from CD plus Patch 1.1 or digitally from GOG
- A WLAN/LAN/Internet connection
- A modified game executable or modified 'hosts' file ([read more](#))

## TO HOST A SERVER WITH THIS MODIFICATION (WINDOWS)

- Microsoft Windows 2000/XP/Vista/7/8/8.1/10
- Star Trek: Elite Force II installed & patched or from GOG
- A WLAN/LAN/Internet connection
- Direct Internet Access or Port forwarding, IPv4 IP-Address

## TO HOST A SERVER WITH THIS MODIFICATION (LINUX)

- A Linux distribution that runs the official STEF2 dedicated Linux Server
- A WLAN/LAN/Internet connection ( [to host on the Internet](#) )
- Direct Internet Access or Port forwarding, IPv4 IP-Address

# OFFICIAL PATCH 1.1

You need to install the official Patch 1.1 for Star Trek: Elite Force II, before you can play on-line or install the **HaZardModding Coop Mod**.



The GOG.com release includes the Official Patch 1.1

We recommend you download the Official Patch 1.1 via one of the following Websites, and follow the Instructions of the Installer:

- [moddb.com](http://moddb.com)
- [fileplanet.com](http://fileplanet.com)
- [4players.de](http://4players.de)
- [gamefront.online](http://gamefront.online)
- [eliteforce.gamebub.com](http://eliteforce.gamebub.com)



We caution you, if you are downloading the Official Patch 1.1 from any other Website. Please make sure that you have a Anti-Virus software installed on your PC and that you can trust that Website.

# INSTALLATION INSTRUCTIONS FOR WINDOWS



If you have been using a old/beta version of the Mod, please follow these instructions first: ( [Clean up / Un-install](#) )

## STEP 1

You need the latest version of the Game, which is 1.1. If you are not using the GOG.com release, download and install the [Official Patch 1.1](#)

## STEP 2

Shut-down all running instances of Star Trek Elite Force II (EF2).  
Find out where your EF2 game folder is installed on your Computer.  
The default Path is: **C:\Program Files\Activision\EF2\**

## STEP 3

Copy these files into your 'EF2\base' folder:

- gamex86.dll
- gamex86.bak
- zzzzzz\_co-op\_hzm\_mod.pk3
- zzzzzz\_co-op\_hzm\_mod\_vlp.pk3

If your game is in English copy:

- zzzzzz\_co-op\_hzm\_mod\_dialogENG.pk3

If your game is in German copy:

- zzzzzz\_co-op\_hzm\_mod\_dialogDEU.pk3

To play on Internet Servers copy, and start it to play the game:

- EF2\_multiplayer.exe

You can skip/ignore the file ef2gamei386.so because it is for Linux Servers.

## STEP 4

Just start a server from the game Start Server Menu.

Or if you want to start a Windows Dedicated Game Server, copy this included tool into your 'EF2' folder and run it: **EF2\_SERVER\_dedicated.bat**

# INSTALLATION INSTRUCTIONS FOR LINUX (only game server)



If you have been using a old version, please follow these instructions first: [Clean up / Un-install](#)

## STEP 1

Delete all old files of this mod!

( See step 2 of Installation Instruction for Windows )

## STEP 2

Copy these files into your 'EF2\base' folder:

- zzzzzz\_co-op\_hzm\_mod.pk3
- zzzzzz\_co-op\_hzm\_mod\_vlp.pk3
- zzzzzz\_co-op\_hzm\_mod\_dialogDEU.pk3
- zzzzzz\_co-op\_hzm\_mod\_dialogENG.pk3

## STEP 3

Create a backup of the existing file and then copy the file into your EF2 main directory:

- ef2gamei386.so

## GOG GALAXY - \base\ FOLDER

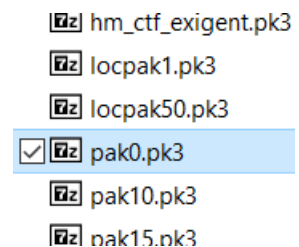
**If you have installed the game with GOG Galaxy:**

Select the list of installed games.

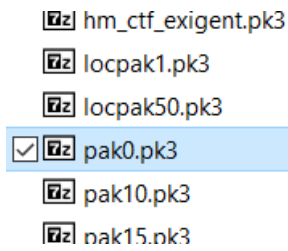
Select the game.

Click the **Settings Button** at the top, next to **▶ Play**  
Select: **Manage Installation** then select: **Show folder**

The Elite Force II '\base\' folder is located there.  
The \base\ folder contains PK3 files.



## THE \base\ FOLDER



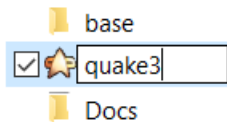
The Elite Force II '\base\' folder is located within the Game directory. You need to go to the location you have installed the game at.

Default Path is: C:\Program Files\Activision\EF2\  
**How to use GOG Galaxy to find the \base\ folder**

If you can't find your '\base\' folder, search using your Operating System its search function for the file: pak0.pk3

## RENAMING ef2 EXECUTABLE TO quake3

We recommend that you rename your 'ef2' executable to 'quake3', for better performance. The reason is how OpenGL is handled by the Graphics-Card driver. Renaming to quake3.exe can solve a number of issues and have a massively positive impact on the game its performance.



Try this command, it can help with the performance, renaming is usually still more performant: **seta r\_primitives 2**

## HOW TO PLAY THE HZM COOP MOD

### ONLINE COOP SERVER

Join a Coop Server and call a vote for any Coop level.

**SEE ALSO:** ( [Master Server](#) ) ( [Windows Firewall](#) ) ( [Connect to a Server](#) )

### DEDICATED SERVER



Start first the Server, then your client game! If you start a server by using 'EF2\_SERVER\_dedicated.bat', make sure it has admin privileges.

### LOCAL SERVER

Start from the in-game Menu a LOCAL Server and tell your friends your IP. Even though your friends can not see your Server online, they are able to connect to it, by using the **Specify Server** Button in-game entering your IP.

**SEE ALSO:** ( [Connect to a Server](#) ) ( [Windows Firewall](#) ) ( [Port Forwarding](#) ) ( [How to get your IP](#) )

## HOW TO GET YOUR IP

- You can retrieve your IP by searching the Internet for a service provider ([www.whatismyip.com](http://www.whatismyip.com)) that displays your IP.
- Or via the Control Panel of your Router.



Please notice that your IP might change every time you log on to the Internet and probably also when you restart your Computer or at least every 24 hours. Unless you have a static IP-Address.

Please ask your Internet Service Provider for details.



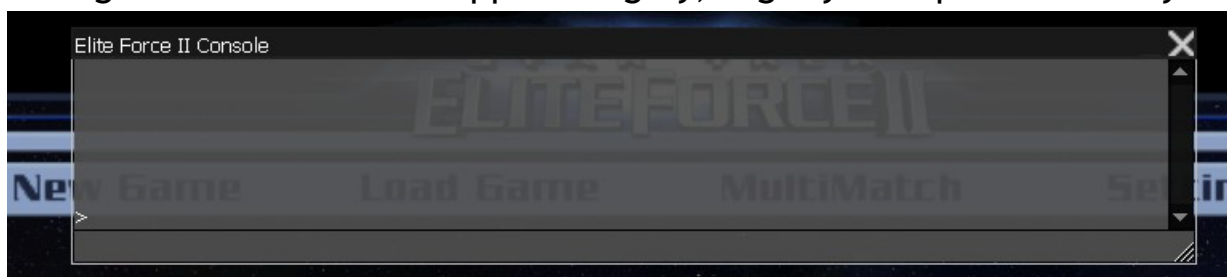
If you want players to type a Name-Address rather than a IP-Address you will need a Dynamic DNS Service Provider. Players could then connect with a console command like: `connect myef2server.dyn.com`

## HOW TO OPEN THE IN-GAME CONSOLE

You can open the game Console via a specific Key on your Keyboard. This will not work with the Demo version of EF2!

The Key to access the console depends on your Keyboard Layout and Language. Please try the following Keys while you are in the main Menu of the game: ^ , °, ², ³, @, <, ~ or ' .

The in-game console should appear as grey, slightly transparent overlay.





# HOW TO CONNECT TO A SERVER



You should make sure that your Firewall does not block the game from Accessing the Internet or your Local Area Network (LAN).

**SEE ALSO:** ( [Windows Firewall](#) ) ( [Master Server](#) )



While connecting to a Server it is possible that your screen will turn black and nothing is displayed, this is a issue with the game we can not fix, **connecting may take up to 30 seconds.**

**SEE ALSO:** ( [Black Screen upon connect](#) ) ( [Delay upon connecting](#) )

There are a few different ways how you can connect to a server, each method has its own advantages...

## CONNECT COMMAND

You can connect to any Server on your LAN or on the Internet if you know the IP-Address of that Server. The connect command can be entered via the ef2 game console. **SEE ALSO:** ( [How to open the game Console](#) )

Type into the game console the command 'connect' followed by a empty space then followed by the IP of the Server, then hit enter: `>connect 88.198.74.83`

Sometimes you need to enter the Port as well, if the Server Port is not the default port (29253), type connect followed by a empty space, then follows the IP then directly after the IP follows a colon, and after that comes the port, with no spaces what so ever between the ip, colon and the Port:

```
>connect 88.198.74.83:29001
```

## SPECIFY SERVER

This is very similar to the connect command, but with a nice graphical User Interface. Click on Specify Server in the MultiMatch Menu screen.



Enter the Server address into the Address field.  
Change the Port in the Port field **only** if the server you are connecting to has a different Port than the one that is displayed in the field.

If you are unsure leave the default Port (29253). Then click on 'Engage'.

## IN-GAME SERVER LIST



To use the in-game Server List, you need to use the new Community Master Server for your EF2. **SEE ALSO:** ( [Master Server](#) )

Once you have fixed the Master Server issue, you can see servers inside your game. Click on MultiMatch, select Server Source: Internet Servers.



Activate the Checkboxes to show Empty and Full servers.



The in-game Server list should show you a list of servers now.

Name	Map	#Players	Type	Ping
UnitedServer	dm_t4mobius	2/12	TM	18
CraZy Chicken Wings	dm_sewer	0/8	HM	18
Coop Mod by SFI	m11a-borg_sphere	0/8	HM	18
[SFI]sficlan.net	dm_attrexian1	4/16	HM	101
NeMs InstantKill	dm_bridwag	3/12	HM	218

Select a Coop Server, then click on 'Engage'  
If you are getting a black screen while connecting to a server, ignore it, it will go away.



## BLACK SCREEN UPON CONNECT



If your screen resolution in-game is any higher than 1600x1200 the screen that should show you the connection status will no longer work. Instead you are seeing just a black screen. This is a client side issue of the game, that we can not fix.

How ever, you can open the in-game console, it will show you if there are any messages other than the normal connect info.

**SEE ALSO:** ( [How to open the game Console](#) )

Connecting to a server should take no longer than **30 seconds**.

If it does, the following things might be true:

- You got disconnected unclean, your CD-Key remains in use for another 5 Minutes. You will have to wait for at least 5 minutes before you can connect again.
- Your game registry entries are invalid or missing. You can install the game again to fix this.
- The Server has a password, open your in-game console it show show a message repeating.
- You can not connect to the Server for a other technical reason.



**Connecting to a Server takes that long**, because the Authentication Server for the game is also not reachable! So the clients will not be authenticated. The fail-safe to let the clients in anyway will kick in after approximately 30 seconds.

## COOP SAVEGAMES

The **HaZardModding Coop Mod** can not save the status of the game as savegame-files like the game does in singleplayer.

You need to load your last Map/Mission or the next Map/Mission to continue.

Since the version 607 load tokens are supported, these can be set via script and Mission Failure from this point forward will restore the Mission. These tokens need manual adjustment for each map and script, so they are only implemented on bigger/longer maps.



You can see the Name of the current Map at the Coop Objectives Hud, or if you are hosting type 'mapname' in to game console.

### Singleplayer Savegames

Only work with the version they where saved with. If you update the Mod your previous savegames can not be loaded with the new version.

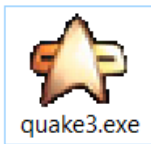
## MASTER SERVER FIX

The **Master Server** provides a list of Elite Force II Internet Servers. Since March 2010 the Official EF2 Master Server does not work.

There are a few ways to make the game use the new Master Server:

1. Using the Master Server Fix Tool on ModDB (recommended way)
2. Modifying the executable your self
3. Modifying the Windows System hosts file

## MODIFYING THE GAME EXECUTABLE



Replacing the original Master Server Address in the executable with the new Master Server Address, requires you to use a Hex-Editor.



- Make sure you create a backup of the executable before editing it.
- Make sure that your firewall does not block the executable now.
- Do not use backspace or overwrite any other part of the executable, as this may brake it.

You need to get a Hex-Editor and open the game executable with it.

HxD - <https://mh-nexus.de/en/hxd/>

Search for this text in the executable: ef2master.activision.com

```
002292D0 6C 76 69 6E 67 20 25 73 0A 00 00 00 65 66 32 6D lving %s....ef2m
002292E0 61 73 74 65 72 2E 61 63 74 69 76 69 73 69 6F 6E aster.activision
002292F0 2E 63 6F 6D 00 00 00 00 43 6F 75 6C 64 6E 27 74 .com....Couldn't
00229300 2E 63 6F 6D 00 00 00 00 43 6F 75 6C 64 6E 27 74 .com....Couldn't
```

Then type in the new Master Server Address: master.hazardmodding.com in the exact same place where you found ef2master.activision.com

```
002292D0 6C 76 69 6E 67 20 25 73 0A 00 00 00 6D 61 73 74 lving %s....mast
002292E0 65 72 2E 68 61 7A 61 72 64 6D 6F 64 64 69 6E 67 er.hazardmodding
002292F0 2E 63 6F 6D 00 00 00 00 43 6F 75 6C 64 6E 27 74 .com....Couldn't
```

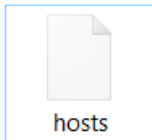
Save the executable , then start the game, you should now see Servers.

## MODIFYING THE WINDOWS HOSTS FILE



**This method is only recommended for experienced users!**

The IP of the new Master Server might change over time



The changes will make your Windows and all the programs running on it use a different IP for the address of the Master Server.

As the game tries to reach the IP that belongs to 'ef2master.activision.com' it will be directed to the new Master Server its IP: **88.198.203.25**



Adding entries into the 'hosts' file has been abused in the past, to direct users to fake websites and steal their data.

Virus-scanners and other **Security Software** can prevent you from modifying or saving the 'hosts' file.

You will then need to figure out how to temporarily disable that security feature for the short time you are editing the 'hosts' file.

**STEP 1** Go to: 'windows\system32\drivers\etc\'

**STEP 2** Open the file 'hosts', using Windows Notepad!

**STEP 3** Add at the bottom in a new line:

```
88.198.203.25 ef2master.activision.com
```

**STEP 4** Save the file and close it. Then check if your changes are saved.

## ADDING NEW MASTER WHEN HOSTING A SERVER

If you are using the **HaZardModding Coop Mod** on your server, you don't need to do this, the Mod will configure your server on start-up.



If you are running a dedicated Windows or Linux game Server **without the Modification** you need to set the new Master Server.

Add to your server configuration file, or type into the Server console:

```
seta sv_master2 master.hazardmodding.com
```

Quit and restart your game server, just to be sure.

# COMMON ERRORS

## FREEZING AND LAG

Freezing and lag on a specific Level/Map and at some areas of a Level. Caused often by a very high **Framerate**, which is around or **above 333**.

You can fix this by either:

- Disabling 'nVidia Antialiasing', in the Advanced Video Settings
- Disabling 'Full Screen Antialiaising', in the Advanced Video Settings
- Activating 'Monitor Synchronization', in the Advanced Video Settings
- Using a in-game console command: '**seta com\_maxfps 90**'

**SEE ALSO:** ( [How to Open the in-game Console](#) )

## LAG AND LOW FRAMES

Caused often by the incompatibility of the Graphics Driver to Elite Force II. You can fix this by either:

- Renaming the game its executable file 'ef2', to 'quake3' inside the 'EF2\' folder.
- Installing a different Graphics Driver, which should only be done if nothing else works.

## ERROR OR CRASH ON STARTUP / SETTINGS NOT SAVING

Caused often by a incompatible screen resolution or missing OpenGL support.

### SOLUTION 1

Open your 'EF2\base\' folder and **remove all \*.cfg** files that you can find. But make sure you remove only the files that are in 'EF2\base\' not in a parent or subfolder, because this could brake the game!

### SOLUTION 2

Open your 'EF2\' folder and right-click on the executable of the game.

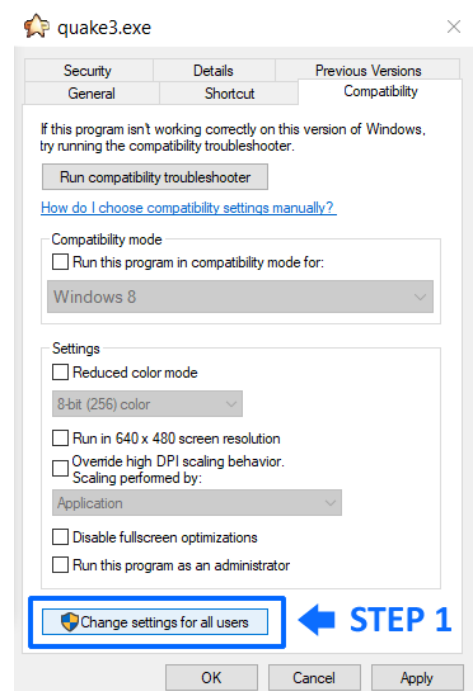
Select from that context menu '**Properties**', a new Dialog will open.

**STEP 1:** Click on the '**Compatibility**' tab, then click on the button: '**Change settings for all users**'.

Again a new Dialog window will pop up. There you can make the final configurations.

**STEP 2:** Enable the Checkbox that reads:

( [Index](#) )



'Run this program in compatibility mode for:'

**STEP 3:** Then select from the Dropbox:  
'Windows XP (Service Pack 3)'.

**STEP 4:** Then enable the Checkbox:  
'Run as Administrator'

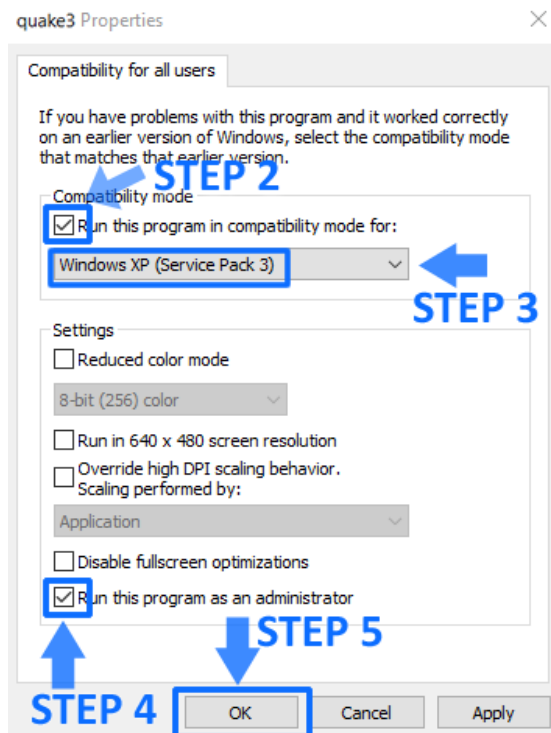
**STEP 5:** And finally click on the button  
that reads: 'OK'

### SOLUTION 3

Remove all custom made Maps, Mods and Skins, from your 'EF2\base\' folder.

### SOLUTION 4

Installing a different Graphics Driver, which should only be done if nothing else works.



### COUDN'T LOAD MAPS/\*.BSP

\*.bsp Files are levels. If the game tells you it could not find the Level you need, download the level from the Internet:

- [www.moddb.com/games/star-trek-elite-force-ii/downloads/](http://www.moddb.com/games/star-trek-elite-force-ii/downloads/)
- <https://rd.nexusmods.com/startrekeliteforcell>
- [gamefront.online](http://gamefront.online)



# ADD THE GAME/SERVER TO THE WINDOWS FIREWALL



Before you add Elite Force II to the Windows Firewall, you should read ( [Master Server Fix](#) ) and ( [Renaming ef2 Executable to quake3](#) ) Or you might have to add Elite Force II twice to your Firewall

## STEP 1


On your Taskbar, click on the windows



START

symbol

## STEP 2

Now start Typing the Word 'Control' your START-Menu should now change, and a search box should appear on the bottom. A list of Apps and Programs should appear, select 'Control  Control Panel Panel' from that list.

## STEP 3

The 'Control Panel' Window should now be open. You should be able to click on 'System and Security' and then 'Windows Firewall'. Maybe you have to scroll down to see 'Windows Firewall'. Click on 'Windows Firewall'



System and Security

Review your computer's status

Save backup copies of your files with File History

Find and fix problems



Windows Firewall

Check firewall status

Allow an app through Windows Firewall


## STEP 4

On the left side you should be able to see 'Advanced Settings' Click on 'Advanced Settings'



Advanced settings

## STEP 5

In the 'Advanced Settings' Screen, left-click on 'Inbound Rules'  Inbound Rules Once 'Inbound Rules' is selected **right-click** on 'Inbound Rules' a context menu should now appear. Select the first item 'New Rule...' from the context menu. The 'New Inbound Rule Wizard' should now appear.

## STEP 6

On the 'New Inbound Rule Wizard' you have now four Options presented to you. Two Options are recommended for the purpose of hosting a server or playing this game online.

Select either **Program** or **Port** then click on next.

### STEP 7 - Program (Slightly more secure, but also more complicated)

Click on 'This program path', click on the button that reads 'Browse'.

A 'Open' selection dialog Window should now appear. Find and select your 'ef2.exe' or 'quake3.exe', then click on the button that reads 'Open', then click on Next. Notice if you move, modify or rename the exe file you need to repeat this procedure, unlike if you would use 'Port'.

### STEP 7 - Port (Easier and less prone to error)

Select 'UDP' and 'Specific local ports', fill in the Inputbox with the following precise number combination '29250-29256', then click on Next.

### STEP 8

Select 'Allow Connection' and click next.

### STEP 9

Check/Enable, these Checkboxes then click on next:

- ☒ Domain
- ☒ Private
- ☒ Public

### STEP 10

Fill in a descriptive Name, that would make you understand what the purpose of this new rules is. To name the Function properly imagine that you might have forgotten what you made this rule for by the next time you look into the Firewall rules listing.

Naming recommendations:

- Elite Force II - Port open 29250-29256
- Elite Force II - quake3.exe

### STEP 11


Finally click on Finish.


The 'New Inbound Rule Wizard' Window should close now. You should be able to see 'Inbound Rules' listing, now also listing your new Rule.

### STEP 13

This was now only for the Inbound Traffic, you need to repeat STEP 5 to 11, but this time, by left-clicking, then right-clicking on 'Outbound Rules'.

## PORT FORWARDING

 If you are only trying to play EF2 on-line or on your LAN, you don't need to forward ports! Only if you want to host a Server you will require to forward Ports.

 You should make sure that your Firewall does not block the game from Accessing the Internet or your Local Area Network (LAN).

Port forwarding must be done via your Router or any other device that handles your LAN/WLAN or Access to the Internet.

Port forwarding is done to ensure that the data that is send to the EF2 game server does really reach it. This is usually not guaranteed in a LAN. The ports **29250 to 29256** need to be routed directly to the Computer that is Hosting the EF2 game server.

In most cases your Router is supposed to handle the ports forwarding. So you will need to find out how it is done with your Router. Since every Router Manufacturer does have a different User interface layout we can not provide you with Instructions as to how you would forward the ports on your Router.

Please search the Internet for Instructions on how to forward ports for your Router.

## MISCELLANEOUS PROBLEMS

Should your friends have Difficulties connecting to your server then you should check the following issues might be true:

- Your Router does not have the Ports 29250 to 29256 open
- Your Router does not forward the Ports 29250 to 29256 to the Computer that is hosting the game Server
- Your Firewall denies the game or Server access to the Network or Internet
- Your Firewall Denies incoming connections to the game Server
- You didn't start the Server first and the Port has changed to 29254
- You are using a Server Configuration-File, and the Server Port has changed
- You are using a IPV6 only connection. You would require to establish a Virtual Private Network (VPN) where you would invite your friends to. However, this scenario is currently very unlikely.
- Your CD-Key is invalid or incomplete. You should see a message inside the game console while connecting to a server
- If you are getting a Error that reads 'Modified client detected', then the Server Administrator needs to disable the option 'Pure Server' in the Advanced Server Settings. Or via the console command: 'seta sv\_pure 0' notice that the server might need to be restarted.

Your friends may try different ports with your IP, like:

29253, 29254, 29255, 29256,

29001, 29002, 29003 ( Remember to also forward these Ports by your Router and to add them to your Firewall Rules/Exceptions )

Console Command Example: connect 88.88.11.11:29254

## CLEAN UP / UN-INSTALL

To remove the **HaZardModding Coop Mod** from your Game, please locate your EF2 installation folder. ( [The EF2\base\ folder](#) )

## Using the Uninstaller Tool

In the Folder `\_tools\` that comes with this Mod, there is a file that can do the uninstalling for you. Start `hcm_uninstall.bat` to uninstall the game.

## Manually deleting the Files

Please remove the files listed below:

- gamex86.dll
- zzzzzzz\_co-op\_hzm\_mod.pk3
- zzzzzzz\_co-op\_hzm\_mod\_vlp.pk3
- zzzzzzz\_co-op\_hzm\_mod\_dialogENG.pk3
- zzzzzzz\_co-op\_hzm\_mod\_dialogDEU.pk3

Now you need to restore the original gamex86.dll in side your 'EF2\base' folder for the game to work in Singleplayer and when hosting a Server.



Restore the original gamex86.dll by renaming the provided gamex86.bak via right-click -> Properties.

If you have been using a very old version ( before 6.03 ) please remove these files, assuming you have them in 'EF2\base' folder:

- [illegible]

## TAKE A SCREENSHOT IN GAME

Sometimes it is useful to take a Picture of what you are currently seeing in game. EF2 has a standard key you can press and it will take a Picture of what you are currently seeing in game, hence a screen shot.

- The console command to take a screen shot is: 'screenshot'

Using the command 'screenshot' will always print a message to your screen like: 'Wrote screenshots/shot0001.tga'. This message can be very annoying if you are trying to take a series of screenshots, without waiting 3 or more seconds in between.

There is an extension to this command, that will take a screen shot **without the message output**: 'screenshot silent'. This can be utilized by binding this exact command to the F11 key:

Type into the in-game console, then press enter:  
'bind F11 screenshot silent'



Screen shots are saved in 'EF2\base\screenshots' as \*.tga files.

It is possible that you can not open and view the tga unless you have a Program that can display this file-format, because Windows (10) can not open them.

The following programs can handle \*.tga:

- Irfanview ( [www.irfanview.com](http://www.irfanview.com) )
- paint.NET ( [www.getpaint.net](http://www.getpaint.net) )
- GIMP ( [www.gimp.org](http://www.gimp.org) )
- XnView MP ( [www.xnview.com](http://www.xnview.com) )



If you want to send screenshots via E-Mail or upload them to the Internet make sure you put them into a compressed Zip Archive, this will reduce their file-size massively and is highly recommended.

## CREDITS: OTHERS

### COPYRIGHT NOTICE:

- Star Trek(R) Elite Force II, TM,(R) & (C) 2003 Paramount Pictures.
- Star Trek and related marks are trademarks of Paramount Pictures.
- Game code (C) 2003 Activision, Inc. and affiliates.
- Star Trek(R) Elite Force II developed by Ritual Entertainment, Inc.

The **HaZardModding Coop Mod** is using Materials provided by Activision, Ritual Entertainment and others to provide a public, free of charge not-for-profit Modification to the game Star Trek: Elite Force II.

### SUPPORT NOTICE:

You may not contact Activision, Ritual Entertainment or their affiliates, regarding support for the **HaZardModding Coop Mod**! All questions regarding the **HaZardModding Coop Mod** should be directed to to HaZardModding Developer Team.

### SERVER HOSTING:

Sfu-Clan.com for hosting the official **HaZardModding Coop Mod** Server for quite some years... :)

Some of the used Materials in the **HaZardModding Coop Mod** are from the following creators and Projects:

NAME	USED IN	CREATOR
Aftermath Episodes - Mod	Coop Aftermath Episodes	Daedalus
A Gate two Birds and the beautiful Sky - Mod	Coop GBS Missions	THE COLONISTS
Return of the Empty Crown - Mod	Coop Rotec Missions	Luke Sutton
Forgotten Danger - Mod	Paradise Island Maps	Forgotten Danger Team, Dedalus
Rescue Chell	Coop Rescue Chell	Daedalus
freesoundeffects.com	Misc Sound Effects	freesoundeffects.com
Atjego Psycho - Music Track	Coop Ice Station Secret	Atjego
Christopher Franke - Free Audio-Sample	Coop Bl Areana	Christopher Franke
Ritualistic SIN Clock - Image	Coop H'atoria Outpost	Ritual Entertainment
Sir, Patric Steward - Picture	Coop Ice Station Secret	Unknown
RPG Enterprise E	Coop Bugs Mission	Gsio01
Section 31 Mod	Coop Section 31 Level 1	Nicholas Groom

THIS SECTION COULD BE INCOMPLETE  
Please notify us if you find something missing.

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## LINKS / RESOURCES

Websites, usefull/related to Star Trek Voyager Elite Force or Star Trek Elite Force II:

- <https://discord.gg/mJGrNJNgCC>
- <https://www.facebook.com/EliteForce2>
- [moddb.com](http://moddb.com)
- [gamefront.com](http://gamefront.com)
- [rd.nexusmods.com/startrekeliteforcell](http://rd.nexusmods.com/startrekeliteforcell)
- [eliteforce.gamebub.com](http://eliteforce.gamebub.com)
- [totallyef.net](http://totallyef.net)
- [gamefront.online](http://gamefront.online)
- <http://blakessanctum.x10.mx/Games/StarTrekGames/>
- <https://www.play-old-pc-games.com/>
- <https://nolfgirl.net/Unityhq/forums/files/category/14-other-games/>
- <http://hazardmodding.com>
- <https://discord.gg/ZyNmsMX>
- <https://www.youtube.com/channel/UCnNaXZGNoG3usytdTl4J-cA>



## **CREDITS: DEVELOPMENT**

**HaZardModding Coop Mod** for Star Trek: Elite Force II (C)2006-2017  
Christian Sebastian Strahl. All other trademarks and trade names are  
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### **Lead programmer**

Christian Sebastian Strahl

aka Chrissstrahl

### **Additional programmer**

Daggolin

### **Consultant for C++, Game-Engine and Networking**

Daggolin

### **Consultant for C++**

Altert Dorn

### **Additional Gameplay and English Language Consultant**

NeMs

### **Additional Gameplay Consultant**

Mutsu

### **Development Testing**

Chrissstrahl

Daggolin

DerTripperTrapper

Nems

### **Beta Testing**

Chrissstrahl

Daggolin

DerTripperTrapper

Killer1253

Mutsu

Nems

MiaCosa

MJ

G3t|Busy

## CONTACT DETAILS

If you have troubles with this Modification, please contact Chrisstrahl for advice and help.

If you want to report a bug, please be as descriptive as possible and also take a screenshot in-game (press F11 Key on your Keyboard) and send all these details via mail to Chrisstrahl.

Please make sure you put screenshots with the extension .tga in-to a compressed Zip Archive, before you attach it to a E-Mail.

E-Mail: [chrisstrahl@yahoo.de](mailto:chrisstrahl@yahoo.de)

ModDB.com: <http://www.moddb.com/members/chrisstrahl>

Facebook: <https://www.moddb.com/messages/compose?to=groupsgroup776>

Discord: <https://discord.gg/ZyNmsMX>

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