

# Multiplayer Server Fix Tool for Star Trek: Elite Force II

Version: 1.0.0

## **Legal Notes**

This is the Documentation for the freely available Multiplayer and Server-list Fix for the PC-Game Star Trek: Elite Force II, please make sure you downloaded it from a trusted source.

This Software was created by community Members and is NOT supported by Activision, Ritual Entertainment, Paramount Pictures, Id Software, CBS Studios Inc or GOG sp. z o.o

This software is provided as is, we can not guarantee:

- it will work for you.
- it does work without any conflicts with your Hardware.

We strive to improve the software to provide a pleasant and functional user experience. If you have any trouble please contact us.

## **How to get Support and who to contact ?**

For Support join the Elite Force Series Community or HaZardModding on Discord and ask in a Help, Support or any other suitable channel for Help or Support, thank you.

Elite Force Series Community on Discord  
HaZardModding on Discord

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

## **What does this software actually do ?**

It overwrites data in your computer memory in use by the game and sets the new community master server address. This allows you to see servers in game again.

It also instructs the game to make use of the configuration variable (cvar) sv\_master1, which is typically used when hosting a server.

This Software will not alter the actual game files, you will need to use it each time you want to see the community Internet Servers.

This Software will automatically detect if you have renamed the EF2 executable to quake3 and adjust itself accordingly.

# Installation

## **Using the CD or Offline Version**

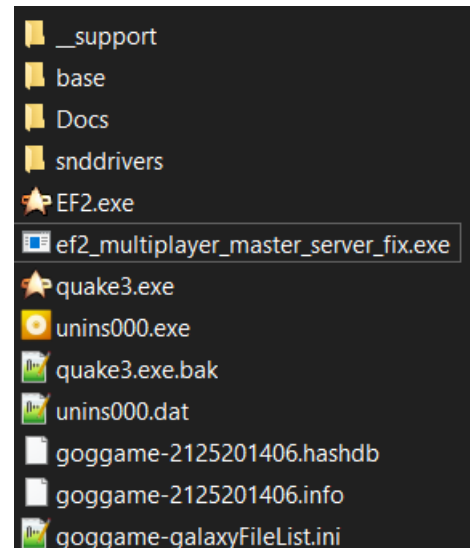
Copy the executable of the Multiplayer Server Fix Tool into the main directory of the Game installation folder, right next to where the EF2 executable is located.

## **Using the GOG Galaxy client follow these steps:**

1. Select the list of installed games, select the game
2. Click: Settings Button at the very top right next to the PLAY button
3. Select: Manage Installation
4. Select: Show folder
5. The correct folder is now shown to you
6. Copy the executable of the Multiplayer Server Fix Tool into this folder

You will need to start the game by starting the Multiplayer Server Fix Tool every time you want to see the Community Internet Server list in game.

More options for the GOG Galaxy Client on the next Page of this Documentation.



## **Installation Extra - GOG Galaxy client configuration**

**Make the GOG Galaxy client start the fix for you, just follow these steps:**

1. Click on Installed Games and select the Game
2. Click: Settings Button at the very top right next to the PLAY button
3. Select: Manage Installation
4. Select: Configure...
5. A new Dialog should have opened now, scroll down
6. Click or Activate: Custom executables / Arguments and scroll down if you have to
7. A new Section should appear, named File 1
8. Click in the new Section the word: Duplicate
9. Another new Section should now be visible looking similar to File 1
10. In the new Section select the first Textfield containing the executable path
11. Two file options should appear now, select: Select executable
12. A File selection Dialog should now show up
13. Browse to where the game is installed and select the Multiplayer Server Fix Tool
14. Back in the Settings Dialog, make sure to make the Multiplayer Server Fix Tool the Default executable
15. Click: The OK button and start the game

## How to use

Start the Multiplayer Server Fix Tool, it will start and fix the game for you.

*If you are using the GOG Galaxy client make sure you follow [the extra Installation instructions](#) to make the Fix work correctly with the GOG Galaxy client Software.*

1. Inside the game, click on MultiMatch then select Internet Servers as Server Source.
2. Activate the Checkbox for Show Empty as well as Show Full Servers.
3. Now click on Get List and you should be able to see the community Internet Servers.
4. Double click a server you want to join.



**If you get a Error that reads similar to:**

Couldn't load maps/\*.bsp, then you are missing that map, you need to manually download it and copy it inside the game /base/ folder as described in the [Installing Maps and Mods](#) section.

If you want to find others to play with or are looking for more Websites and files feel free to join the [Elite Force Series Community](#) on Discord.

# **Installing Maps and Mods**

Star Trek: Elite Force II has a great selection of community created Mods and Maps that you can download and play for free if you already have the game.

You need to find and download the Map or Mod and then install or place it inside the game its /base/ folder. There are already more pk3 files inside.

**The two Main Websites to get Maps and Mods are:**

GameFront.com - <https://www.gamefront.com/games/elite-force-2>

ModDB.com - <https://www.moddb.com/games/star-trek-elite-force-ii>

## **Example of Map installation**

1. Download a Map (<https://www.moddb.com/games/star-trek-elite-force-ii/addons/city-of-feria>)
2. Open the Zip-Archive that contains the Map (city\_of\_feria.zip)
3. It contains two files, city\_of\_feria.pk3 and readme.txt
4. Read the readme for additional information
5. Now copy or extract the file city\_of\_feria.pk3 into the game its /base/ folder.
6. Make sure that the city\_of\_feria.pk3 as a whole is in base, do not extract the contents of the pk3 into the /base/ folder.
7. Start the game and click on MultiMatch
8. At the top click on Start Server
9. Select Game Type Holomatch
10. Select City of Feria from the Holomatch Maplist (which is not in alphabetical order)
11. Click on Engage to start the Map

### **Note:**

Not all Maps show up in that list, some maps need to be loaded via Console Command. Usually the readme file of the Map or Mod contains detailed instructions.

## **Example of Map Console Command**

To load any map inside the game via Console, go to the Start Server Menu, if it is a Multiplayer Map and the New Game Menu if it is a Single-player Map.

Then open the Game Console and enter the Map Command followed by the actual map name, which is usually identical to the pk3 (check the readme).

For city\_of\_feria the Console Command would simply be:  
map city\_of\_feria

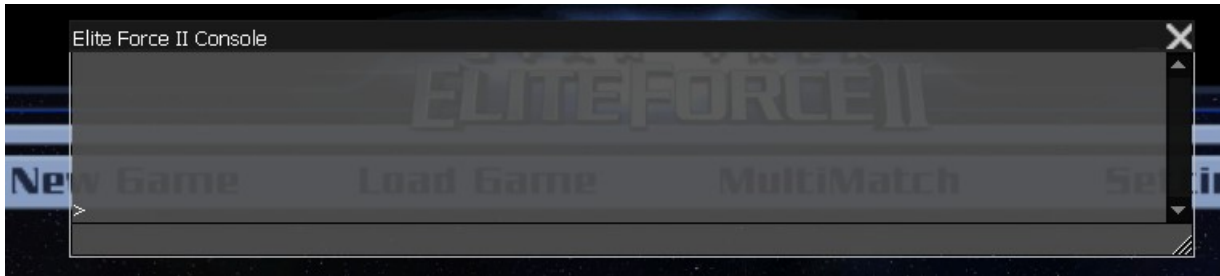
## **Opening the game Console**

You can open the game Console via a specific Key on your Keyboard while you are inside the game. 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 , @ , < , ~ , ' ,

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



## **Credits**

Thanks for feedback and Testing goes to:

Chilla-X

Daggolin

MoritzMJ

NeMs

redheadedsnowman

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