

Halo Custom Edition



Halo Custom Edition Manual



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The Spartans Clan

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Thanks, for downloading my guide to Halo
Custom Edition.

I hope I answer any questions you may have if
not my contact information is at the last part of
Trouble Shoting

Introduction

Halo custom edition is not like ordinary halo, halo 2, or halo 3,

In halo ce there are endless possibilities on how you want to play, battle, or film movies. With halo ce you can download, create and share your own levels! There are countless new weapons, vehicles, characters, and maps.

Controls

The controls for halo ce are similar for to the halo: combat evolved controls for the computer.

W – Move forward	F2 –settings/motd
S - Move downward	Backspace – return
A – Move left	~ - activates console
D – Move right	Pg up – alldev on
Q – Flashlight on/off	Pg down - alldev off

Z – Zoom in/out F1 – score/Ip board

Ctrl – crouch

F – Melee

E – Action

R – Reload

X – Exchange weapon

G – Change grenade

Space – jump

T – Game chat

Y – Team chat

H – Vehicle chat

Esc - leave game/show game options/ pause

Left click – fire/shoot

Right click – throw grenade

Tab – shuffle through weapon/weapons



Title Screen/Main Menu

The menu for halo ce is similar to the menu on halo: combat evolved.

Halo combat evolved;

Campaign mode

Credits

Multiplayer mode

Quit game

Profile

Settings

Halo custom edition:

Multiplayer Quit game

Profile

Settings

Credits



Halo

Halo ce

The different categories of halo are the same as on halo ce. The modes are operated the same.

How to get halo ce Maps

To play halo ce at its full potential you are required to get level and maps from different websites. The most common and easiest to find is halomaps.org, it has endless levels and maps to download. There are some other features that halomaps can offer that can improve your halo ce game.

Downloading

To get these maps you must open a new page using your default browser.

To do this go to the start icon on your computer screen then find your internet, click on it and it will open a new window.

Then on the address bar

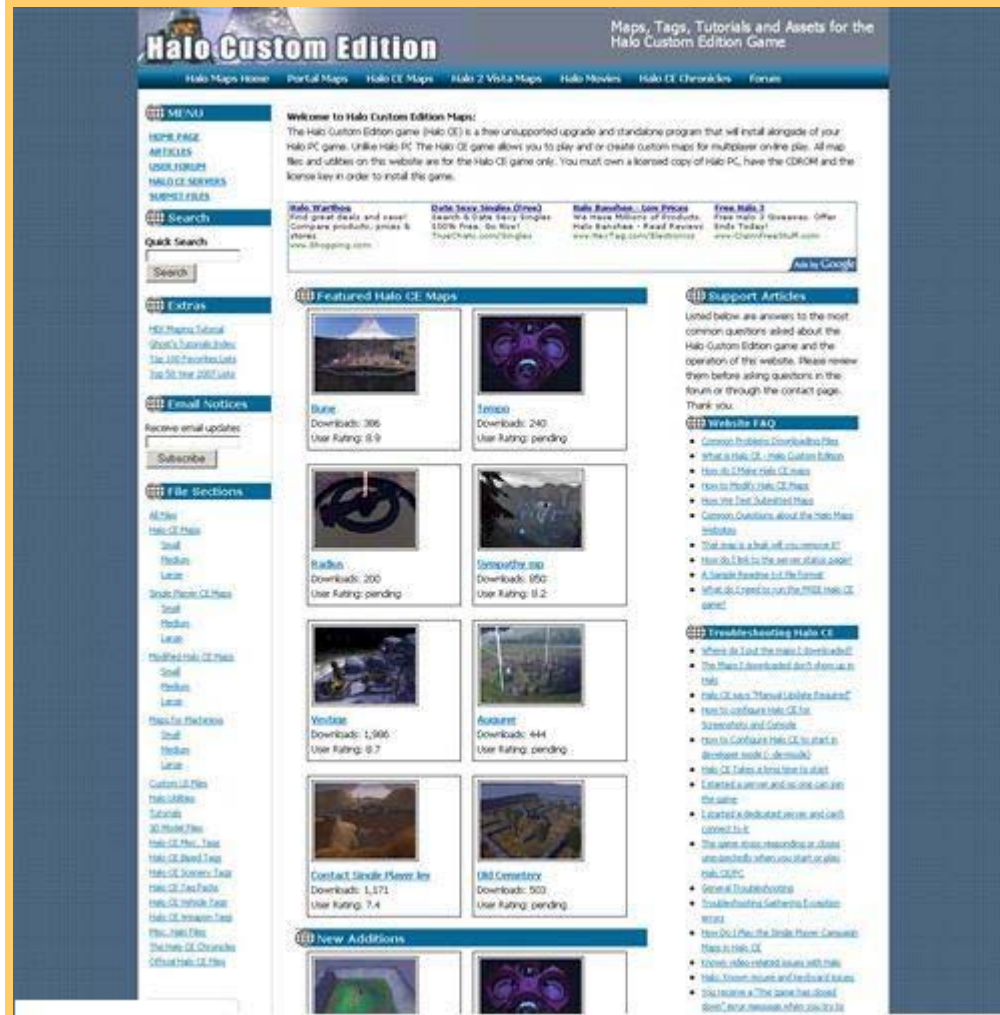


Type in <http://halomaps.org> and click enter.

This will take you to a page that looks like this



After that go to halo ce maps, which should take you to a page that looks like this.



Then where the quick search bar is type in what map you want or what file, item, tool, or etc. that you want.

For example the map “coldsnap” can be found this way, by typing in coldsnap and then search until you find the file.

You might want to look at the details of this map and or file. This can be found above the download button.

File Name: coldsnap.zip

Media Type: Zip

Size: 28.6M **Date:** 04/15/06

Downloads: 84,353

User Rating: 9.1

▼ DOWNLOAD ▼

Rate This File!

User Rating: 9.1

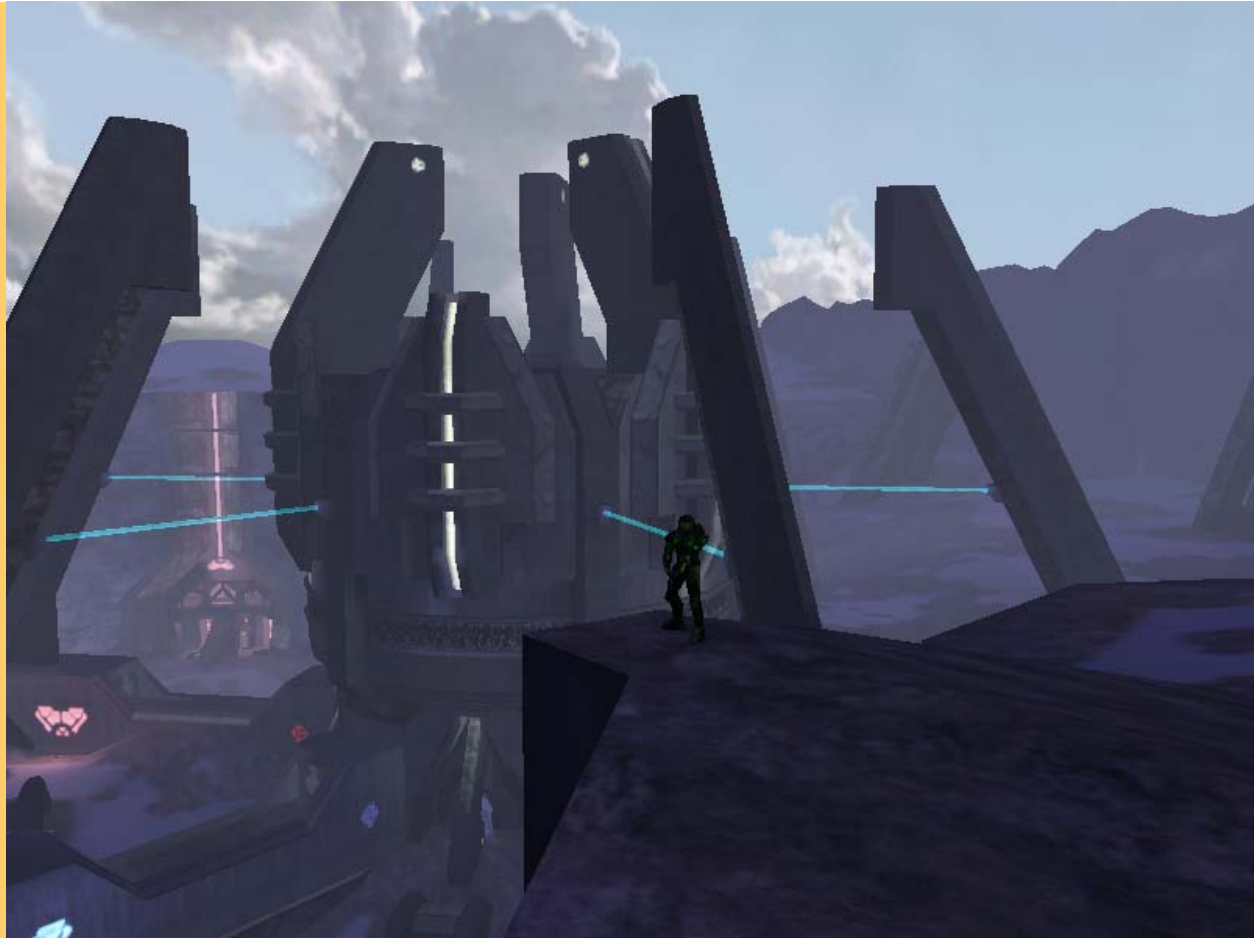
10 - Star ▼

After you read the information and want the map or file, you can press the

▼ DOWNLOAD ▼ Icon which will bring up the file command open or save as..., you can download it then open it, but it may be a better idea to save the file for future reference and or use.

Once the map/file is done downloading it will show up as a zipped folder you need to open and or extract the contents, to do this right click on the folder and press extract all... to desktop, or you can open the folder.

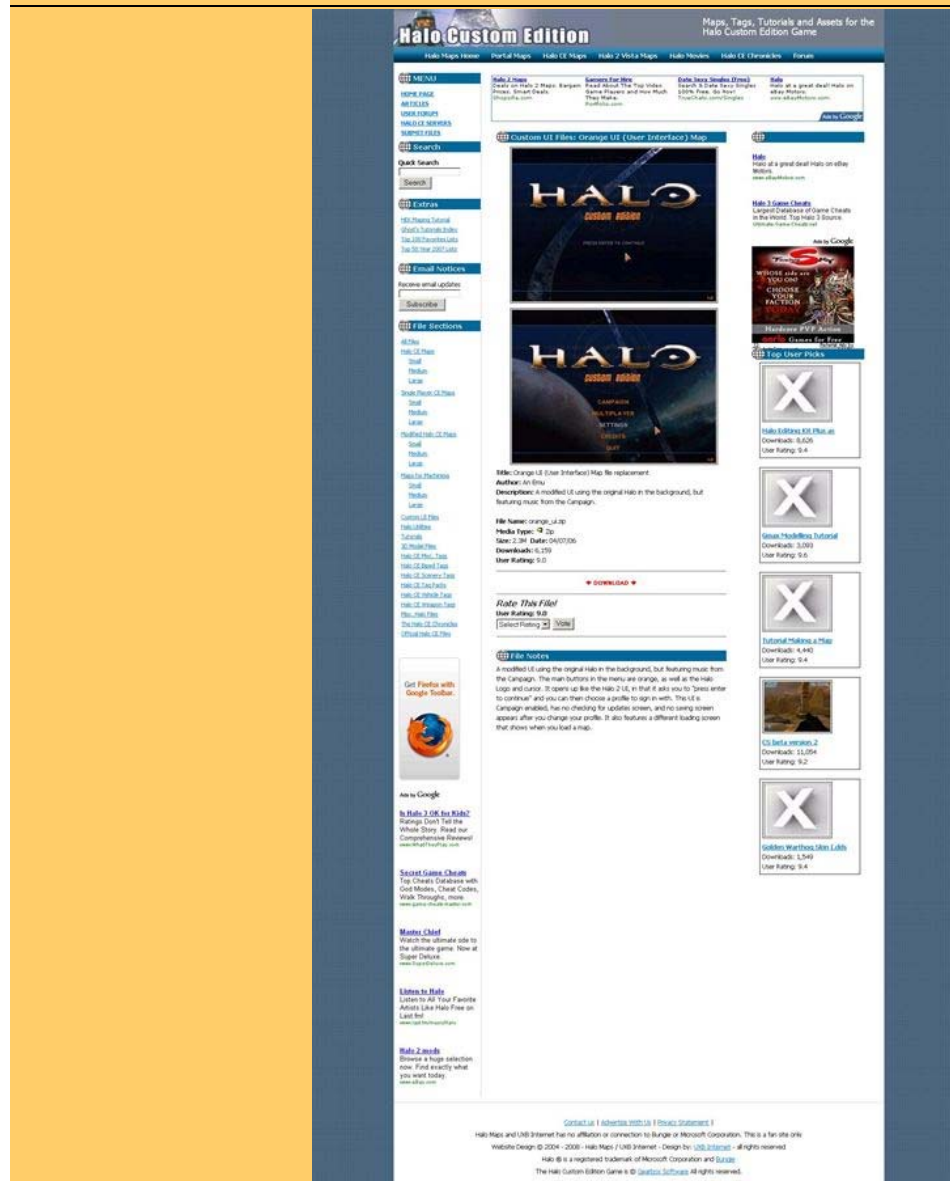
To add the maps to the halo ce game you need to go to my computer and then find local disk and open it, once in the folder go to program files in there you need to find the folder Microsoft games and open it, then in there, click on halo ce and open it, once in there find the folder titled maps, once you have found it open it, then leave the files already in there untouched. Then open the map/file you downloaded and open it. Then find the file that says coldsnap.map or coldsnap.mp once found right click on it and click copy, (do not close this folder). Then go to the maps folder and right click and select paste do not touch anything until it is done and copied into the folder. Once it is done the process is complete and you can now play a new map/level on halo ce.



How to get campaign mode in halo ce

Unlike halo: combat evolved, halo ce does not come equipped with campaign mode, to get campaign mode and play single-player levels you need a custom UI and console mode. To get a custom UI you just need to go to custom ui on halomaps , it

should be labeled as custom ui files. For example the ui
Orange is a ui screen that has halo ce written in orange.



To get the ui you need to click download. Once the download is complete go to your maps folder and

search for the file titled ui. Once you have found it you can delete it or a better idea would be to back it up in another folder. Then take the new ui and place it in the maps folder and or copy it into the maps folder. This allows campaign to appear depending on what ui you are going to use. The next thing you need is console mode this can be obtained in many ways but if you get a mapmanager it is easier to run console mode and enable/disable your maps. To get this you can go to halomaps the URL is posted here.

<http://hce.halomaps.org/index.cfm?fid=449>

Once you obtain this you can manage your maps and or activate/deactivate dev or console mode.

To activate console mode put a check by its name and make sure dev is unchecked then start your halo ce game. After that's done hit the ~ (tilde)key on your keyboard this should pop up a purple halo sign at the bottom left hand screen type in (if you get single player levels) map_name (name of map) such as map_name d40. This will load the level for you and only you can play it no one else can join.

AllDev

Alldev allows you to use special commands and cheats while you are playing halo ce. To get alldev you can try and find it on halomaps, or you can go to my website. The URL is posted here.

<http://www.freewebs.com/117-mchief/downloads.htm>

Once you are there download alldev.

In halo ce to activate alldev, alldev must be opened on your desktop and you need console mode on. To enable alldev press Pg up and to disable it press Pg down. There are many commands to use with alldev although some are unnecessary, so here are the most use-full alldev commands.

Use-Full AllDev Commands

Cheat_all_powersups - spawns all power ups (cloaking, over shield, health)

Cheat_all_vehicles - spawns all vehicles on map (some not on map), also know that by using this it

will keep re-spawning vehicles constantly and in different locations.

Cheat_all_weapons – this spawns all weapons around you (including the oddball skull and the flag)

Cheat_spawn_warthog – this spawns a warthog near you.

Cheat_bump_possession <#> - this allows you to take over any AI in a multiplayer AI map, also if you walk up to a player you can take them over, but they are still in control you can only zoom and look around.

Cheat_deathless_player <#> - This makes you invincible even if you fall off a cliff, but if you get hit with a melee in the back you can die.

Cheat_bottomless_clip <#> - Gives you unlimited ammo

Cheat_infinite_ammo <#> - Same as bottomless clip, but lets you reload

Cheat_medusa <#> - Any enemy that looks at the player will automatically die this works on anything except multiplayer, it works on AI such as covenant,

sentinels, the flood , (freezes) 343-Guilty Spark (temporarily), etc.

Cheat_super_jump <#> - This lets you jump very high, but should be used with deathless player, or jetpack and deathless player on.

Cheat_jetpack <#> - No fall damage

Cheat_active_camoflauge <#> - Gives you Active Camouflage

Cheat_teleport_to_camera – Teleports you to the camera.

NOTE – where <#> appears, you put a 0 or a 1. 0 turns the cheat off, 1 turns it on.

How to use the AllDev/Dev Camera

With alldev you can zoom out of your character and look at him/her this is use-full when making movies for websites, etc.

To save the position of the allddev camera you must type in this command first.

Debug_camera_save

Then to load the camera type in

Debug_camera_load

This will now load the camera. The controls to operate the camera are

W- Moves the camera forward

S – Moves the camera backward

A – Moves the camera left

D – Moves the camera right

R – Moves the camera up

F – Moves the camera down

G – Moves the camera on the x-axis

(While using these you must press and hold the scroll button on your mouse if you have a mouse or if you have a laptop press and hold both left and right keys down.)

On-screen AllDev commands

Camera_control 0 - allows you to return to the master chiefs view.

Hud_show_crosshair <#> - makes crosshair disappear.

Hud_show_shield <#> - makes shield bar disappear.

Hud_blink_shield <#> - makes the shield bar blink

Hud_show_health <#> - makes health bar disappear

Hud_blink_health <#> - makes the little health + to blink

Hud_show_motion_sensor <#> - makes the radar disappear

Hud_blink_motion_sensor<#> - Makes the motion sensor (of all things) to blink red and green

Show_Hud <#> - Makes the whole HUD disappear.

Cinematics

Cinematic_start <#> - Starts the cutscene (when in multiplayer the letterbox bars will come up, and you'll be frozen in place

Cinematic_stop <#> - Ends the cutscene

Cinematic_show_letterbox <#> - Shows the letterbox bars, but doesn't stop you from moving

Miscellaneous Commands

Object_destroy_all – Destroys all the objects on the map. This includes scenery, vehicles and bipeds.

Rider_ejection <#> – Makes you stay in a vehicle, even if it has flipped.

AI_Allegience <team> <team> - (only works in Single Player) makes the specific kind of enemy your ally. In example putting in AI_allegience player flood will make you allies with the flood. Teams are player, covenant, flood, and sentinel.

Quit – Does what it says, quits the game.

Rasterizer_fog_atmosphere <#> - Takes out the atmospheric fog

Rasterizer_fog_plane <#> - Will take out the fog plane

Rasterizer_Wireframe <#> - Shows the map in wireframe

Tools

In allddev there are tools to make it easier to use and quicker too, instead of typing them out.

Here are two link to download a simple tool to use alldev

<http://hce.halomaps.org/index.cfm?fid=2665>

<http://www.freewebs.com/117-mchief/downloads.htm>

It is the second thing listed below alldev

To use this it comes with an instruction manual or you can look here

F1-deathless player on/off Shift + F3 – unlimited time

F2-infinite ammo on/off Shift + F4 – destroy all objects

F3-fall out of vehicles on/off Shift + F12- game over

F4-bottomless clip on/off Shift + F2 – spawn hog

F5-super jump on/off

F6-cinema bars on/off

F7-camera (flycam) on/off

F8-marines recording on/off

F9-deploy vehicles

F10-deploy weapons

F11-teleport to camera

F12-active camouflage

Making a Dedicated server

Ok you should already know how to start a server on multiplayer, but a dedicated server remains up even when you are out of the game. This is how to setup a dedicated server.

(The following was not written by the writer but another player no credit is taken do to this account on this part.)

Halo CE Dedicated Server Setup

Written by =CE=Leader

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May 25, 2007

Assumptions:

- 1. You are running Windows XP with Service Pack 2.**
- 2. You have at least 1GB of RAM.**
- 3. You have a video card with at least 128MB VRAM.**
- 4. Your video card supports DirectX 9.0 or greater.**
- 5. Your CPU is clocked at 2Ghz or more.**
- 6. You have a high speed DSL or Cable Internet connection with the "Gamers" option. This means that your Download bandwidth is at least 6 MBits/sec and your Upload bandwidth is at least 1**

Mbit/sec. The Upload bandwidth is very important. You can run with lower Download speeds but anything less than 1Mbit/sec for upload will drastically reduce the amount of people that can play on your server.

Here is a table of estimated players versus Upload bandwidth:

1Mbit = 16 Players

896 Kbit = 14 Players

768 Kbit = 12 Players

512 Kbit = 8 Players

384 Kbit = 6 Players

256 Kbit = 4 Players

128 Kbit = 2 Players

*** This table assumes everyone playing has a high speed DSL or Cable connection (pings between 50 and 200). If anyone connects with a modem or has high ping (greater than 300) they**

will reduce the servers ability to support the other players.

7. You have installed a legal version of Microsoft Halo PC and have the CD.

8. Depending on your security setup, setting up a Halo CE dedicated server can be a very easy, or very difficult process.

There are 3 major parts to the dedicated server setup:

- 1) Installing and configuring the dedicated server**
- 2) Configuring your firewall (if used)**
- 3) Configuring your router (if used)**

**** If you are using a firewall and router, it will be much more difficult to setup than without. I will cover everything needed to get you through all 3 pieces.**

Installing and Configuring the Dedicated Server:

1. Download Halo Custom Edition (CE):

<http://hce.halomaps.org/index.cfm?pg=3&fid=410>

2. Download Halo Custom Edition (CE) Hot Fix Patch:

<http://hce.halomaps.org/index.cfm?pg=3&fid=1056>

3. Download Halo Custom Edition (CE) Dedicated Server Hot Fix Patch:

<http://hce.halomaps.org/index.cfm?pg=3&fid=1057>

4. Install Halo CE (halocesetup_en_1.00.exe) – I will assume the default directory is used for the entire setup process (c:\Program Files\Microsoft Games\Halo CE).

5. Install Halo CE Hot Fix Patch (haloce_patch_107.exe).

6. Unzip (haloceded.zip) and then copy the new (haloceded.exe) and paste it over your existing

(haloceded.exe) file. The existing file will be in your Halo CE root directory.

7. Now you must create and edit (init.txt). This is the file that is read by the dedicated server each time you start it. It defines how the game will function and what map(s) will be run. To start, open Notepad, copy and paste the following example, then save as c:\Program Files\Microsoft Games\HaloCE\init.txt

EXAMPLE (init.txt):

;GENERAL SETUP PARAMETERS

sv_name "Your Server Name"

;sv_motd "motd.txt"

sv_public 1

sv_maxplayers 16

sv_mapcycle_timeout 15

sv_friendly_fire 1

;sv_password "password"

;LOG FILE SETUP**;sv_logfile_enabled 1****;sv_log_file “logfile.log”****;sv_log_rotation_threshold 500****;sv_log_echo_chat 1****;BANNING PARAMETERS****;sv_tk_ban 3****;sv_tk_grace 3s****;sv_tk_cooldown 5m****;sv_tk_penalty 1h 1d 7d****;MAP CYCLING PARAMETERS****sv_map coldsnap ctf****;sv_mapcycle_add extinction ctf**

```
;sv_mapcycle_add hugeass ctf  
  
sv_timelimit 40  
  
sv_mapcycle_begin
```

***** Note that putting a semicolon (;) at the beginning of the line means it is ignored at startup.**

NOTE: Refer to APPENDIX - A for all of the valid “sv” commands. Refer to APPENDIX – B for all of the variant and standard map names.

8. Now you must create the Message Of The Day (motd.txt) file. This file contains up to four 80 character lines of text that can be read when a player hits F2 in the game. To start, open Notepad, copy and paste the following example, then save as c:\Program Files\Microsoft Games\HaloCE\motd.txt

EXAMPLE (motd.txt):

=CE= Combat Experts Clan =CE=

WEBSITE:

<http://home.metrocast.net/~sjoyce>

DON'T: TK, Whine, C4 Switch, Recruit

BANS: 3TK's = BAN 1st = 10min, 2nd = 1Hr, 3rd = 1Day

9. Now you need to create and modify the Halo CE Dedicated Server startup icon.

- 1) Go to c:\Program Files\Microsoft Games\Halo CE and right click on (haloceded.exe) then select "copy".**
- 2) Right click on your desktop and select "Past Shortcut"**
- 3) Now right click on the new shortcut and select "Properties"**
- 4) On the "General" tab, change the name to "Halo-CE Server"**
- 5) On the "Shortcut" tab, At the end of the "Target" line enter a space then enter -port 2312**
- 6) Click APPLY then OK to save changes.**

10. Now you need to create and modify the Halo CE game startup icon.

- 1) Go to c:\Program Files\Microsoft Games\Halo CE and right click on (haloce.exe) then select “copy”.**
- 2) Right click on your desktop and select “Past Shortcut”**
- 3) Now right click on the new shortcut and select “Properties”**
- 4) On the “General” tab, change the name to “Halo-CE Client”**
- 5) On the “Shortcut” tab, At the end of the “Target” line enter a space then enter -cport 2313 -console**
- 6) Click APPLY then OK to save changes.**

11. If you have a firewall and/or a router, continue to the next sections; Otherwise, you can double-click the “Halo-CE Server” icon and you are running!!!

Configuring Windows Firewall:

In order to allow people to connect to your server, you must open up certain ports in your firewall settings.

Go to “Control Panel” and choose “Windows Firewall” then go to the “Exceptions” tab. You need to create 5 Halo related port exceptions. The Scope should be set to “Any Computer”.

Using Add a Program:

- 1. Browse to c:\Program Files\Microsoft Games\Halo CE\haloceded.exe**
- 2. Browse to c:\Program Files\Microsoft Games\Halo CE\haloce.exe**

Using Add a Port:

- 1. Name = “Halo to Game Spy Port 80”, Port = 80, and choose TCP.**
- 2. Name = “Halo CE Server Port 2312”, Port = 2312, and choose UDP.**
- 3. Name = “Halo CE Client Port 2313”, Port = 2313, and choose UDP.**

Hit OK and your ports can now function through the Windows Firewall. If you have a router, please continue to the next section. If you do not have a router, you are ready to run the dedicated server.

Configuring Linksys Router:

This section is written specifically for a Linksys router because they are the most common. You need to use an internet browser to access the administration screens of the router. I recommend Internet Explorer.

On the Setup-Basic Setup Tab:

- 1. Open Internet Explorer and type 192.168.1.1 in the address bar and hit enter.**
- 2. The default user and password is Admin, Admin.**
- 3. Enable the MTU and set it to 1500**
- 4. Set the local IP address to 192.168.1.1**
- 5. Enable the DHCP Server**
- 6. Set the start IP address to 192.168.1.100**
- 7. Set the Number of Address to the number of computers on your home network.**
- 8. Set the client lease time to 65000**
- 9. Set the static DNS to your ISP settings**
- 10. Hit SAVE.**

On the Applications & Gaming-Port Range Forwarding Tab:

- 1. Application = Halo1, Start = 2312, End = 2312, UDP, 100, check “Enabled”**
- 2. Application = Halo2, Start = 2313, End = 2313, UDP, 100, check “Enabled”**
- 3. Application = Halo3, Start = 80, End = 80, TCP, 100, check “Enabled”**
- 4. Hit SAVE.**

Close Browser and you are ready to run the dedicated server. You must renew the client lease time every month (65000 = 45 days).

APPENDIX – A

(Valid “sv” Commands)

- 1. (sv_end_game)**
End the current game.
- 2. (sv_mapcycle)**
Print the contents of the currently loaded mapcycle file
- 3. (sv_mapcycle_begin)**

Restart or begin playing the currently loaded mapcycle file

4. (sv_mapcycle_add <string> <string>)

Usage: sv_mapcycle_add <mapname>
<variantname>

Add a new game to the end of the mapcycle file.

5. (sv_mapcycle_del <long>)

Usage: sv_mapcycle_del <index>

Removes the game at <index>. Will not affect running games.

6. (sv_map_next)

Abort the current game and begin the next game in the playlist

7. (sv_map_reset)

Reset the current game

8. (sv_map <string> <string>)

Usage: "sv_map <mapname> <variantname>"

Abort current game and playlist and start specified game

9. (rcon [rcon password] [command])

Sends a command for server to execute at console. Use \" to send quotes.

10. (sv_rcon_password [remote console password])

Sets the server remote console password. If no password is given, displays the current password. Enter "" to disable rcon.

11. (sv_say <string>)

Usage: "sv_say <message>"

Send a message to users

12. (sv_players)

Print a list of players in the current game

13. (sv_banlist)

Print a list of banned players

14. (sv_kick <string>)

Usage: sv_kick <player # or name>

Kicks the specified player from the server

**15. (sv_ban [player # or name] opt:[duration
(#)(m,h,d)])**

Player is kicked and added to banned.txt. Use sv_players to find the index. Specify optional duration for timed ban. Use 0 to follow sv_ban_penalty rules.

16. (sv_unban <long>)

Usage: sv_unban <index>

Removes player at index in the banlist. Use sv_banlist to find the index

17. (sv_parameters_reload)

Usage: sv_parameters_reload

Reloads the parameters.cfg file.

18. (sv_parameters_dump)

Dumps out the local parameter configuration to parameters.cfg file.

19. (sv_status)

Shows status of the server

20. (sv_name [name])

Sets the name of the server. If no name is given, displays the current name.

21. (sv_password [password])

Sets the server password. If no password is given, displays the current password.

22. (sv_log_note <string>)

Leave a note in the server log

23. (sv_log_file [log file name])

Sets the server log file name. If no name is given, displays the current log file name.

24. (sv_log_enabled ["1" to enable, "0" to disable])

Enables or disables server logging. If 0/1 is not given, displays the current logging status.

25. (sv_log_rotation_threshold [threshold in kilobytes])

Sets the log rotation threshold. When a log file's size (in kilobytes) exceeds this number, it will be rotated. Set to 0 to disable log rotation. If the threshold is not specified, displays the current threshold.

26. (sv_log_echo_chat [preference])

Enables or disables chat echo to the console. Set the preference to 0 to disable chat echo, or 1 to enable chat echo. If the preference is not specified, displays the current preference.

27. (profile_load <string>)

Load any included builtin profiles and create profiles on disk.

28. (track_remote_player_position_updates <string>)

Sets the name of the remote player whose position update are to be tracked.

29. (remote_player_stats <string>)

Displays the prediction stats of the specified remote player.

30. (sv_get_player_action_queue_length <string>)

Displays the action queue length for the specified player.

31. (sv_maplist [substring])

Display a list of maps, matching an optional substring.

32. (sv_gamelist [substring])

Display a list of game types, matching an optional substring.

33. (sv_friendly_fire ["0" = defaults, "1" = off, "2" = shields, "3" = on])

Use to provide a global override for the gametype friendly fire setting.

34. (sv_timelimit ["-1" = default, "0" = infinite, <time in minutes>])

Use to provide a global override for the gametype timelimit setting.

35. (sv_ban_penalty [(#)(m,h,d), 0=infinite])

Specify up to 4 ban times for repeat ban/TK offenders.

36. (sv_tk_grace [time (#)(s,m)])

37. (sv_tk_cooldown [time (#)(s,m)])

Specify a TK point cooldown period, after which players lose a TK point.

38. (sv_banlist_file [alphanumeric banlist file suffix])

Sets and opens the file to be used for the player ban list.

39. (sv_maxplayers [1 - 16])

Sets the maximum number of players (between 1 and 16). If no value is given, displays the current value.

40. (sv_single_flag_force_reset [boolean])

Force the flag to reset in single flag CTF games when the timer expires, even if held by a player. If not specified, displays the current value.

41. (sv_motd [motd file name])

Sets the server message of the day file name. If no name is given, displays the current motd file name. Set to "" to turn motd off.

APPENDIX – B

(Standard Map Deviations and Variant Names)

Standard Map Name Deviations:

- 1. Chiron TL34 = putput**
- 2. Battle Creek = beavercreek**
- 3. Derelict = carousel**
- 4. Sidewinder**
- 5. Damnation**
- 6. Rat Race = ratrace**
- 7. Prisoner**
- 8. Hang 'Em High = hang'emhigh**
- 9. Chill Out = chillout**
- 10. Boarding Action = boardingaction**
- 11. Blood Gulch = bloodgulch**
- 12. Wizard**
- 13. Longest**
- 14. Ice Fields = icefields**
- 15. Death Island = deathisland**
- 16. Danger Canyon = dangercanyon**
- 17. Infinity**
- 18. Timberland**
- 19. Gephyrophobia**

Standard Variant Names:

1. classic_slayer	14. classic_stalker	27. team_slayer
2. classic_slayer_pro	15. classic_king	28. team_race
3. classic_elimination	16. classic_king_pro	29. team_oddball
4. classic_phantoms	17. classic_crazy_king	30. team_king
5. classic_endurance	18. classic_team_king	31. slayer
6. classic_rockets	19. classic_ctf	32. race
7. classic_snipers	20. classic_ctf_pro	33. oddball
8. classic_team_slayer	21. classic_invasion	34. king
9. classic_oddball	22. classic_iron_ctf	35. juggernaut

10.

classic_team_oddball

23. classic_race

36. ctf

11.

classic_reverse_tag

24. classic_rally

37.

crazy_king

12.

classic_accumulation

25.

classic_team_race

38. assault

13.

classic_juggernaut

26.

classic_team_rally

*** You can use custom variant types but the MUST be created in regular Halo then copied into the Halo CE savegames directory.**

APPENDIX - C

(Halo CE Dedicated Server Command Line arguments)

You can run the Halo CE dedicated server from a Windows command prompt or from a batch file. The following is a list of arguments you may use to start a Halo CE Dedicated server. Note you may use more than one command at a time:

Usage: haloceded.exe -argument [option]

Example: haloceded.exe -IP 192.168.1.100 -port 2312

1. -?

Displays a list of all arguments.

2. -exec

Specify which init.txt file to use for this instance of the dedicated server. The name of this file can be any name.

3. -cpu

When using a multi-processor computer (SMP) server, it is possible to instruct Halo Dedicated Server to run on a specific CPU. To do so, use the –cpu n command line argument (where n is a given CPU, 0 being the first one).

4. -path

Sets the default path to the Gametypes and the log

file location. The default is C:\My Documents\My Games\Halo CE\savegames.

5. -port

Different instances must, obviously, use different ports. -port is used to specify the port for the instance being launched. If a port is not specified the server will automatically choose an open port though the chosen port is not reported.

6. -ip x.x.x.x

Server IP address used when you have multiple IP addresses and wish to bind the server to a specific IP address. If this command is omitted in servers running multiple IP addresses the the Halo Server will answer on all IPs.

APPENDIX – D

(Halo CE Game Command Line Arguments)

Other command line arguments for Halo CE game

Usage: haloce.exe -argument [option]

Example: haloce.exe –cport 2313 -console

1. -nosound
Disables all sound.
2. -novideo
Disables video playback.
3. -nojoystick
Disables joystick/gamepads.
4. -nogamma
Disables adjustment of gamma.
5. -useff
Forces the game to run as a fixed function card.
6. -use11
Forces the game to run as a shader 1.1 card.
7. -use20
Forces the game to run as a shader 2.0 card.

8. -safemode

Disables as much as possible from the game.

9. -window

Runs the game in a window.

10. -width640

Forces the game to run at 640x480.

11. -vidmode w,h,r

Forces the game to run at width, height, refresh rate.

12. -adapter x

Forces the game to run fullscreen on a multimonitor adaptor.

13. -cport x

Client port address used when joining games.

14. -screenshot

Enables the "Print Screen" key to generate screenshots

15. -timedemo

Runs four movies and writes out timedemo.txt.

16. -console

Enables the debugging console.

Making Movies, Machinima, Chronicles, Series, and Etc.

to start a movie, machinima, and etc. you need a program that enables you to use a microphone(s), in-game chat, lets you take screen shots, and lets you record video and sound while you are in a game. The program that works that allows those capabilities is a free program called Xfire, here is a link to get X fire.

<http://www.xfire.com/>

This will enable you to make movies, machinimas , and etc. There will be sections on the Xfire website that tell you how to operate the program itself.

Here are the requirements to download and use Xfire fully.

System Requirements

- PC with a Pentium Processor running Windows 2000, XP, or Vista
- 10 MB available hard drive space
- Desktop resolution of 800 x 600 at 256 colors

Additional Requirements for Xfire In-Game:

- DirectX 9.0c or higher
- Video Driver that supports DirectX 9.0c

How to use Xfire with Halo Custom Edition

To use Xfire in-game for halo and or halo ce you need to use these following key combinations

In-game chat - scroll lock + X

Take Screen Shots – Scroll lock + B

Record video – scroll lock + V

(scroll lock is shown as scroll on keyboard.)

Game Types

Like on all halo based games there are game types to play on depending on what or how you want to play.

Slayer- this is a free-for-all game type (every man for himself) which shows your multiplayer color default is 25 kills with a time limit.

Race- this is a free-for-all game type ,you must race to where the marked targets are and like in racing you can die!

Oddball- this is a free-for-all game type where whoever has the skull becomes invisible and must keep it until time runs out.

Juggernaut- this game type is played like a free-for-all, but it would be best to work together to take down the juggernaut.

CTF- (capture the flag) this is a team match in which you must enter your adversary's base, take their flag and return to your own base to score.

Teams King of the Hill- this is a team match, in which you must remain on the hill until the timer runs, (sometimes it will be moving hill)

Team slayer- this is the same as slayer but on teams you must acquire 50 kills to win.

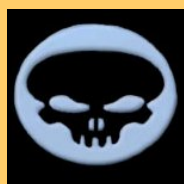
Team oddball- this is the same as oddball except it has teams. You have to get the skull and protect the player with the skull.

Team Race- this is a team match game type, this is where you race as a team to get to the marked areas.

Assault- this is a free-for-all game type , like ctf (in halo 2 you use a bomb) you must infiltrate your enemy's base and plant it inside to score.



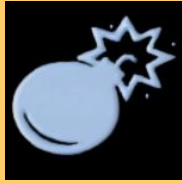
Slayer



Oddball



CTF



Assault



King of the hill

Map Reviews

There are many maps to get for halo ce , but here I will show you and tell you about some selected maps.

Coldsnap- map is set on a snow terrain it has a large fissure with a bridge to get across set in the center. There are two bases with different vehicles in them blue base and red base. This should not be played on slayer but on team slayer or team capture the flag(ctf).

Yoyorast Island- An island with curving and looping roadways/walkways for vehicles to go on. In the center is a tower with a sniper rifle in it pick it up and you will hear music (classical) being played. This should be played on slayer, race, and team slayer.

The pillar of autumn space-this map is set on the pillar of autumn (poa). You are able to walk on the

poa and in its control room, known glitch while in escape pod you can sometimes go through poa. This should be played on slayer, team slayer, oddball, or juggernaut.

Greatwar-Hopeless Battle- this is a single player recreated into a multiplayer map mode. It has many Ai and many Ai allies. It is basically a remake of the levels leading up to “Assault on the Control Room”, it is on a snow terrain and forerunner structures.

Star Wars UI- this user interface is the old classic star wars theme it features the death star and with the darth vader music. It goes and rotates around the death star.

These are just some of many great maps, to obtain from halomaps.org.



AI (Artificial Intelligence) Characters

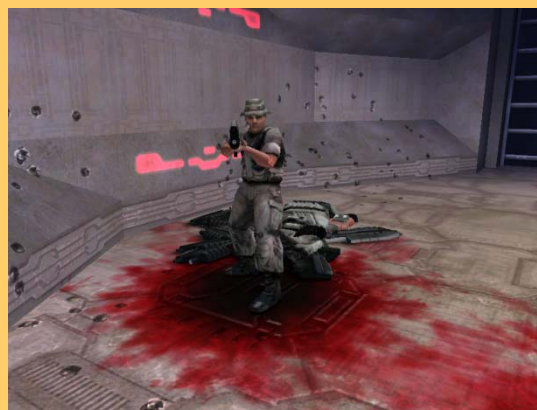
There are ai in the halo ce game the same as in halo combat evolved, (characters that act on their own)there are many different Ai's that can be in the game. In this portion there will be pictures of a different characters in halo ce.

Character Pictures

Marines







Note: marines are ranked by status and training
recruit, private, etc.... odst , captain and so on.

Grunts







Note: There are two species of Grunt, commonly by looking at them

Long faced and wide faced.



Hunters

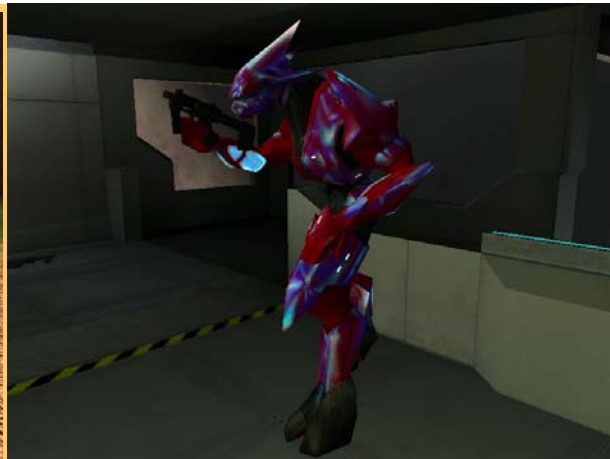




Note: Hunters are the Brute force of the covenant they are sent to exterminate and eliminate all remaining forces. They are constructed of multiple genes and cells forming their massive and odd body structure.

Elites







Note: there are three types of elites



Crescent
Point

Sleek,
Torpedo

Sharp
Rocket

Jackles



Note: Jackles come in two forms



Short

Long

With

With

Helmet

Spiked hair

With either orange or black skin.



Flood



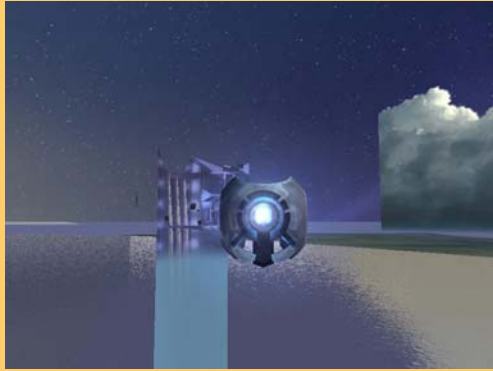


Note: there are many forms of flood Parasite, carrier, elite, marine or human, elite armoured and a proto-gravemind.

Flood Transformation



AI (artificial intelligence)



Note: AI have a free-thinking mind they can do as they wish and please, but usually have or had a being that programmed them.

Trouble Shooting

Question: Halo custom edition begins to start, but then it freezes.

Answer: this is a processing problem in which all halo ce games will have to stop this and get halo ce up, press ctrl+alt+delete , on your keyboard and wait

till the task manager appears. When it does you should see the task toolbar on here right click to “show desktop”. Give it a minute or two and it should show the desktop and click on the halo game that is running and there you go, it should be working.

Question: Dedicated Server won't configure/can't join.

Answer: If you have a custom gametype set the server can't configure it. You must go into halo and create the game in both halo and then halo ce. If you can't join it means that certain maps that you added will not configure. This cannot be changed just replace it with a new map.

Question: How do I get custom maps?

Answer: Go to <http://halomaps.org> which will give you all sorts of custom content, maps, and maps for Halo 2 pc for vista.

For other questions or tutorial contact me via e-mail or Xfire.

E-mail:

Kaa1341@roadrunner.com

Xfire add to friends list:

117mchief

Credits

Bungie Studios – for making halo

Halomaps.org- for sharing and allowing players to download map and content.

The following maps-for the pictures

Truthandreconciliation

Timberland_me

Cmt_campaign levels

Floodcoviemarinenwar

H2_innerpoa

Flood_territory_v2

Floodgulch3.0

Flood_territory

Counter

Death_island_me_beta

Extinction

Dangerforest2

Grunt_attack2

Hunter_territory

Hunter_wars

Great_war

=CE=Leader – for letting me use his dedicated server setup tutorial.

Thanks to Master Chief the last Spartan.

Thanks to all the people who asked how to do things or how to do them you really inspired me!

Thanks, I hope you understand halo ce better now that you have read this guide.