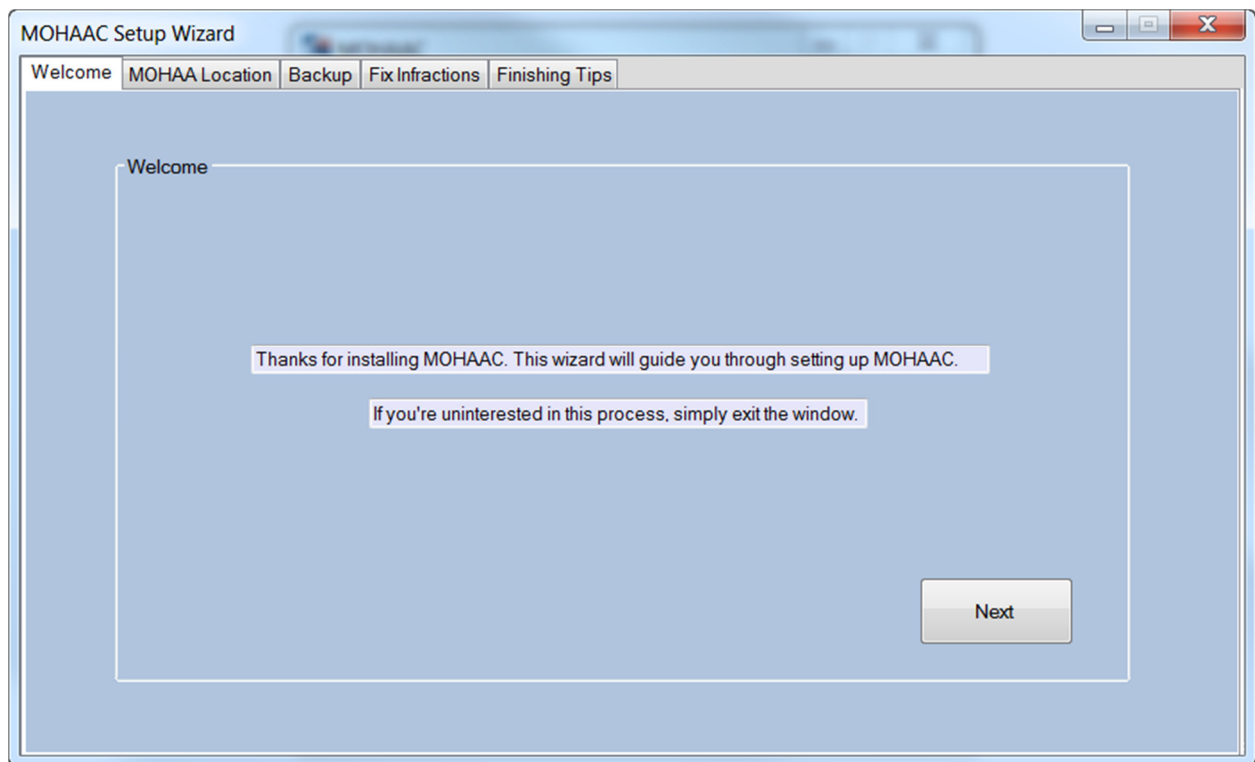


MOHAAC Documentation

Part I: Setup Wizard



The setup wizard is designed to do two things:

1. Reduce the probability that you'll experience infractions the first time you run MOHAAC

2. Provide a fallback incase MOHAAC's Make Me Stock Utilities (or anything else) somehow modifies your installation against your wishes

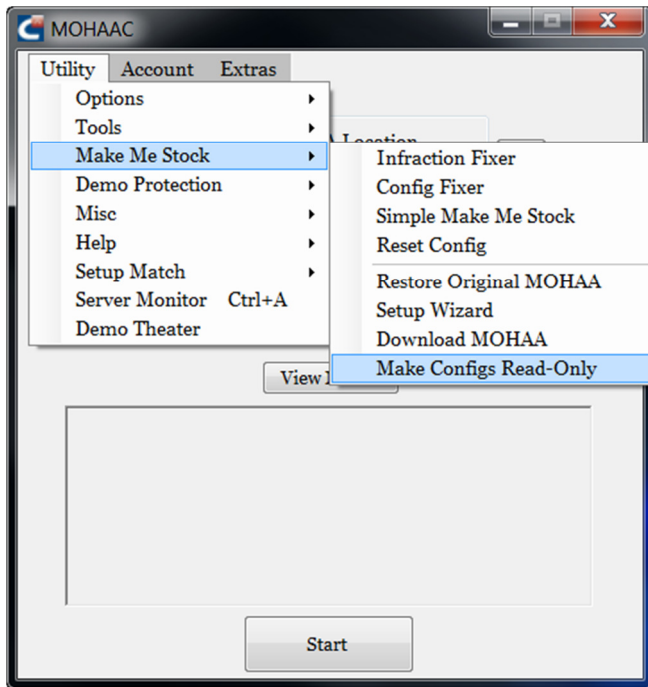
It's highly recommended to complete this step, as most people will experience infractions the first time they run MOHAAC; primarily due to 3rd party addons such as Foresight modifying your config.

The most common cause of unnecessary infractions:

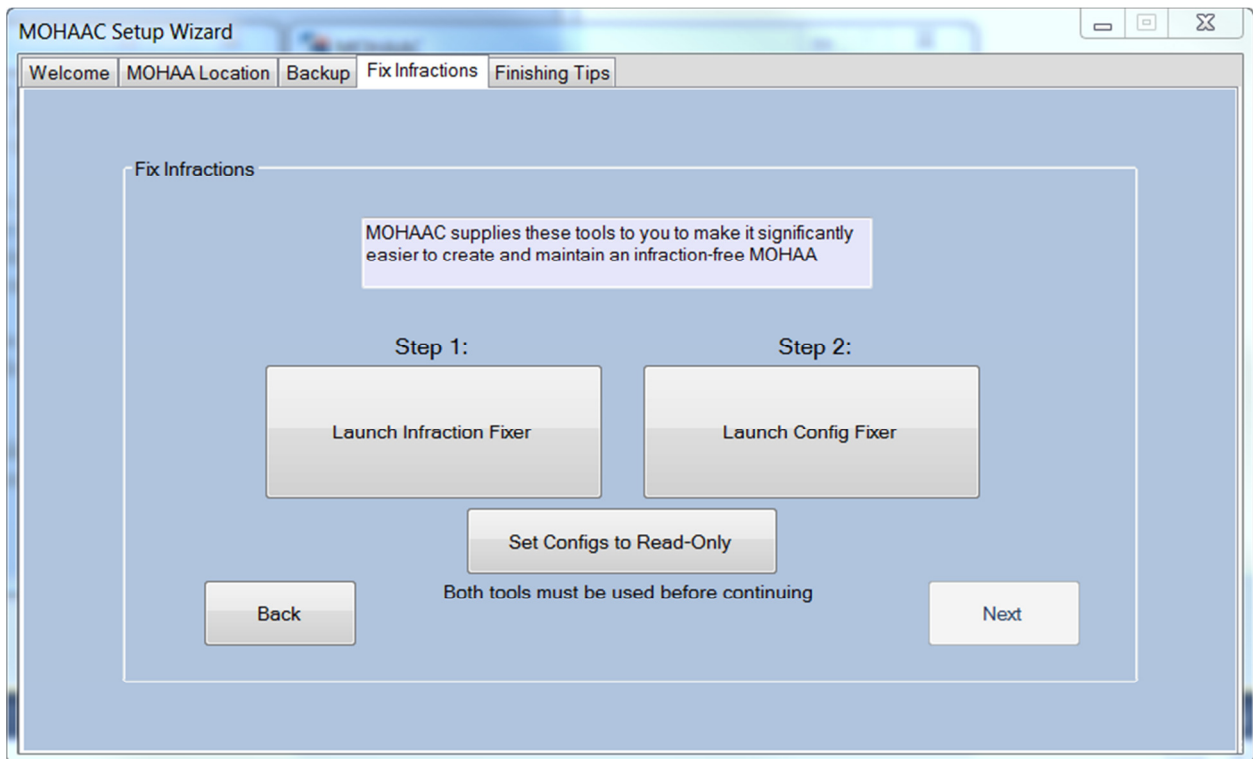
Server-side mods altering your config! MOHAAC receives about 20 infraction-removal requests daily because users are not setting their config to read-only.

MOHAAC provides a utility to clean your unnamedsoldier.cfg and successively setting it to read-only.

Accessing the read-only utility:



This utility is also offered in the Setup Wizard, seen below:

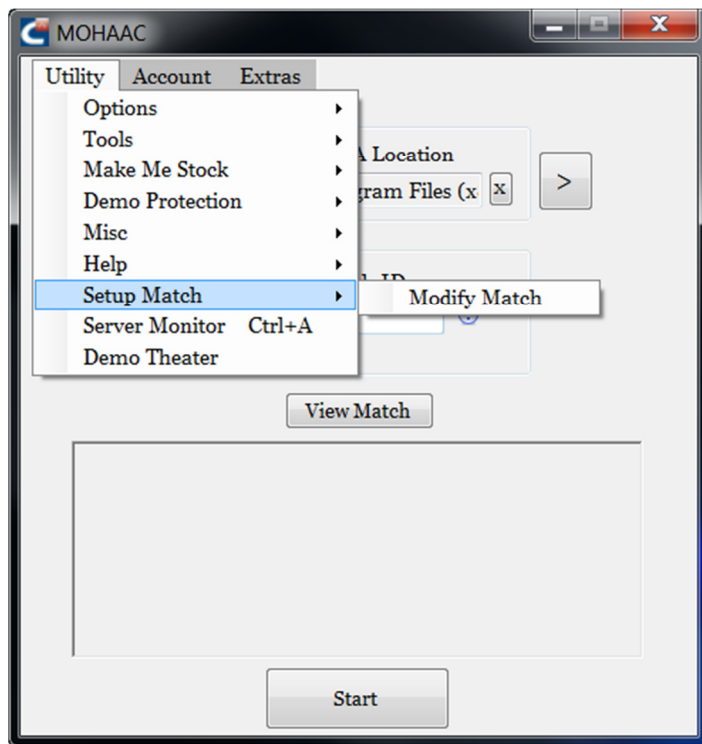


The reason the utility is labeled as “Set *Configs* to Read-Only” is because the utility will also check if foresight.cfg is present, and if it is, it will empty it and set it to read-only.

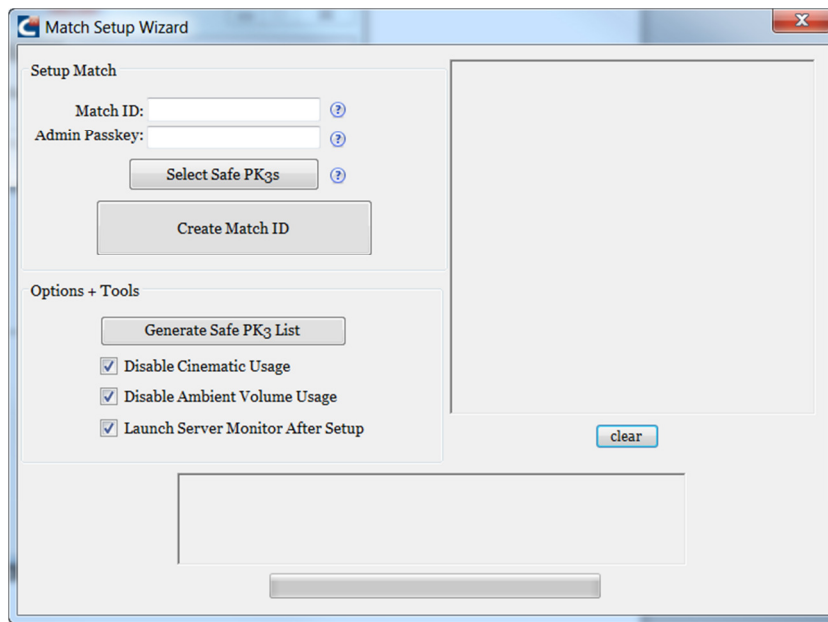
After running the Setup Wizard and using it to its completion, you have a significantly lower chance of triggering infractions.

Part II: Setting up a Match ID

The Setup Match Utility can be found here:



Using the Setup Match Utility



Explanation of fields:

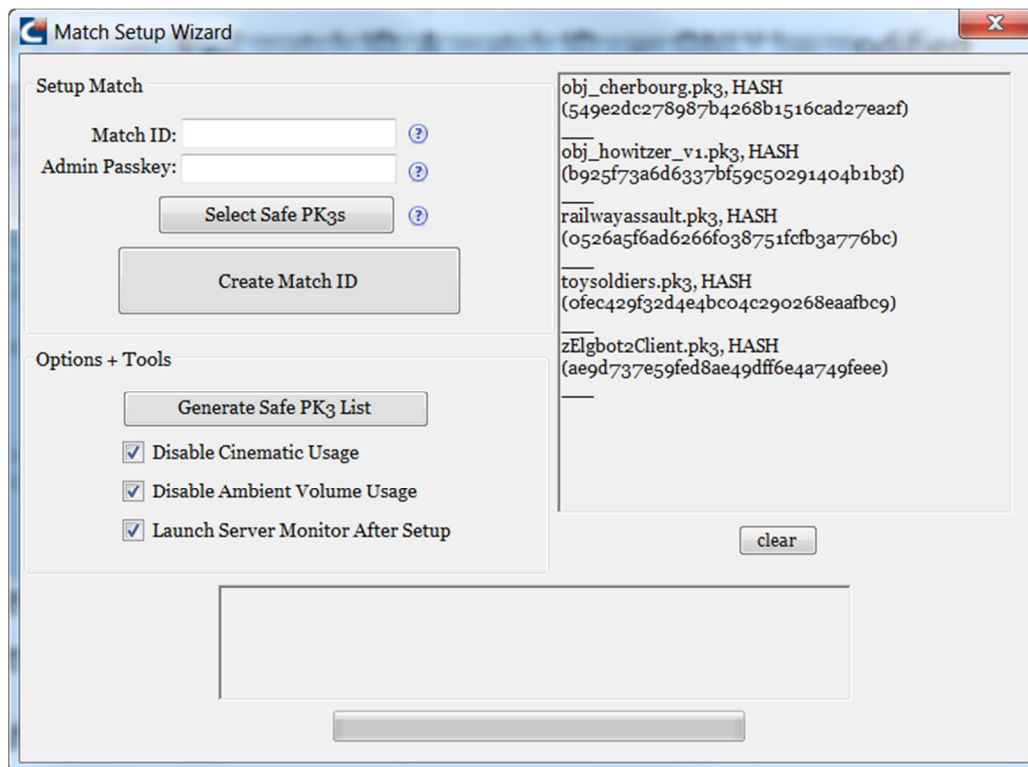
-Match ID: This is the ID that you'll give to other players after completion of the Match ID setup. It is the unique identifier for your match.

-Admin Passkey: This is the passkey that the creator of the match ID can use to modify the allowed-files and match options of the specified match ID. A match ID can ONLY be modified when no players are active on it. This will be looked at later during the explanation of the Modify Match utility.

-Select Safe Files: This will load an open-file dialog, asking you to specify what files (if any) you would like to allow in your match. You have three file-types to choose from: .CFG, .PK3 and .AC.

.AC Files: These are files generated by MOHAAC's Setup Match utility with the sole purpose of making it more convenient to select allowed files. I will explain how to generate a .AC list in a little bit.

After selecting what files you want to allow in your match, they will be displayed to the right.



All allowed files are authenticated before setting up the match, to assure that there is no chance of abusing the system.

After selecting a .AC file to load, MOHAAC will remember its path and auto-load it when you next create a match ID. Also, MOHAAC will detect when a change has been made to your current allowed files list, and ask if you'd like to update the .AC file with those changes.

-Disable Cinematic Usage: Checking this option, unsurprisingly, will prevent everyone in your Match ID from using the `cinematic` function in MOHAA.

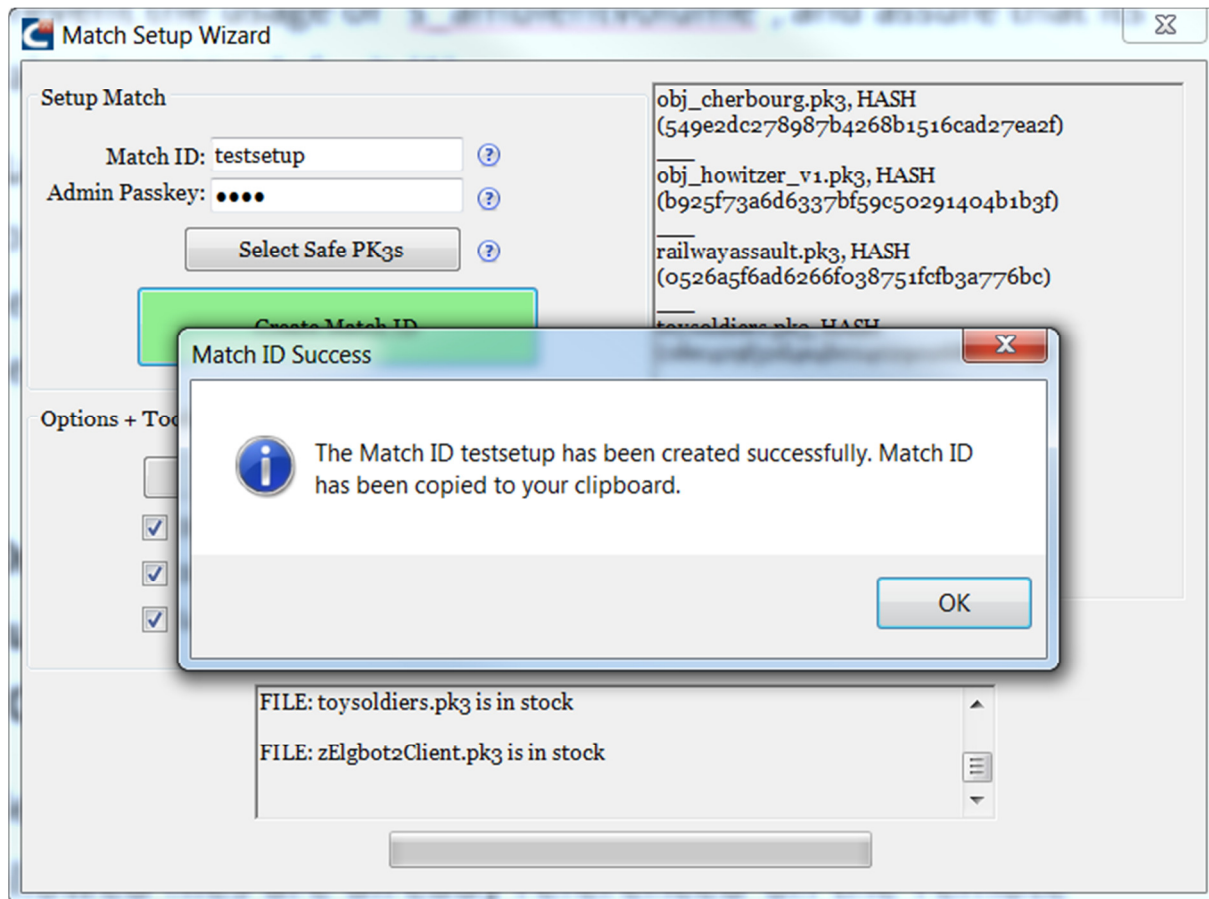
-Disable Ambient Volume Usage: Checking this option will prevent the usage of `s_ambientvolume`, and assure that its value is set to default (1).

-Launch Server Monitor After Setup: This is an option added for your convenience. If checked it will automatically load the Server Monitor after creation of the Match ID. I will explain the Server Monitor Later.

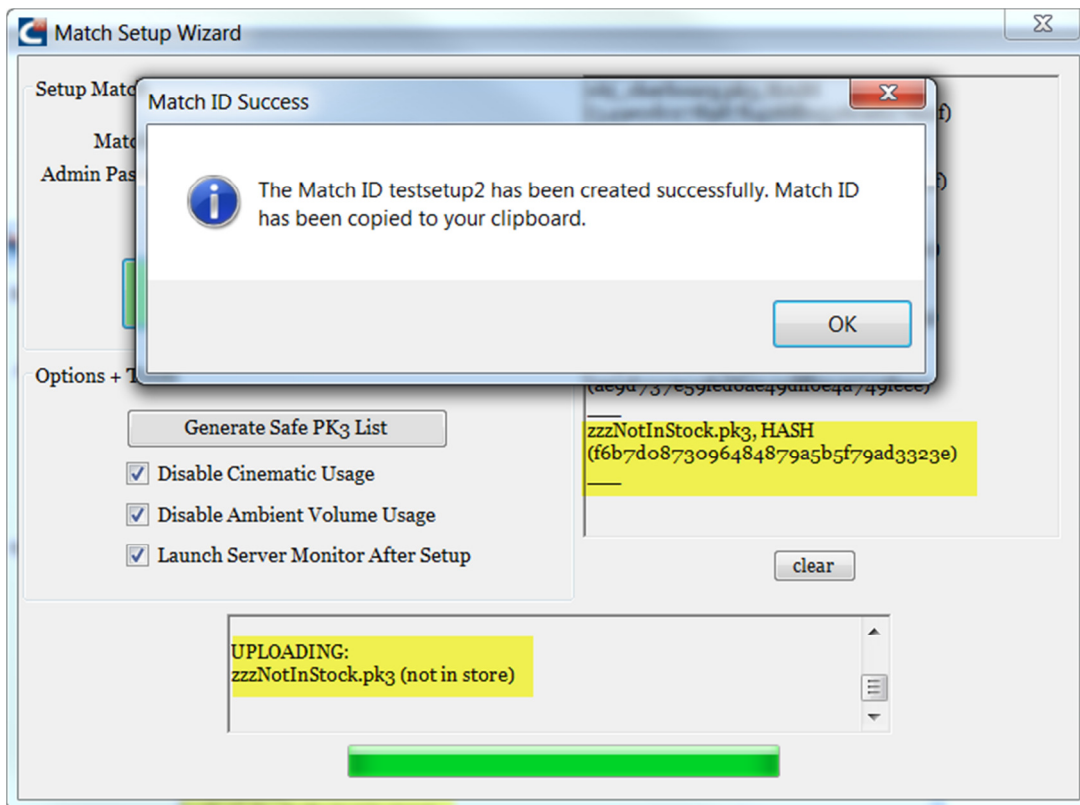
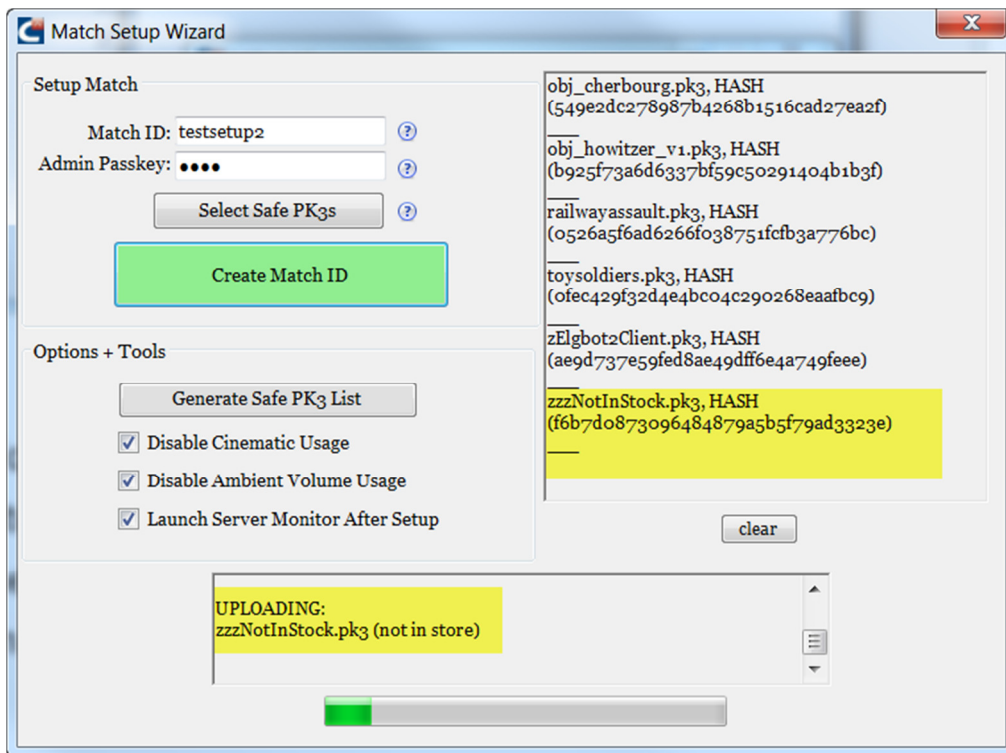
Once you have selected your allowed files and customized your match options, you're ready to click "Create Match ID"

Before creating the Match ID, MOHAAC will check if your allowed files are already referenced on the remote server. This

is to assure that ALL allowed files have the ability to be downloaded by users of your match ID.



For this example, all of my allowed files are already “in-stock” on the remote server. This means they do not need to be referenced and your match ID will be created in no time.

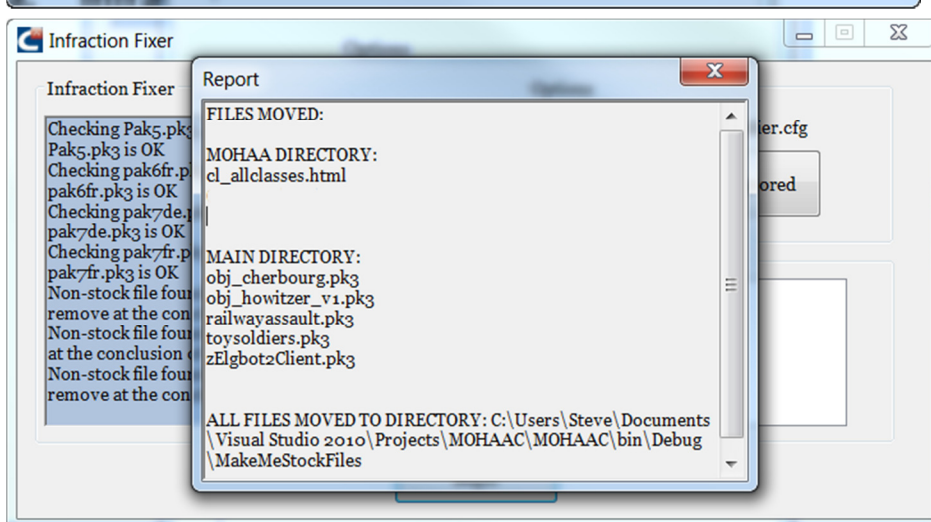
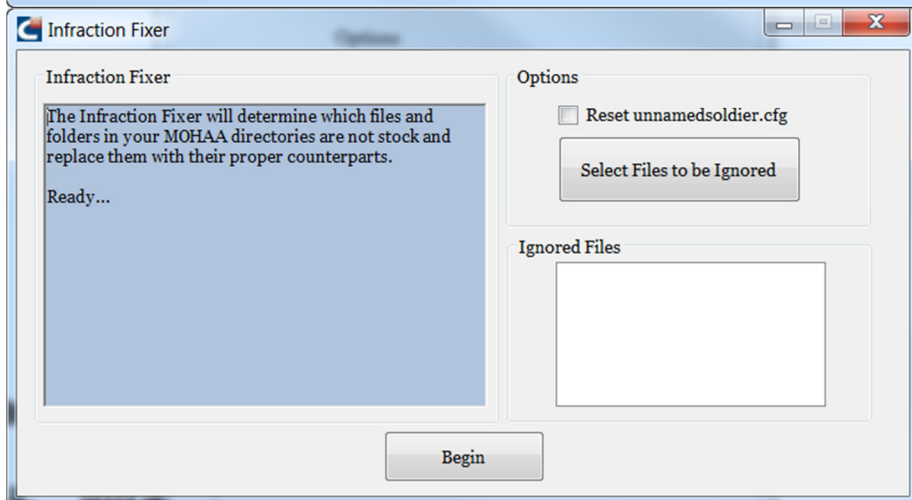
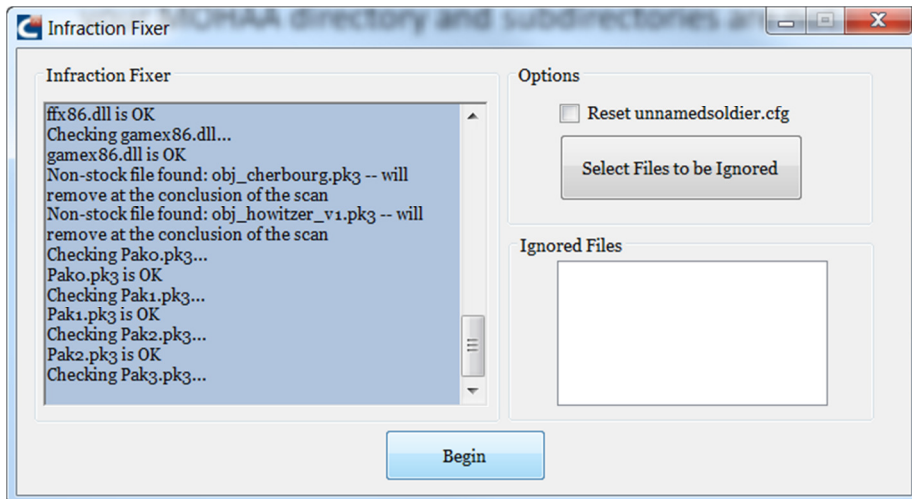


In this example, I included a file that was not in-stock on the remote server. MOHAAC immediately recognized this and uploaded the file so it will be available for reference for everyone who plays under that match ID.

Part III: The Make Me Stock Utilities

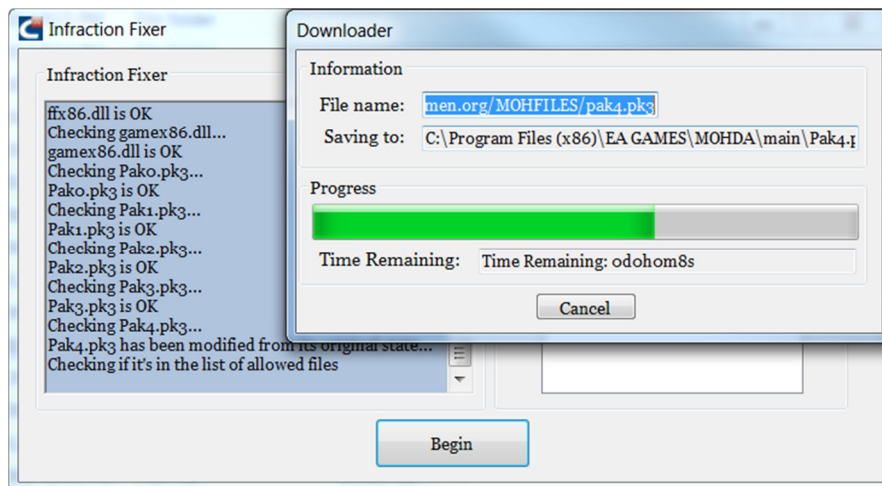
a. Infraction Fixer

The infraction fixer is designed to detect what files in your MOHAA directory and subdirectories are not stock and proceed to download their proper counterparts.



If a file that it does not recognize is found and it is not in the “Ignored Files” List, it will queue it for removal from that directory.

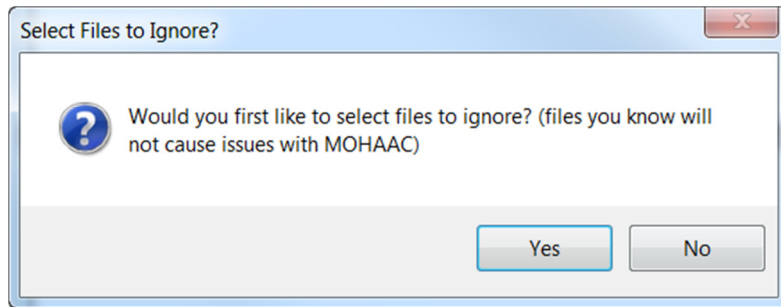
If a MOHAA file is found and it is not authentic (e.g Pak2.pk3 has been altered), then it will download it from the remote server and replace it.



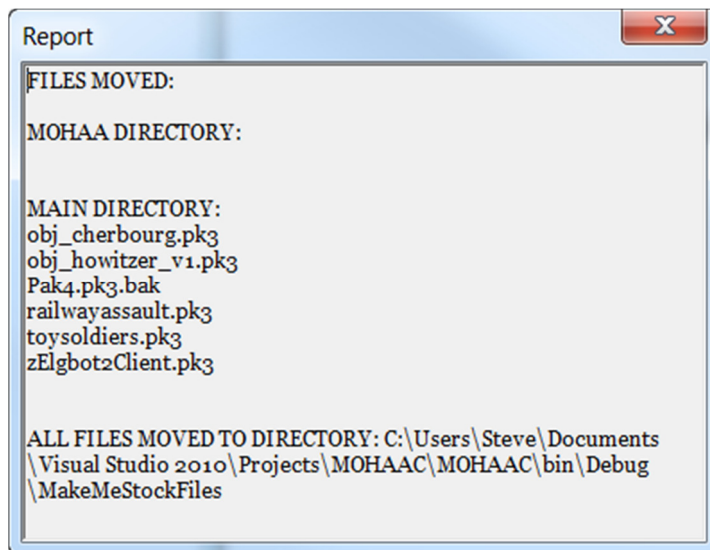
b. Simple Make Me Stock Utility

This utility is similar to the Infraction Fixer, but it will not check the authenticity of files. It will only remove non-stock files.

On load, similar to the Infraction Fixer, it will ask if you have any files which you'd like to ignore.

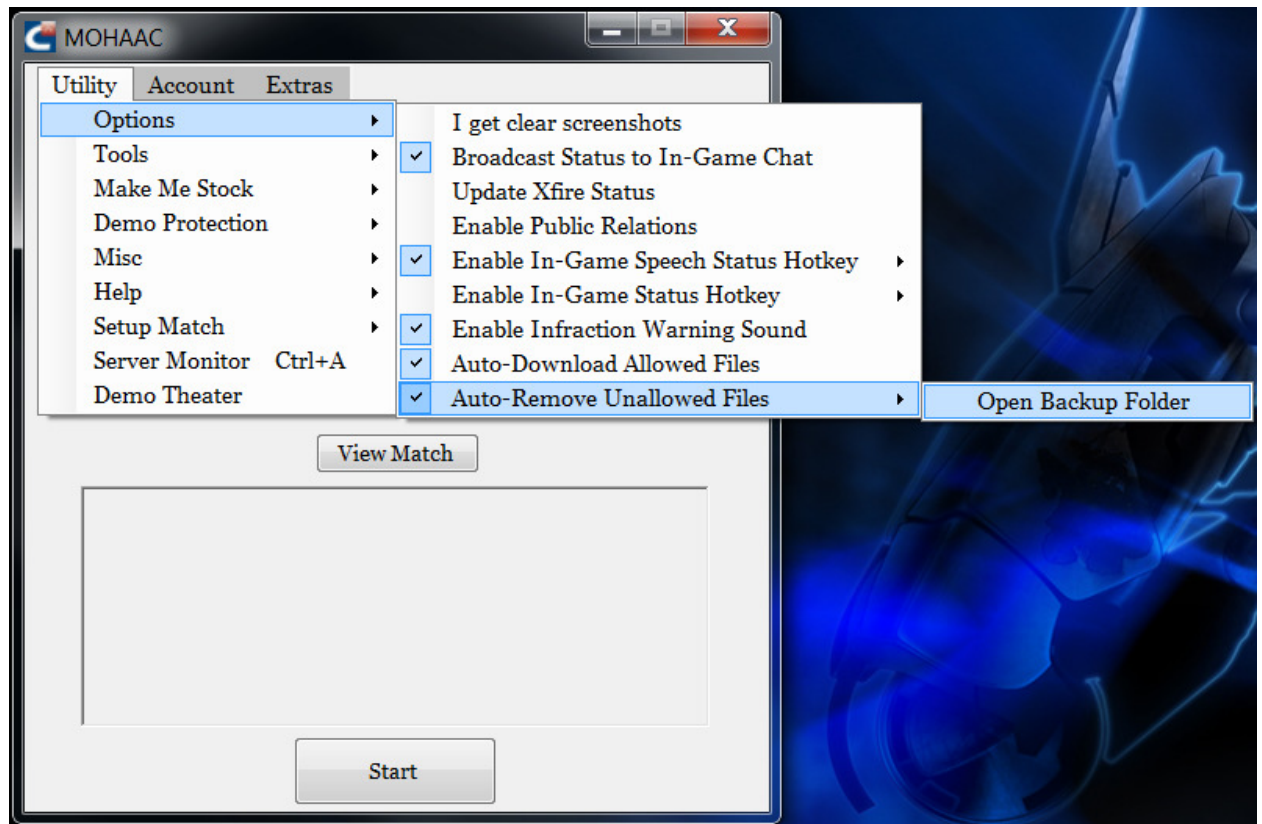


It will then proceed to clear your MOHAA directory and subdirectories of any non-stock files, **as well as cleaning your config of basic impurities**. At its completion, it will provide a report of actions taken.

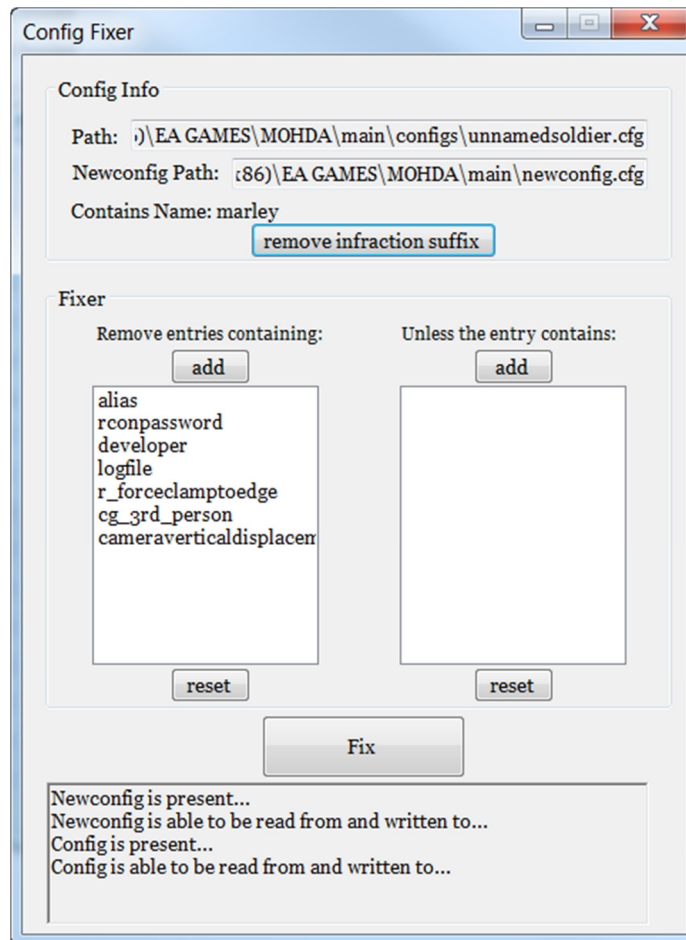


Keep in mind that whenever MOHAAC removes a non-stock file it will move it to a backup directory. The directory location is
`%MOHAACDIRECTORY%\MakeMeStockFiles`.

Alternatively, MOHAAC will automate opening the directory for you if you select the following option:



c. Config Fixer



The config fixer is very important. It will significantly help in maintaining a MOHAAC-healthy config.

How the Config Fixer Works

Notice the two lists: in the “Fixer” group-pane. One is labeled “Remove Entries Containing” and the other is labeled “Unless the Entry Contains”.

MOHAAC will search through every line in your unnamedsoldier.cfg and newconfig.cfg (if present) for items in the “Remove Entries Containing” list. If a line in any of your configs contains an item found in the “Remove Entries Containing” list **AND** the line in your config does not contain any items found in the “Unless the entry contains” list, the line in the config will be deleted.

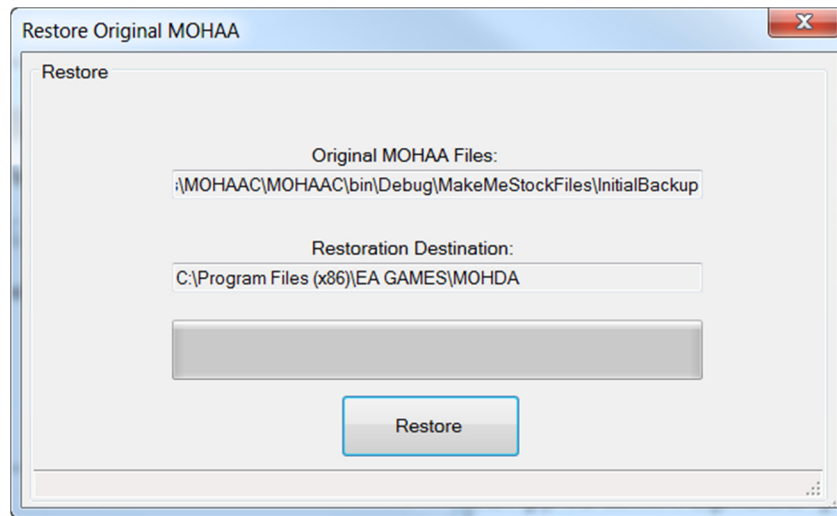
I think the best way to explain how the Config Fixer works is via demonstration.

[Click for a video Demonstration of the Config Fixer](#)

d. **Reset Config Utility**

This utility is self-explanatory; it will replace your current unnamedsoldier.cfg with the default one.

e. **Restore Original MOHAA**

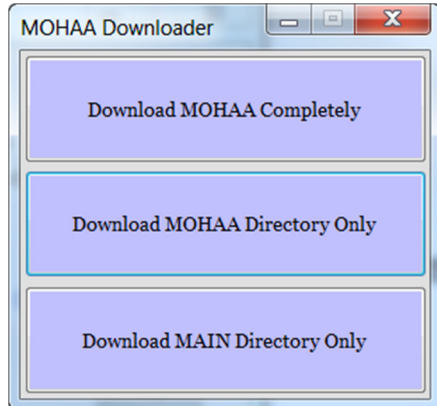


This utility will restore the backup you made when using the Setup Wizard

f. **Setup Wizard**

This will re-run the Setup Wizard, if desired. This utility is re-offered because the Setup Wizard will only run on MOHAAC's first run; this gives you the ability to benefit from it after MOHAAC's first run.

g. Download MOHAA

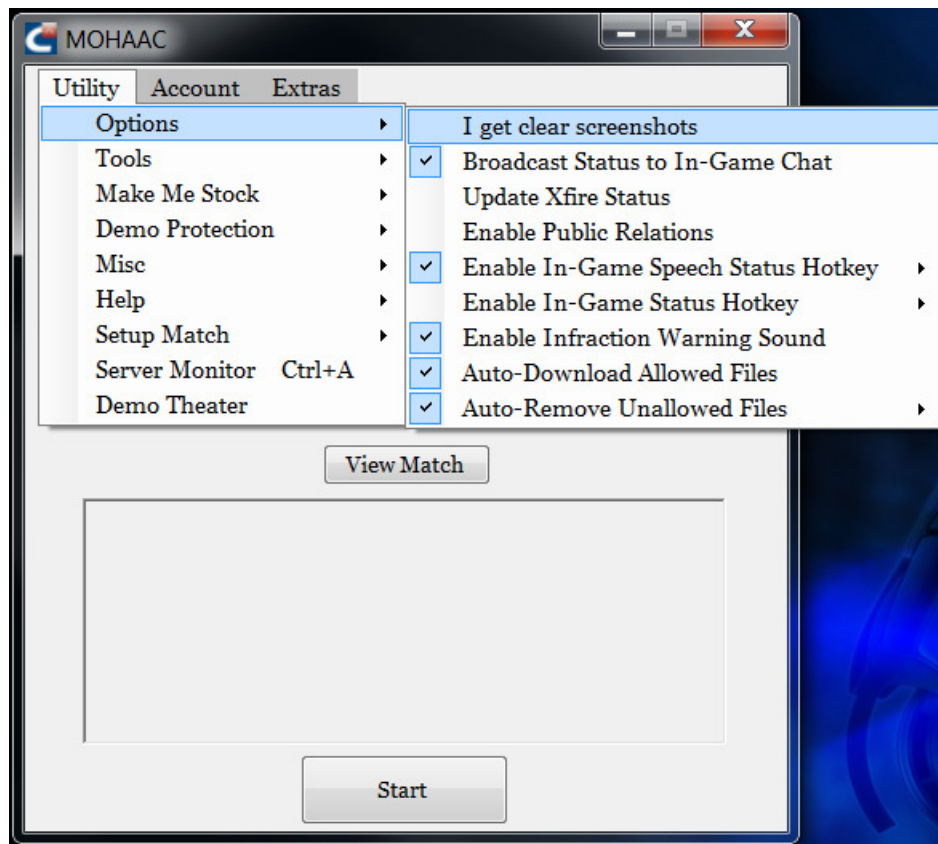


This utility offers the ability to download a fully-stock MOHAA installation

h. Make Configs Read-Only

This utility, as explained earlier, will offer the ability to clean your unnamedsoldier.cfg and set it to read-only. Also it will clear the contents of foresight.cfg and set it to read-only as well.

Part IV: MOHAAC's Options



a. “I get clear screenshots”

NOT RECOMMENDED!

If this option is enabled, screenshots will be taken externally and on most new installations of Windows, this will produce black/gray screenshots. This option will most likely be removed as it serves no longer serves any fulfilling purpose.

b. “Broadcast Status to In-Game Chat”

If this option is enabled, your status on MOHAAC will be broadcasted via in-game chat every 6 minutes (interval may vary)

c. “Update Xfire Status”

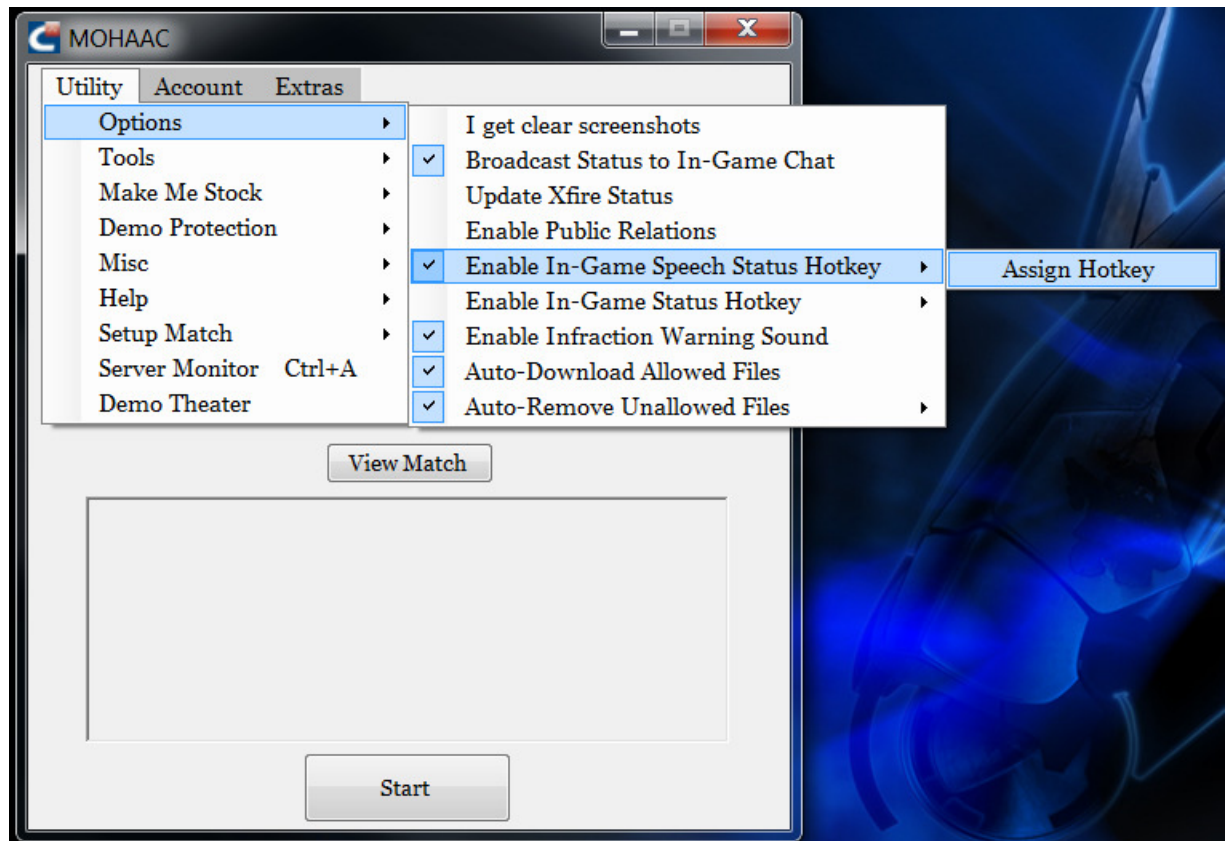
If this option is enabled, your Xfire status will be updated with information pertinent to your MOHAAC status.

d. “Enable Public Relations”

If this option is enabled, MOHAAC will broadcast information promoting MOHAAC every 7-8 minutes via in-game chat. Some may consider this spam, if so, disable it.

e. “Enable In-Game Speech Status Hotkey”

To use this option properly, you must first configure a hotkey to trigger its execution.

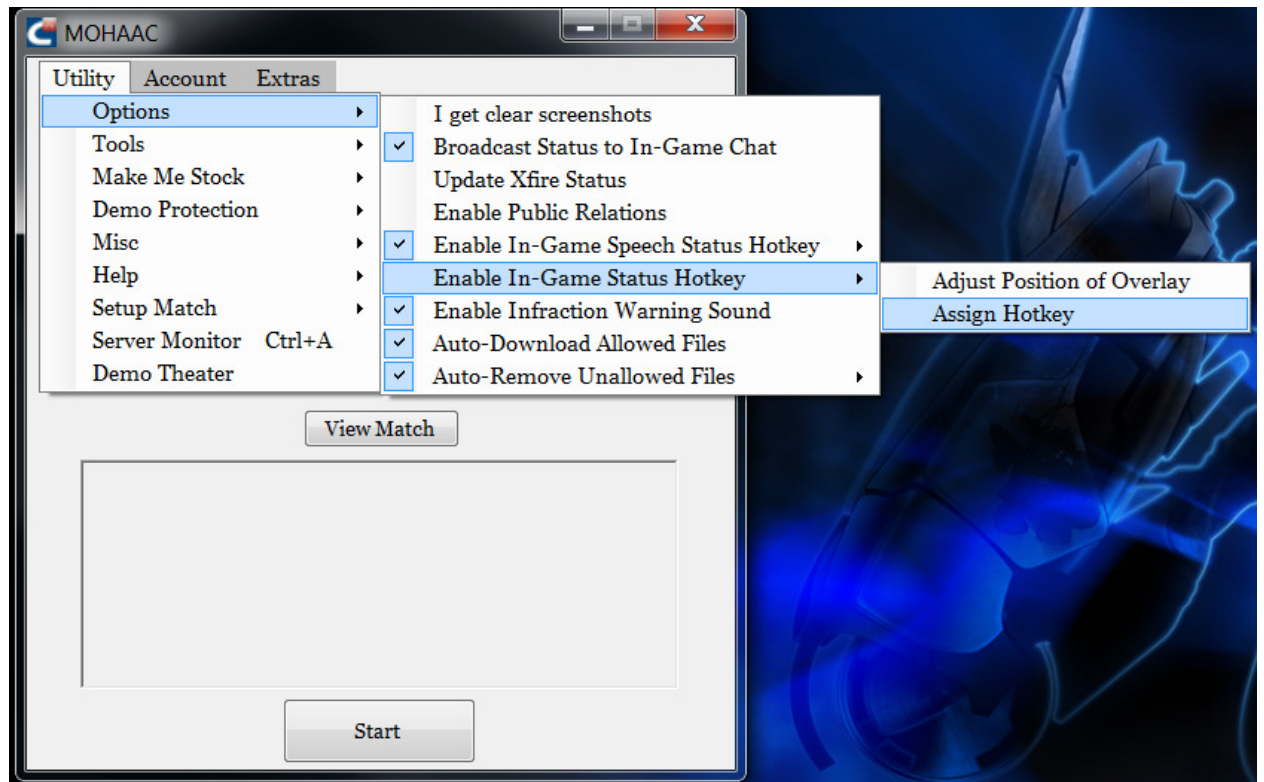


Once a hotkey has been applied, then you may press it during game and receive audial information, telling you who is active/inactive on your match ID.

f. **“Enable In-Game Status Hotkey”**

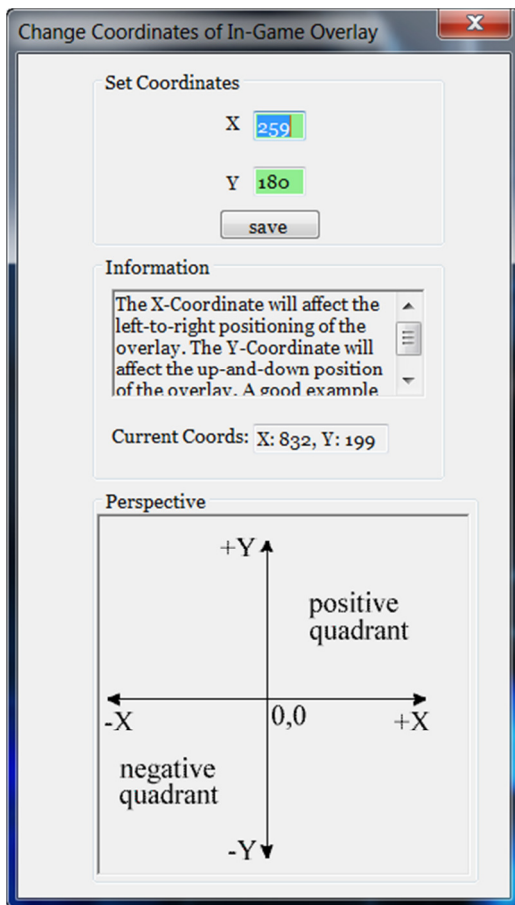
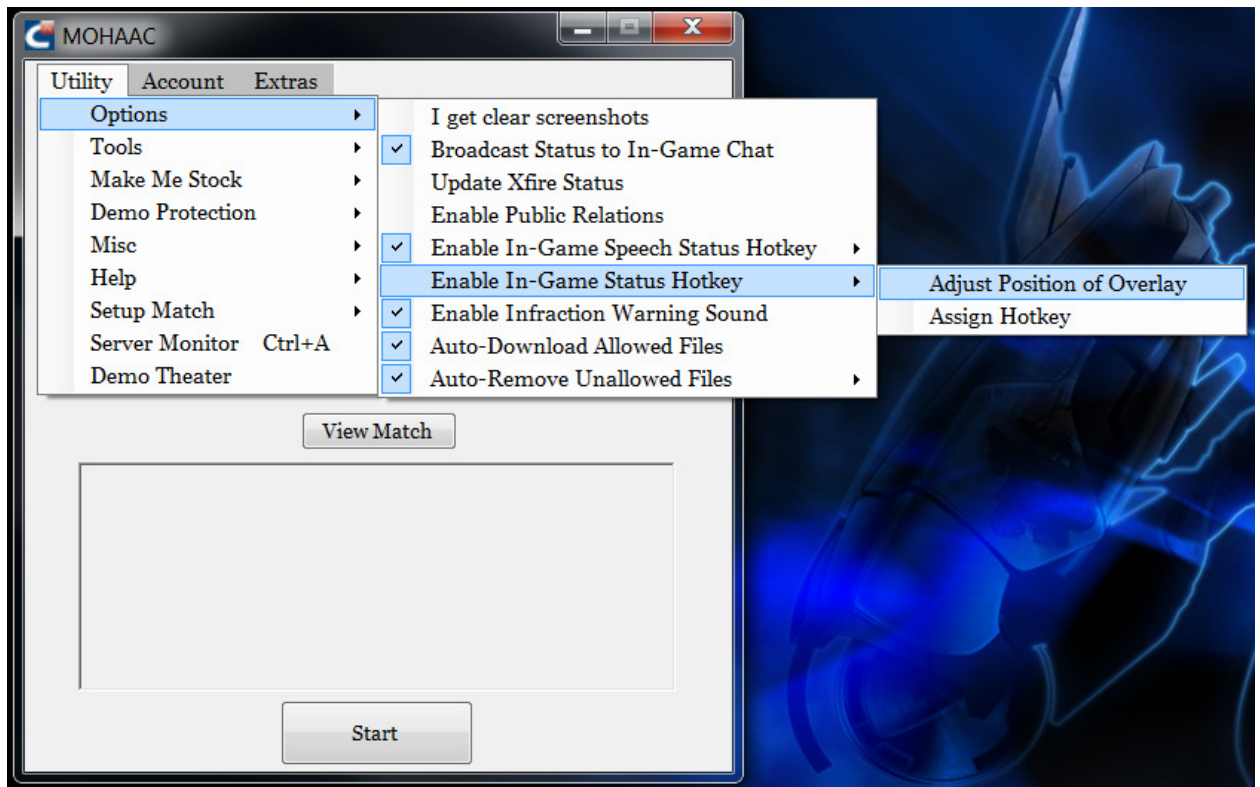
This utility is far from perfect. As it is right now, it serves as a very basic on-screen overlay, informing you what players are active/clean and which players are not.

To use it, you must first assign a hotkey:



After assigning your hotkey, you will be able to press it and see the on-screen overlay, detailing the status of players on your match ID.

You may find that the overlay is strangely positioned on your screen. This is why MOHAAC has the ability of adjusting the position of the on-screen overlay.



Use the “Current Coords” field to guide you into selecting the proper positioning of your overlay.

Again this feature still needs a lot of work, but it is not a top priority because MOHAAC offers four other ways of determining who is active/clean on your match ID.

g. “Enable Infraction Warning Sound”

If this option is enabled, you will hear a sound, informing you that you have infractions.

h. “Auto-Download Allowed Files”

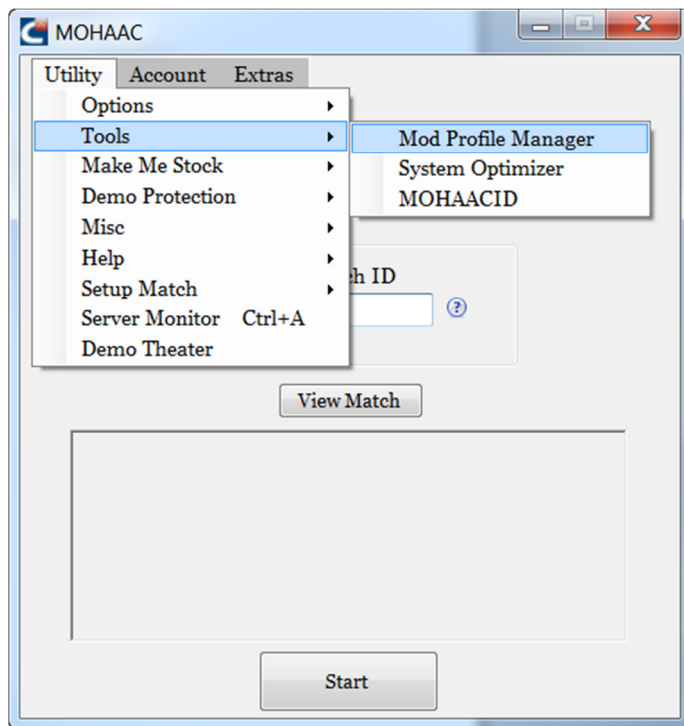
If this option is enabled, after you click `Start` to initiate MOHAAC on a match ID, if the match ID has any allowed files and you do not have them in your main directory, they will be auto-downloaded for you. This functions similarly to how Counter-Strike and Call of Duty will download the server’s mods before you join game.

i. “Auto-Remove Unallowed Files”

This option is very important to prevent unnecessary infractions! When you click `Start` to initiate MOHAAC

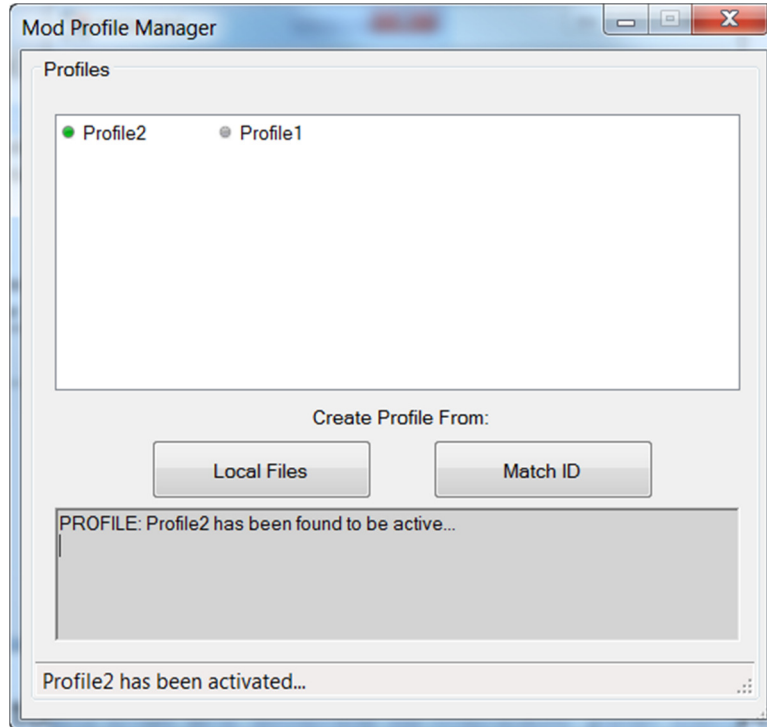
under a match ID, it will check and make sure that all of the files in your main directory are permitted on the specified match ID, and if they are not, they will be automatically removed.

Part V: MOHAAC's Tools



These are tools that are offered to increase your convenience.

1.) Mod Profile Manager



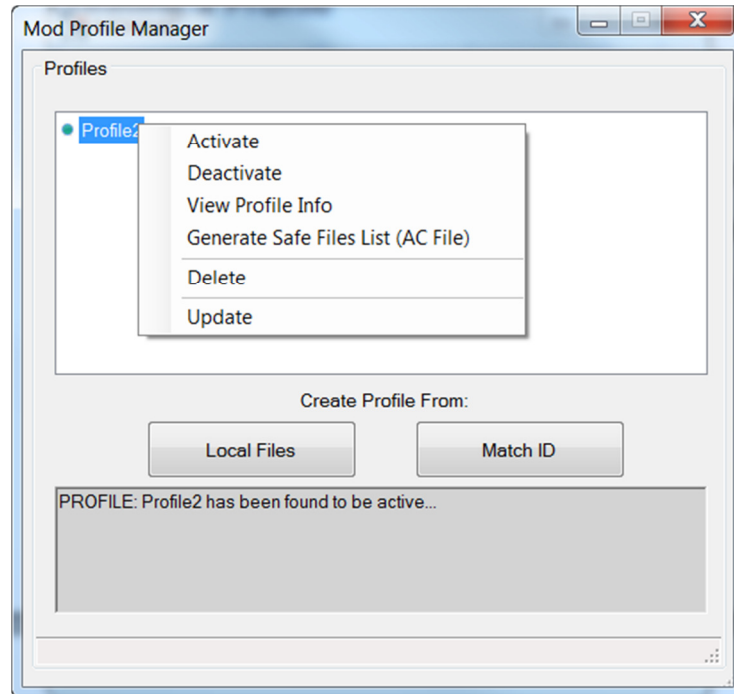
This tool is offered so you can create profiles for your mods. This will make it extremely easy to swap between different sets of modifications.

Creating a Profile

As you can see, there are two methods you can use to create a profile. One is to create a profile from pre-existing mods on your hard drive. The other is to create a profile from a match ID. For the latter, MOHAAC will download and sort all of the allowed files for the match ID you specify.

Profile Context Menu

The profile's context menu offers a great deal of control over your profiles. Let's take a look:



a.) **Activate**

This option, unsurprisingly, will activate your profile. By activating, it will move all of the files you specified into your main directory.

b.) **Deactivate**

This option will deactivate your profile. By deactivating, it will move all of the files you specified out of your main directory.

c.) **View Profile Info**

This option will display the files that this profile represents

d.) Generate Safe Files List (AC File)

This option will generate a .AC file (Safe Files List) to be used in the Match Setup Utility.

e.) Delete

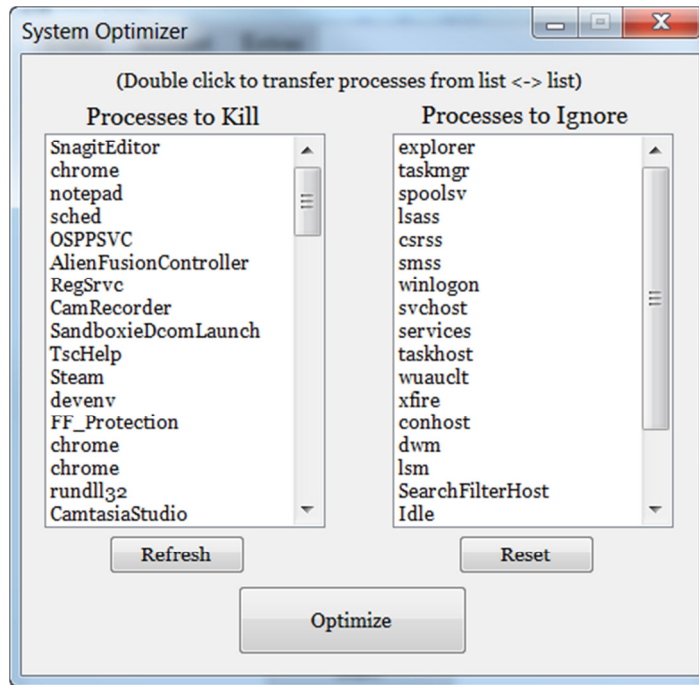
This option will delete the profile from the database as well as deleting the files that the profile represents from your hard drive.

f.) Update

This option will re-check the status of your profile to see if it is active or not.

[Mod Profile Manager Video Demonstration](#)

2.) System Optimizer Tool

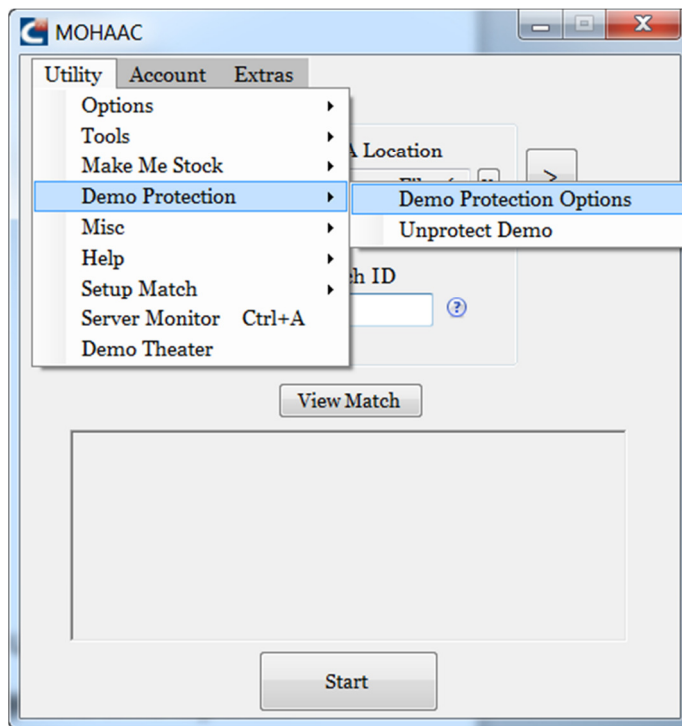


The System Optimizer tool will simply provide a workable interface for killing unnecessary processes. **All of the processes you put in the “Processes to Ignore” List will be SAVED to your configuration file.** This tool is self-explanatory. To have a process killed, put it in the “Processes to Kill List”, to save a process from termination, put it in the “Processes to Ignore List” (via double-clicking).

3.) MOHAACID

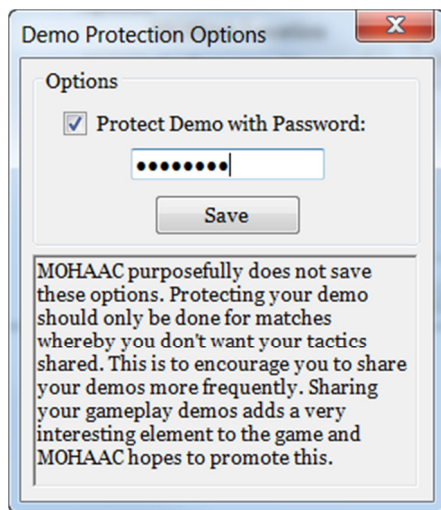
The MOHAACID ID tool will provide you with your MOHAACID (MACID) and allow you to easily copy it to your clipboard to use elsewhere.

Part VI: Demo Protection



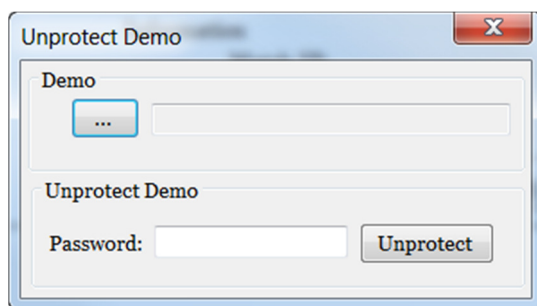
MOHAAC will provide the ability to encrypt your demo with a specified password. **We encourage you to only use this option when absolutely necessary. MOHAAC wants to promote the free-sharing of gameplay demos!**

a.) Demo Protection Options



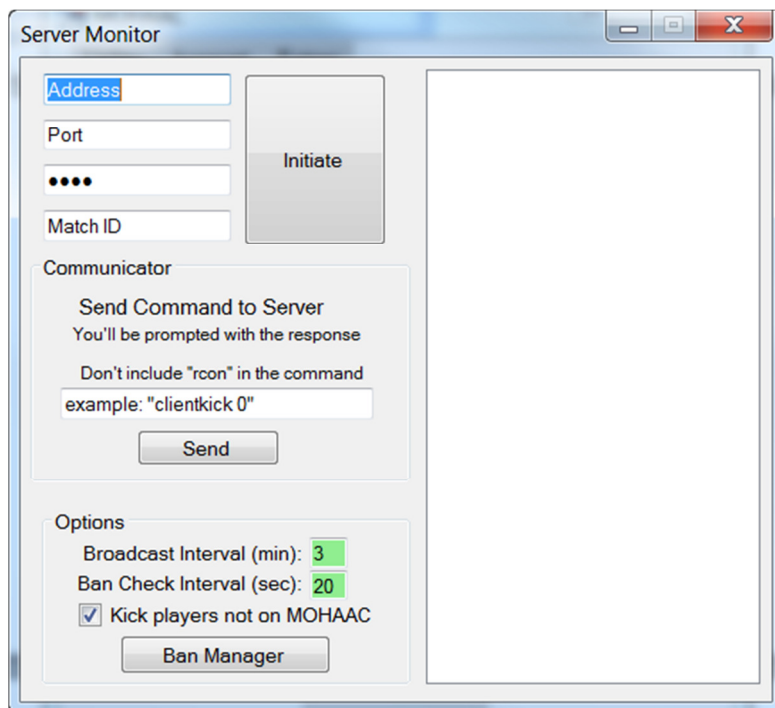
Here you can specify what password you want to use to encrypt your demo. Before the demo is uploaded, it will be encrypted with your password and then uploaded.

b.) Unprotect Demo



This is the tool you will use to unprotect a demo.

Part VII: The Server Monitor



The Server Monitor will *monitor* your server and keep tabs on who is active/clean on the MOHAAC match ID you specify.

a.) Information

i.) Address

The server's IP Address

ii.) Port

The server's port (default = 12203)

iii.) RCon

The server's RCon password

iv.) Match ID

The match ID to monitor. Players will be authenticated and checked to make sure that they are ACTIVE/CLEAN on this match ID.

b.) Communicator

This tool gives you full control over the server. Send commands without "rcon" included (e.g: `status` will provide output exactly similar to what you would see in-game)

c.) Options

i.) Broadcast Interval

This is the interval that MOHAAC will wait until broadcasting the status of all players on the server

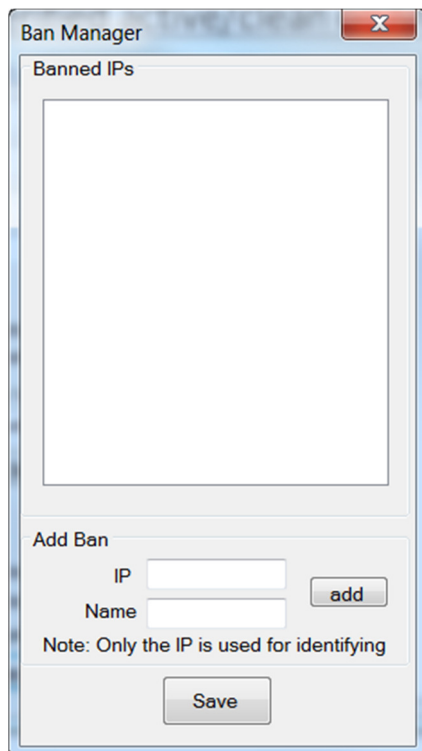
ii.) **Ban Check Interval**

This is the interval that MOHAAC will wait until checking if there are players on the server who are on your ban list.

iii.) **“Kick Players not on MOHAAC”**

This option allows you to kick all players who are not verified active/clean on MOHAAC under the match ID you specified.

d.) **Ban Manager**

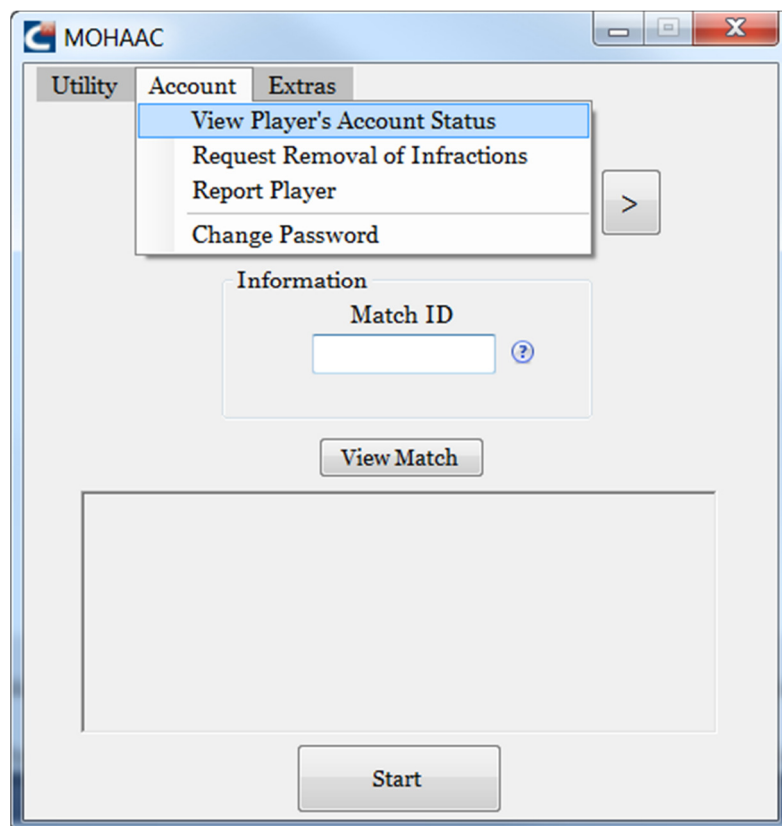


The ban manager offers a way to add and remove bans from your ban list. To add a ban manually, enter the

player's IP in the `IP` field and optionally you can enter a name. The name is used only for your personal reference; only the player's IP address is used to identify banned players.

Server Monitor Video Demonstration

Part VIII: The Account System



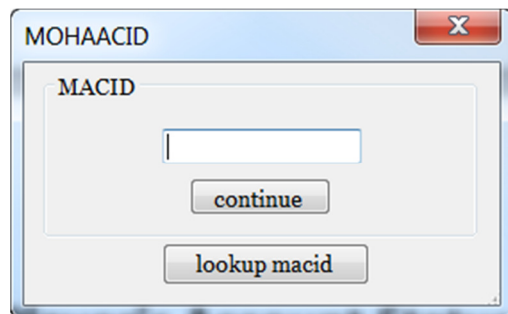
MOHAAC has implemented within it, a user-account system. It revolves around the MOHAAC unique identifier (MACID). You'll use the MACID to search all of a player's data. This data includes their screenshots, demos, match ID history, etc.

Where can a player's MACID be found?

Simple. When you enter a match ID and click `view match`, it will list the information of all players in that match ID, including their MACID.

a.) Viewing a Player's Account Status

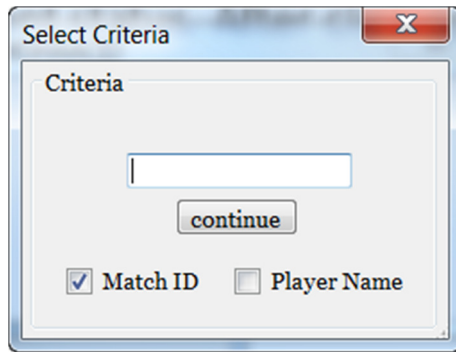
Shown in the image above, it is very easy to view a player's account status. After clicking "View Player's Account Status", you'll see a screen like this:



You simply enter the match ID in the specified textbox and click `continue`.

Don't know the player's MACID?

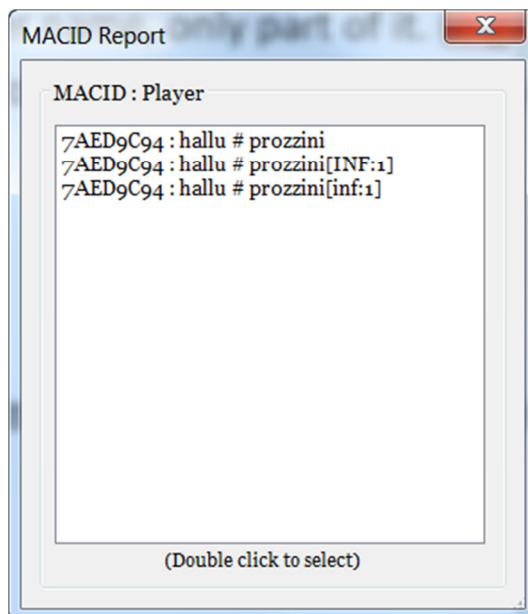
No problem! MOHAAC offers a utility to look up a player's MACID, shown below:



You now have the ability to search by Match ID or the Player's Name. Keep in mind that you don't need the *exact* player name, only part of it. (e.g if you're searching for a player by the name of SniperPro, searching by the string "Pro" will display his name and MACID).

Let's see what happens when we search for a player's name...

Searched for "Pro" and got the following results:



Now you can double-click any of the rows displayed and MOHAAC will auto-enter their MACID in the required field. Click `continue`, and it's a go.

b.) Requesting the Removal of Infractions

Computers don't have brains. The most advanced computer today has an I.Q. less than that of a cockroach. They aren't really good at judging material based on contextual clues.

If you have entries in your config such as

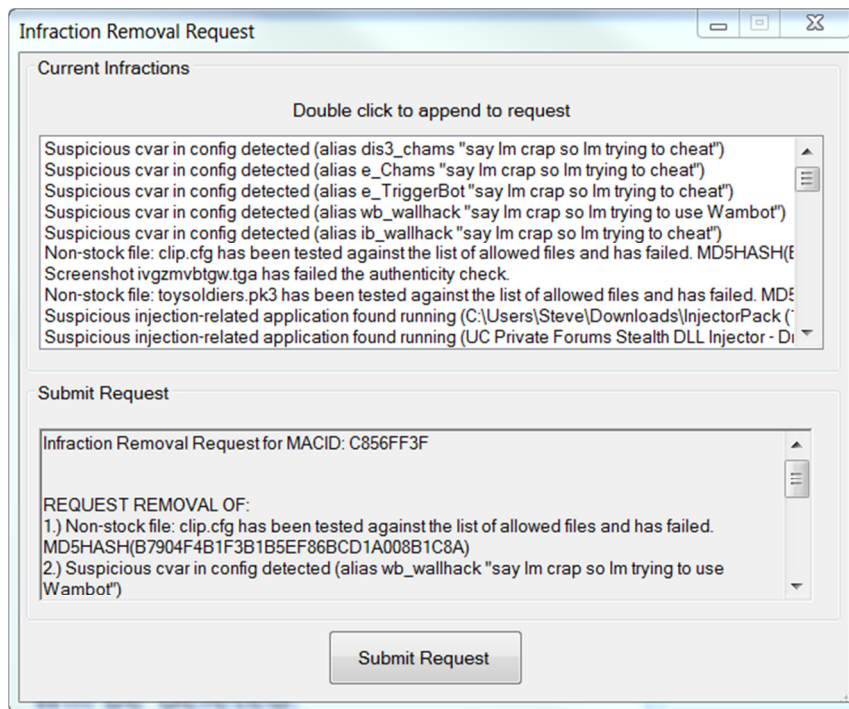
```
[  
bind q "iHatePeopleWhoUseWallhacksMessage"  
alias iHatePeopleWhoUseWallhacksMessage "say  
people who use wallhacks are stupid!"  
]
```

MOHAAC will consider these entries as very suspicious, because they contain the string "wallhack". A human can determine in a second or two that those commands are harmless, but MOHAAC is unable to evaluate these entries as a

human would, and it will trigger an infraction as a result of this.

It's because of this that you may get infractions even though you really didn't deserve them. **Keep in mind, however, YOU can prevent infractions from occurring; refer to Part III of this documentation.**

In any case, if you do receive infractions that you did not deserve, you can request for them to be removed! Infraction removal requests are handled very quickly, as it's very easy for them to be evaluated. When you request the removal of infractions, you will have your entire infraction history evaluated by a MOHAAC admin, and if the infractions truly appear to be harmless, then they will be deleted.



Is MOHAAC over-paranoid with triggering infractions?

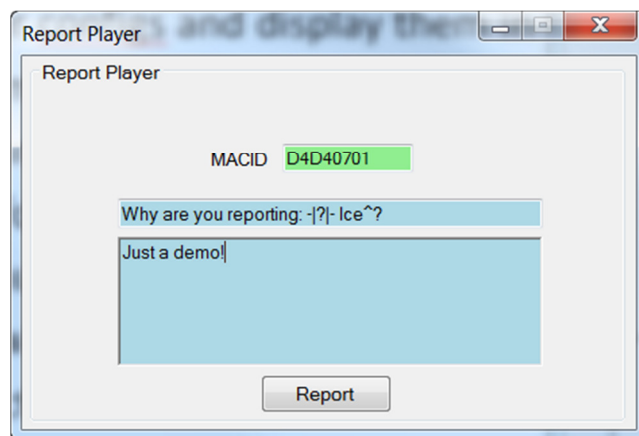
Absolutely not, and anyone who suggests otherwise doesn't have a clue. There's no such thing as a 'small violation'. An anti-recoil script can be made with two additional lines in your config. A player can hide config files in any of main's subdirectories and execute them at their will. The addition of a simple .txt file in your main could be exploited to the point of applying wallhacks. There's so much variation with config-related

exploits that MOHAAC is forced to upload ALL player configs and display them in their information logs so they can be analyzed by humans.

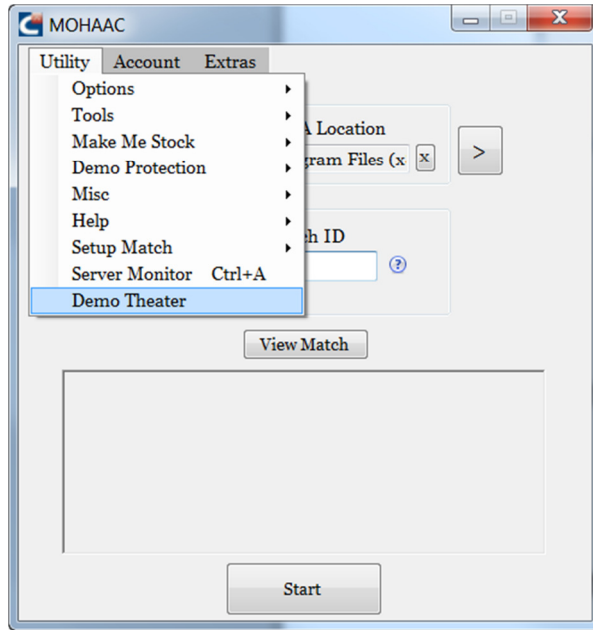
It is for this reason that MOHAAC takes the precautions it does. MOHAAC offers overwhelming help to avoid unnecessary infractions. There's no excuse!

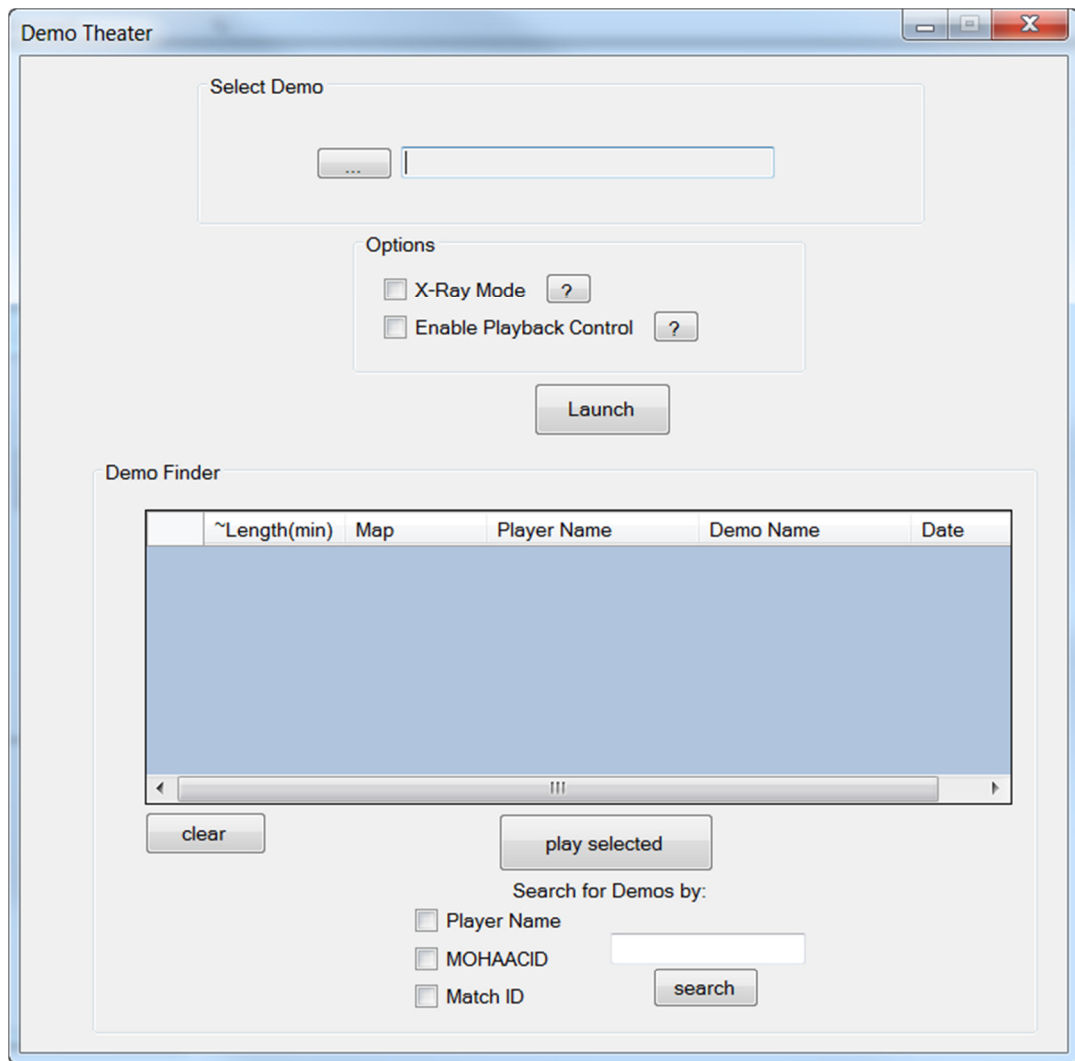
c.) **Reporting a Player**

Notice something in the match logs that spells cheater? You can tell a MOHAAC admin about it so we can take the necessary action by using the Report Player utility!



Part IX: The Demo Theater





The demo theater allows you to search for and play demos of other players.

a.) **Select Demo**

This is only to be used if you already know and have downloaded the demo you'd like to watch. Simply browse for it by clicking the `...` button and select it.

b.) Options

i.) X-Ray Mode

X-Ray Mode is a very exciting feature. It will auto-download/install a simple pk3-based wallhack with cham skins.

Why is an anti-cheat downloading cheats?!:

Simply because it's extremely easy to determine if someone is cheating by watching their demo with cheats applied. This acts as an unbypassable countermeasure, which is extremely troublesome for the prospective hacker (put yourself in their position: are you going to be comfortable knowing that ANYONE in the match with you has the ability to watch your gameplay with hacks applied? Hell no.) Hackers are human. The last thing humans are is consistent. Slip-ups are inevitable. MOHAAC now stands as the most effective MOHAA anti-cheat in the history of the game. This feature adds a guarantee for that in the future.

But won't I get infractions if a cheat is applied?:

MOHAAC will auto-delete the cheat when you close game after watching the demo. Also, when you click `Start`, in preparation to join a match ID, MOHAAC will check if the cheat is present and then delete if found. The only way the cheat will cause infractions is if you manually put it there. **This cheat is given no special privileges** so don't waste your time brainstorming exploits.

ii.) Enable Playback Control

This also is a very exciting new feature. I had always thought fast-forwarding and pausing demos was impossible, due to lack of developer support, but I was informed of a method by a member named "Hatchet" on the forums, and credit goes to him for showing it to me. Okay let's get down to it: If you enable this option, MOHAAC will auto-execute a config at MOHAA's startup

which will allow you to fast-forward and pause demos while watching them.

Usage:

Fast-Forward: Right Arrow

Slow-Down: Left Arrow

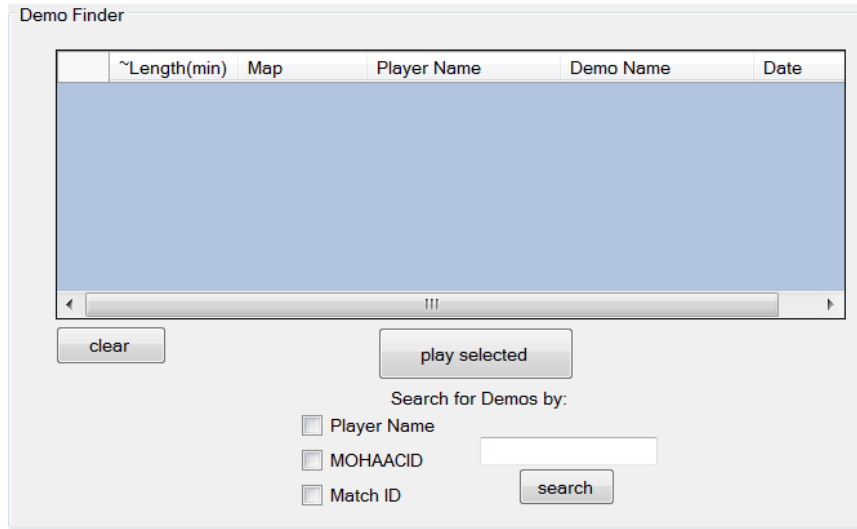
Play Normally: Up Arrow

Pause: Down Arrow

Rewinding currently is unavailable as MOHAA's timescale works on an absolute scale only.

The applied config is auto-deleted both at the close of MOHAA and when pressing `Start`. The only way to get infractions from it is to manually place it there.

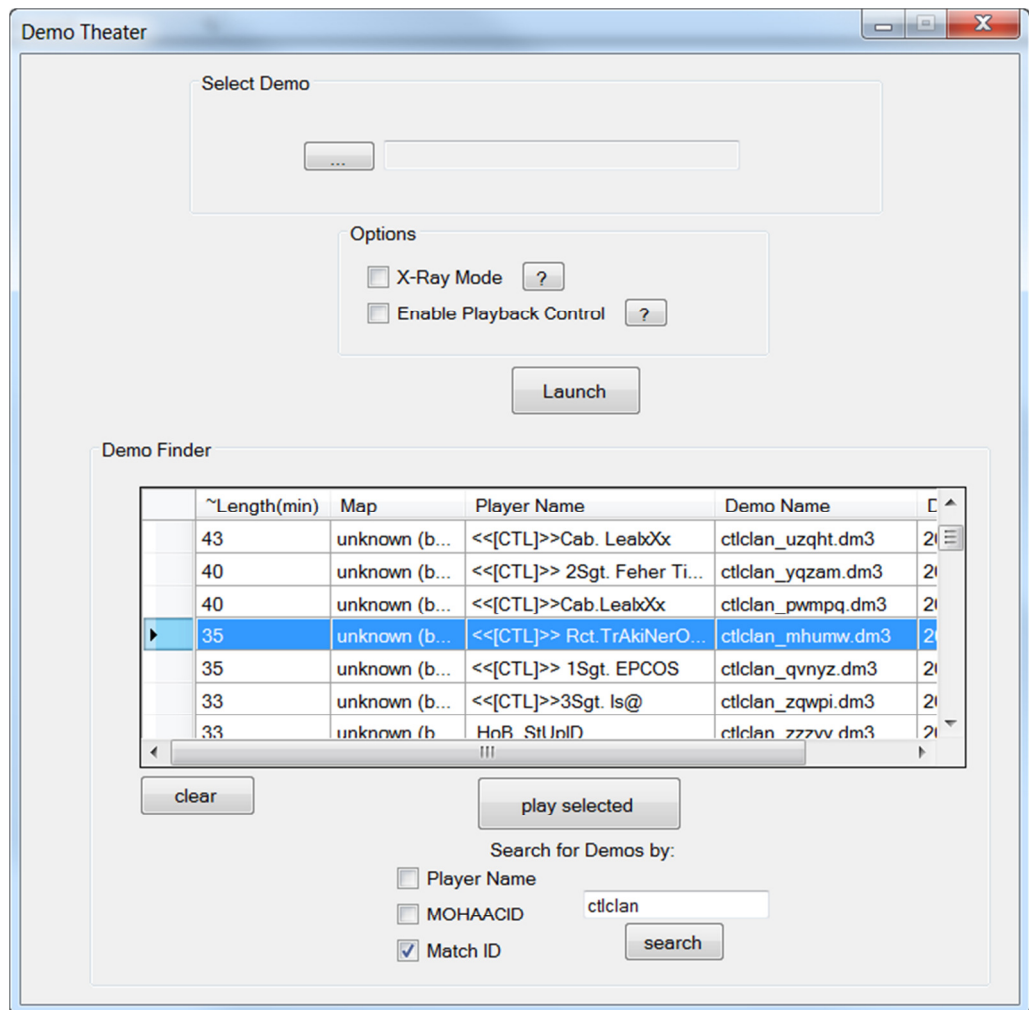
c.) Demo Finder



The screenshot shows a web application titled "Demo Finder". It features a table with the following headers: "~Length(min)", "Map", "Player Name", "Demo Name", and "Date". The table body is currently empty and has a light blue background. Below the table is a horizontal scrollbar. Underneath the scrollbar are two buttons: "clear" on the left and "play selected" on the right. Below these buttons is a section titled "Search for Demos by:" which contains three radio button options: "Player Name", "MOHAACID", and "Match ID". To the right of these options is a text input field. A "search" button is located to the right of the input field.

The Demo Finder effectively allows you to search for any demo in MOHAAC's database. As you can see, you have three options to search by: Player Name, MOHAACID (MACID) and Match ID.

Let's see what it looks like when a search is complete:



Viola! Now you have easy-pickin's at all of the demos listed. To play them, simply click `play selected`.

Important:

- Maps will not show if the demos were uploaded before build 25
- Length of the demo is linearly approximated. It's meant only as a useful guide (determining which

demos actually have content worth watching in them)

[View MOHAAC Demo Theater Demonstration Video](#)