

Oblivion goes POSTAL

This is a collection of the greatest and most commonly used postal 2 multiplayer updates, gametypes and fixes, all organized into a nice little patch. It also fixes some bugs based on community feedback and adds a brand new snatch map!

For Windows, mac and Linux. 1409X will work for both listen and dedicated servers.

Warning: This patch will reset your controls and Graphic settings, but not affect your saved games in single player.

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New Gametypes

Jihad:

In this gametype all players start off as infidels in search for the bomb jacket. When a player collects the jacket, he is on a jihad and must kill as many infidels as he can before he himself is killed. Only those on a jihad can score points. Infidels can not kill each other or will be punished. The player with the bomb jacket can also blow himself up, getting double points for anyone he kills in close range, but of course then respawns as an infidel.

Arena:

Postal arena uses it's own maps to place two players in a one on one battle, and X maps are included. Spectators can watch from the sideline until it is their turn to fight. Winner stays on.

Airmail.

Airmail is an original postal 2 gametype that places powerup packages thought out the map. They range from boots that make you jump higher to Mario style invincibility. Some powerups are activated, so work automatically. By far the most immersive and popular postal 2 mod/gametype ever, well I say gametype, but it really a mutator so it's possible to add the Airmail powerups to ALL of postals gametypes, including snatch! Fully configurable.

(Disabled by default, see x1409.ini to configure and enable)

New Weapons

AW Weapons

The machete and Sledge hammer from Apocalypse weekend now available in Share the pain! The machete replaces the baton as the default back up weapon, and the sledge will replace the shovel in maps. Map makers can also place these weapons in the maps with this patch installed. The alt fires work for both weapons too, so be prepared to kick away a flying sledge coming your way!

(disabled by default, see x1409.ini to configure and enable)

Super Sniper

This sniper removes the warning indicators for the sniper such as the lens flare and warnings for those being scoped, and also makes it more accurate from the hip.

(Disabled by default, see x1409.ini to configure and enable)

New Maps

There are X new maps for the arena gametype, and a new snatch map called 'bankrun' based on one of the most popular deathmatch maps and community feedback.

New Features

Voting

One of the most notable new features in this patch is the voting. As an admin, You can select what maps, mutators and gametypes will be available for voting at the end of a game. It's also possible for someone to 'rock the vote' from there main menu during the game.

(enabled by default, see x1409.ini to configure and disable)

Zounds

Very popular unreal mod remade for postal 2. With this mod enabled, it will broadcast sounds to everyone based on trigger words players type. For example, if someone says 'hi' it will play a gary colman voice clip of him saying 'hi'. Admins can also add their own soundpackages to make for some really interesting zounds, as well as altering the trigger word for each one.

(Enabled by default, see x1409.ini to configure and disable)

Zeroping

Popular but controversial mod that changes the way the hit detection works on servers for some weapons. It registers a hit client side, not server side, so if a player is in your crosshairs when you shoot, you will get the hit even if both your pings are above average. It changes the way the game plays and some players do not like it, but over all most players favor a ZP server, even if it's just because they are used to it. It's possible for the admin to disable it altogether or select what bullet weapons use it. Further more, players can turn it off in their menu screens if they would rather play without.

(disabled by default, see help files and x1409.ini to configure and enable)

Spawn protection

Protects player from damage for a set amount of time (default 2 seconds)

(enabled by default, see x1409.ini to configure and disable)

Taunts

Players can now press X, X or X to do a third person taunt. This will disable your ability to fire. No first person animation is played for taunts.

(enabled by default, see x1409.ini to configure and disable)

Typing Icon

shows an icon above a player's head when they are typing

More characters to pick from!

New characters: ATF Agent, Female

Bandmember, Book Protestor (male), Cock Asian

Guy, Suicide Bomber, Homosexual, RWS

Protestors (male , Zealots (male), and the Doctor, nurse and phrad from AW.

(see x1409.ini to configure and disable)

Setting Changes:

-Arena and jihad added to the server tabs.

-Middle mouse is now set to use by default (as well as enter) to make it easier to activate Airmail powerups

-Default internet connection is now set to 'cable/dsl' rather than 'dial up'

-X and X are now assigned to taunts by default

BUG FIXES

-Fixes the "piss fountain" glitch that causes severe lag.

-SoundFix - enables ambient sounds and songs that don't normally work in multiplayer

-Player chat, Mass suicide and DropFlag spam protection

- Various in-game cheats such as ShowRadar and TCam sealed off
- Player Security protects against some unauthorized script hacks, aimbots, wall hacks, and temporary console commands (TCC's)
- Server remembers what map was chosen if the server crashes between map changes, and loads that map (As well as added mutators) instead of the default (meaning noone will even be aware of the server crash)
- Fixes the "fast food bag cheat" and removes the forced delay inbetween dropping items
- Fixes a bug that allowed a homing rocket to be fired twice in a row
- Fixes a bug that allowed instant pistol kills on zero ping servers. (known as the pistol glitch)
- add all the features of the 1408 and 1409 patch.

Admin features and options

For server admins, it's possible to tweak many aspects for the game from newly added sections in the postal 2.ini, Such as:

- Alter the pickup and weapon placements, or remove/swap them. You can add other custom weapon mods in this way too.
- change the speed of the players movement, the height of the jump ect
- Alter the damage of each weapon
- Alter the amount of ammo a player can hold for each weapon
- increase or decrease players default health
- Change players starting weapons
- Message of the day Display a message to those that join your server
- Logs chatfiles and ips of those that join the server, and admin login
- The ability to rename bots, and stop them using certen weapons.
- idle kicking. If a player does not click fire to respwan, you can set the amount of time it takes before the server kicks him/her.
- ingame admin commands - kill, teleport or rename (among other functions) players on the server
- More selectable characters and configuration: you can alter the roster as you please from the default mp players and some newly added ones such as the homo sexual and protestors.
- No Clipping Mode for spectators -- walk through walls, etc.
- Spectating admins can view player statistics, such as health, ammo, and bags/pipes on hand
- Configure the time it takes for dropped weapons to vanish (default 60 secs)

-Server can now list more than the 33 maps in the maplist.

-Ban players by name. Default names banned include "Player" and "Admin"

-Can now run up to a 32 player server rather than 16 (if you have the bandwidth and serious cpu power....)

-Admins can use the "ShowSpy/HideSpy" commands to view a player's statistics to ensure no cheating is going on.