

Duck of Healing's MapInstall Version 2.2 for Counter-Strike

0. Table of Contents:

1. How to use MapInstall v2.2
2. How MapInstall works
3. Version Information and Features
4. Planned Updates
5. Disclaimer
6. Contact Information
7. Credits

1. How to use MapInstall v2.2:

- 1.01) Download MapInstall (done!)
- 1.02) Extract MapInstall from .ZIP to desired usage directory, and be sure that the file mfc42d.dll is in the same folder as the application when it is first run. (*note - MapInstall will work from ANY desired directory after this without the dll)
- 1.03) Run MapInstall
- 1.04) When MapInstall is first run, it will need to be configured.
***IMPORTANT** – MapInstall should automatically detect configuration settings if possible. However, If the default settings are not correct, the program will not run correctly. Ensure that the correct directory is displayed in the window labeled “Counter-Strike directory location” (usually X:\Sierra\Half-Life\cstrike OR X:\Sierra\Counter-Strike\cstrike where X is the drive you have half-life or retail CS installed to)
- 1.05) Once configured, you are ready to use MapInstall. Should you need to reconfigure, you may do so by clicking on the configuration button.
- 1.06) Drag and drop the folder or zip file containing your map anywhere onto the MapInstall program window. Please Note - MapInstall does NOT move files, only copies them. You must delete the original folder when you are finished if you do not want duplicate copies of these maps.
- 1.07) ***IMPORTANT** If you are presented with messages, read the

contents carefully and choose wisely! Otherwise, you may find undesired files copied to the cstrike directory. If presented with a message that says "Error code #" Please contact Duck of Healing through contact information given in Part 7. (jmartin@remission.org)

1.08) Congratulations, your map(s) have been installed! Run Counter-Strike to use.

2. How MapInstall works :

MapInstall will search all subdirectories of all item(s) dragged into the program window searching for *.bsp files. MapInstall will find and copy all maps contained in any subdirectories of the dragged folder. When map files are found, the program will determine whether they are standalone or have accompanying files. MapInstall will then install all directories, subdirectories, and files into what it determines to be the cstrike or cstrike\maps directory.

If no *.bsp files are found, MapInstall will search the directory again looking for skin files to install automatically.

MapInstall also uses a filter to determine which file types will be copied automatically, and which need user permission to install. The automatically copied file types include: *.txt, *.bsp, *.wad, *.gam, *.sc, *.wav, *.mdl, *.res, *.tga, and *.spr.

In addition, if new directories need to be created to install the map, MapInstall will prompt the user for permission to create the new directory. This is designed to prevent large numbers of undesired files from being copied into your cstrike directory.

3. Version Information and Features:

Version 1.0 is the first official release of MapInstall. Version 1.0 includes support for Counter-Strike v1.3 and the retail edition of Sierra's Counter-Strike / Half Life. MapInstall supports installation of most downloadable maps, map packs, and accompanying files and will install several maps at a time.

Version 1.1 Includes support for installing custom skins and player models.

Version 1.2 Includes support for installing map overviews

Version 2.0 had severe bugs and was never formally released

Version 2.1 updates include:

- Capability to unzip maps
- Always on top selection
- Auto detect skins vs. maps
- Installs pldecal.wad (spray file)
- Remembers window position settings
- Option to Display log text
- New Layout using a menu

Version 2.2 contains a bug fix regarding program settings

4. Planned Updates:

v3.0

1. Multi-mod support including TFC, DoD, and possibly others
2. Pretty Pictures of some sort, we shall see.

5. Disclaimer:

Be very careful when using MapInstall. James Martin, a.k.a. Duck of Healing, accepts no responsibility for what you do to your own system. It is possible, due to the nature of the program, that large numbers of undesired files will be copied into your Counter-Strike directory. Measures have been taken to avoid this where possible, but without caution, the consequences may be disastrous, and a reinstall of the map, or possibly even Counter-Strike may be necessary. James Martin also takes no responsibility to structural damage to residence due to ducks acquired via MapInstall.

6. Contact Information:

Questions, comments, suggestions, compliments, and good looking women may be sent to James Martin via email at jmartin@remission.org. Donations are not expected, but gladly accepted should you so desire.

This software can be downloaded from:

www.mgamers.org
www.eelville.com
www.alienarmada.com

7. Credits:

James Martin / Duck of Healing : Head (only) programmer

Version 1.0 Beta Testers:

Tony Toepfer / [NM]Inigo : Co-author of readme / Beta Tester

EEL: Beta Tester / consultant

[iMPC]Whizzer : Beta Tester / consultant

[WWR]Fabolous : Beta Tester / consultant

Version 2.x Beta Testers:

[iMPC]Lord Link: Beta Tester Extraordinaire / consultant

[AF]FuzzyBunnyFeet: Beta Tester / consultant

Some1_Call_911 | iREG: Beta Tester / consultant

[iMPC]Whizzer : Beta Tester / consultant

[Segfault]*Shaner: Beta Tester

[AF]RKC | iREG: Beta Tester

I would like to take the time to especially thank the efforts of Lord Link in the beta testing for 2.x. He worked many many hours over what I would have expected with me to help get some major bugs worked out.

Special Thanks to: [iMPC]Raven Hawke, [iMPC]EEL, and =AA=Armageddon for webhosting, Clan iMPC members and the iMPC server regulars.