

Star Trek: Voyager - Elite Force Maps

When it comes to using non-standard content, the least problematic are maps. It is only important that everyone plays the same version and that additional *.pk3 files required by a map are present, too. Most of the time you will only find the latest version of a map anyway, or the older ones are marked as such. When choosing the maps for a dedicated server, it is important that as many people as possible have the maps (or not too many custom maps are needed), or can get them quickly (e.g. put a map pack on an server or download platform, because the standard download via EF simply takes really long, see also [Accelerating Map Downloads](#)) and that the maps are not all too computation-intensive. Especially on older computers, oversized or over-detailed maps can stutter, which is not very good for a fast game like EF. On current systems, however, this is no longer an issue.

It is enjoyable when a map is not played for too long. Each player has one or the other map on which he/she will not get anywhere. Therefore the limits (time, capture, kills) should be chosen carefully and with consideration of active modes and mods. Rough guidelines are 30 kills/5 captures, 15-20 minutes time limit. Then there won't be anything like 100 kills 10 death or so. On some maps, for example, the one with the arc welder is simply almost unbeatable. So it's no fun to experience 100 kills first hand. Also it should be a quite varied selection of maps. First [CTF](#) and then FFA ([DM](#)) on the same map is boring.

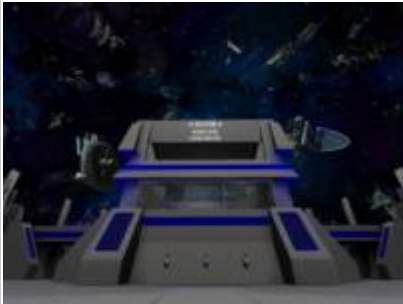
Suitability for certain modes or game types should also be considered. Disintegration, for example, plays better on larger maps than on smaller ones. The number of players should also be considered. On a huge map with few players there is no fun, on a crowded map there is also no fun. However, the former can be compensated by filling the map with bots.

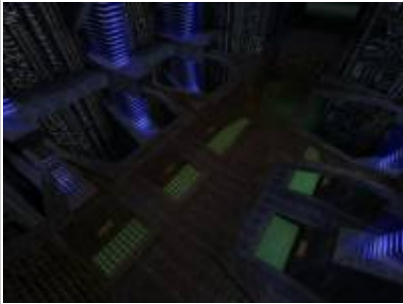
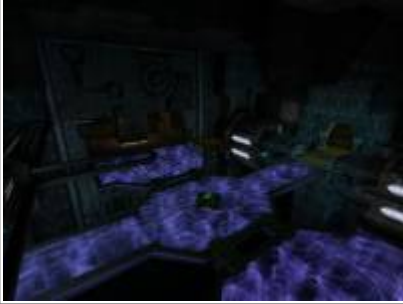
The command to call maps (/map <mapname>) is applicable to **all** maps, but is only really necessary for a few. It is important that the name of the *.pk3 file in the *maps* folder of the *.pk3 file is used instead of the name of the *.pk3 file. With this name maps are also invoked for map cycles of a dedicated server. However, this means that the *.pk3 file can also have a completely different name than the actual map (e.g. *pak0.pk3* from the base installation contains a variety of maps, not just one). When in doubt, check it first. It helps to name the *.pk3 the same way as the *.bsp. (If it doesn't contain multiple maps.) The case doesn't matter when calling this command.

It may also be important whether a map can be played with bots (i.e. has waypoints). This can be recognized by the fact whether in the folder *maps* of the *.pk3 there is also an *.aas file with the name of the map. If this is not the case, bots cannot play on the map.

Standard Maps

As in most games, Eliteforce comes with a set of maps that everyone who has installed the game will have. In a broader sense, it can be considered standard maps if you take the Expansion Pack's maps into consideration. Many have them, but not necessarily everyone. Here is a list of the maps that come shipped with EF (in the *pak0.pk3*):

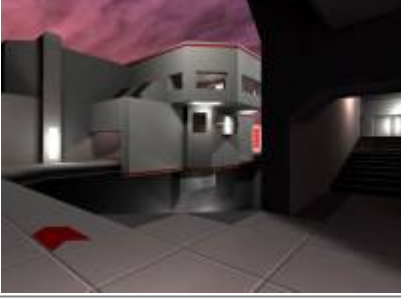
Level Screenshot	Map Name	Game Types	Recommended Number of Players	Rec. Frag Limit	Weapons Present
	ctf_and1	CTF, TDM, FFA	10	-	Compound Grenade Launcher, I-Mod, Phaser, Photon Burst, Scavenger Rifle, Stasis Weapon, Tetryon Pulse Disruptor
	ctf_kln1	CTF, TDM, FFA	10	-	Phaser Compression Rifle, Compound Grenade Launcher, I-Mod, Phaser, Photon Burst, Stasis Weapon, Tetryon Pulse Disruptor
	ctf_kln2	CTF, TDM, FFA	12	-	Arc Welder, Phaser Compression Rifle, Compound Grenade Launcher, I-Mod, Phaser, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor
	ctf_voy1	CTF, TDM, FFA	8	10	Phaser Compression Rifle, Compound Grenade Launcher, Phaser, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor, Ultritium Mine
	ctf_voy2	CTF, TDM, FFA	8	15	Phaser Compression Rifle, Compound Grenade Launcher, Phaser, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor, Ultritium Mine
	hm_borg1	TDM, FFA	6	10	Arc Welder, Phaser Compression Rifle, I-Mod, Phaser, Scavenger Rifle, Tetryon Pulse Disruptor

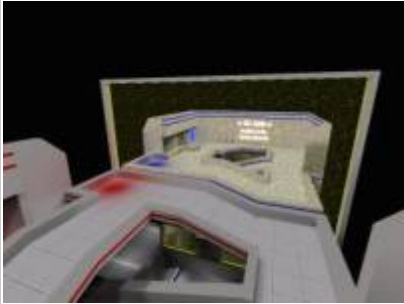
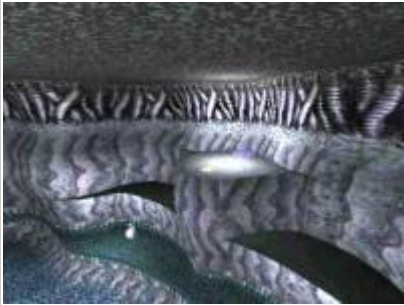
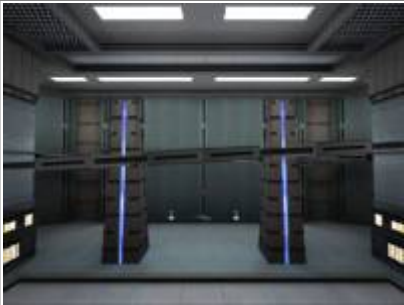
Level Screenshot	Map Name	Game Types	Recommended Number of Players	Rec. Frag Limit	Weapons Present
	hm_borg2	TDM, FFA	8	20	Arc Welder, Phaser Compression Rifle, Compound Grenade Launcher, I-Mod, Phaser, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor
	hm_borg3	TDM, FFA	12	25	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Photon Burst, Scavenger Rifle, Stasis Weapon, Tetryon Pulse Disruptor
	hm_cam	TDM, FFA	6	20	Phaser Compression Rifle, Compound Grenade Launcher, I-Mod, Phaser, Photon Burst, Tetryon Pulse Disruptor
	hm_dn1	TDM, FFA	12	15	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Scavenger Rifle, Tetryon Pulse Disruptor
	hm_dn2	TDM, FFA	16	20	Arc Welder, Phaser Compression Rifle, Compound Grenade Launcher, I-Mod, Phaser, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor
	hm_for1	TDM, FFA	8	10	Arc Welder, Phaser Compression Rifle, Compound Grenade Launcher, Phaser, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor

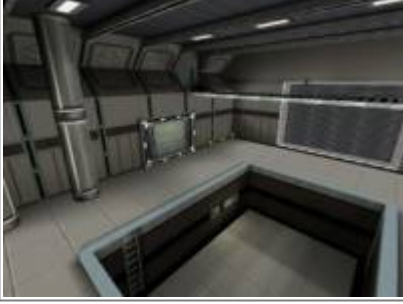
Level Screenshot	Map Name	Game Types	Recommended Number of Players	Rec. Frag Limit	Weapons Present
	hm_kln1	TDM, FFA	6	10	Phaser Compression Rifle, I-Mod, Phaser, Stasis Weapon, Tetryon Pulse Disruptor
	hm_noon	TDM, FFA	4	10	Phaser Compression Rifle, Compound Grenade Launcher, I-Mod, Phaser, Scavenger Rifle
	hm_scav1	TDM, FFA	8	15	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Tetryon Pulse Disruptor
	hm_voy1	TDM, FFA	12	15	Arc Welder, Phaser Compression Rifle, Compound Grenade Launcher, I-Mod, Phaser, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor
	hm_voy2	TDM, FFA	8	10	Arc Welder, Phaser Compression Rifle, Compound Grenade Launcher, Phaser, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor

Expansion Pack Maps

The following maps are regularly included in the Expansion Pack (in the *pak3.pk3*):

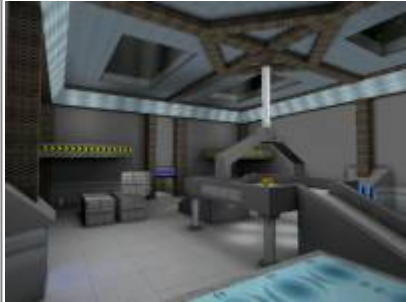
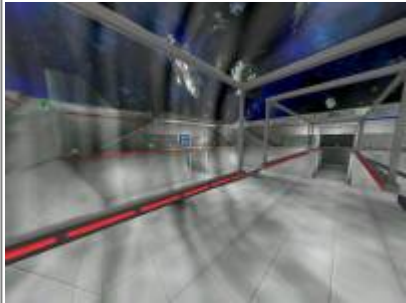
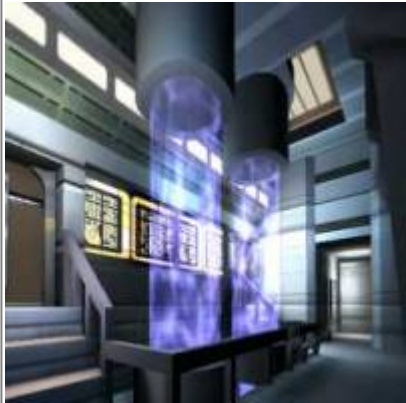
Level Screenshot	Map Name	Game Types	Recommended Number of Players	Rec. Frag Limit	Weapons Present
	ctf_breach	CTF, TDM, FFA	12	20	Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Scavenger Rifle, Tetryon Pulse Disruptor
	ctf_dn1	CTF, TDM, FFA	8	15	Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Stasis Weapon, Tetryon Pulse Disruptor
	ctf_for1	CTF, TDM, FFA	12	15	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor
	ctf_neptune	CTF, TDM, FFA	6	10	Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor
	ctf_oldwest	CTF, TDM, FFA	6	15	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Stasis Weapon, Tetryon Pulse Disruptor
	ctf_reservoir	CTF, TDM, FFA	8	15	I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Stasis Weapon, Tetryon Pulse Disruptor

Level Screenshot	Map Name	Game Types	Recommended Number of Players	Rec. Frag Limit	Weapons Present
	ctf_singularity	CTF, TDM, FFA	8	20	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Stasis Weapon, Tetryon Pulse Disruptor
	ctf_spyglass2	CTF, TDM, FFA	8	10	Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor
	ctf_stasis	CTF, TDM, FFA	4	10	Compound Grenade Launcher, Phaser, Phaser Compression Rifle, Stasis Weapon
	hm_altar	TDM, FFA	8	10	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Stasis Weapon, Tetryon Pulse Disruptor
	hm_blastradius	TDM, FFA	8	15	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Tetryon Pulse Disruptor
	hm_borgattack	TDM, FFA	8	20	I-Mod, Phaser, Phaser Compression Rifle, Photon Burst

Level Screenshot	Map Name	Game Types	Recommended Number of Players	Rec. Frag Limit	Weapons Present
	hm_for2	TDM, FFA	10	15	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Stasis Weapon, Tetryon Pulse Disruptor
	hm_raven	TDM, FFA	4	10	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Stasis Weapon, Tetryon Pulse Disruptor
	hm_temple	TDM, FFA	8	25	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Stasis Weapon, Tetryon Pulse Disruptor
	hm_voy3	TDM, FFA	6	20	Arc Welder, Compound Grenade Launcher, I-Mod, Phaser, Phaser Compression Rifle, Photon Burst, Scavenger Rifle, Stasis Weapon, Tetryon Pulse Disruptor

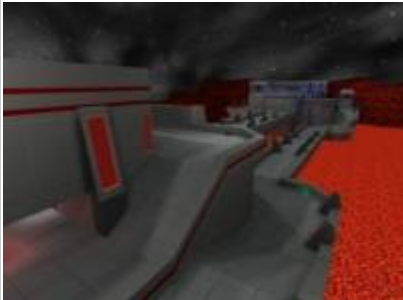
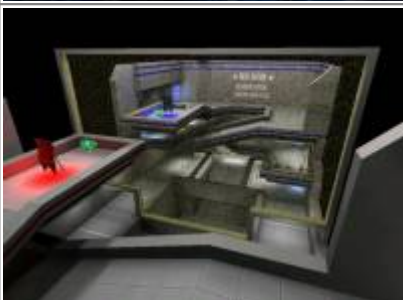
Elite Force Player Maps

There are some additional maps on the Expansion Pack CD. They are called „Elite Force Player Maps“, and are located as installer *EliteForcePlayerMapsGM.exe* in the directory *Setup/PlayerMaps*. This installer places only the file *playermaps.pk3* in the *baseEF* folder. This **,pk3* contains the following maps:

Level Screenshot	Map Name	Game Types	Recommended Number of Players	Rec. Frag Limit
	borg210	TDM, FFA	8	20
	ctf_ambushv2	CTF, TDM, FFA	8	25
	ctf_thebunkerv2	CTF, TDM, FFA	6	20
	hm_209	TDM, FFA	-	30
	shipwrecked	TDM, FFA	8	10

Bonus Holomatch Map Pack

There is a handful more maps created by Raven Software that were not shipped on the CDs. They were only available via the Internet, as map pak or single maps. They are available as files *ctf_geothermal.pk3*, *ctf_spyglass.pk3* and *stvef_mappack.zip*. (For example [here](#) and [here](#).) In *stvef_mappack.zip* you can find the actual map file *raven_trekmaps1.pk3*. It contains the three maps *ctf_canyon*, *ctf_space* and *hm_dn3*.

Level Screenshot	Map Name	Game Types	Recommended Number of Players	Rec. Frag Limit
	ctf_canyon	CTF , TDM , FFA	10	20
	ctf_geothermal	CTF , TDM , FFA	10	20
	ctf_space	CTF , TDM , FFA	6	20
	ctf_spyglass	CTF , TDM , FFA	6	20
	hm_dn3	TDM , FFA	6	20

Map creation

General Format

The format of the map files: The used **.pk3* files are basically **.zip* files that contain textures and map geometry as well as bot data and possibly additional sounds. This can be used to add new maps or alter existing ones.

Maximum Map Size

Star Trek: Voyager Elite Force was developed at a time, when dial-up connections were still very common. As these connections were relatively slow, game contents to be transferred via the internet were kept at a size that made it practical, to send them from game servers to clients (the players) via the built-in [UDP](#) map download.

In order for that to work **on vanilla** servers, the size of a map **must** not exceed a certain value. This value can be derived as follows:

- Each file is sent in small chunks, called blocks.
- *code/qcommon/qcommon.h* defines the maximum block size as *MAX_DOWNLOAD_BLKSIZE* as 1024, which is the number of bytes per one block. ([Source](#))
- *code/server/sv_client.c* uses the counter variable *cl->downloadCurrentBlock* to keep track of the block currently worked on. ([Source](#))
- *code/server/server.h* defines this as an int, making it have 16 bits. 16 Bits creates a numbering range of up to 65'535 blocks. ([Source](#))

In turn, 65'535 x 1024 bytes limits the maximum transferable map size to 67'107'840 bytes or almost(!) 64 MB.

This limit only applies to the UDP build-in map download. If a server is of a newer version than the vanilla game servers, then it will allow for HTTP-downloads. This basically means, the map is not downloaded from the game server but from some HTTP server, that is references by it, instead. The actual download is then a simply file download via HTTP from a web server to the client. This also allows for considerably faster map downloads, which is advised when delivering files of the size of this magnitude.

Bots

Maps don't have native bot support. You can easily find out if they support them by looking into the **.pk3* folder *maps*. (If this is not available, the **.pk3* is not a map file, but either a support file (e.g. with additional textures or sounds) or a model or bot.) If it contains an **.aas* file with the same name as the actual map (**.bsp*), somebody went to the trouble of giving the map bot support. In principle, this can also be retrofitted. Therefore you have to convert the **.bsp* file from the **.pk3* with [BSPC](#) into a **.aas*. A command line looks like this:

```
bspc -bsp2aas <pk3-file>/maps/bspfile.bsp
```

The file obtained can then be copied back into the *.pk3 folder *maps*. There are a number of other BSPC functions that are not explained here. For Windows, there is a [BSPC GUI](#) to make your work easier. Most of the time, however, on maps that don't have bot support, not only was the mapper too lazy to do it, but there are technical problems preventing them from retrofitting the waypoints. But you can still try it if you're not sure.

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[[Game Types and Modes](#)] [[Weapons and Items](#)] [**Maps**] [[Recommendations and Achievements](#)]

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