

Star Trek: Elite Force II

Downloads

- [GOG Release](#)
- [EF 2 Patch 1.1](#) ([alternative link](#))
- [Masterserver patch](#)
- [Coop Mod](#)

Game Information

Multiplayer Information



- Internet play: yes
- LAN play: yes
- Lobby search: yes
- Direct IP: yes
- Play via [GameRanger](#): untested
- [Coop](#): yes
- Singleplayer campaign: yes
- Hotseat: no

The game was released by [Activision](#). On 9th of September 2021, so roughly 19 years later, to honor the occasion of 55 years of Star Trek, the game got re-released on [GOG](#). In principle, EF 2 is the story line successor of [EF 1](#), also based on the Quake 3 engine. The place is no longer called Voyager but Enterprise and the Tricorder is used much more often. A few more weapons, the graphics a bit better, that's EF 2. The gameplay of the singleplayer is much better compared to the first part, especially regarding the puzzles, while the multiplayer has lost some pace.

Buying

After a [law suit](#) Star Trek games from Activision were no longer distributed. In the meantime however, it is available via [GOG](#) once again.

Installation

Required Media

GOG Release

The GOG release comes with its own installer, which works just fine. Just run it and you will end up with EF 2 version 1.1 installed.

CD Release

You install from CD 1 and 2, but you only need CD 1 to play.

Steps for the CD Version

The installation from CD may cause problems if your destination partition size exceeds 2 TB. In such a case it is necessary to install manually by copying the required files from the CD. Otherwise you will be fine just installing it with the auto play installer. Continue with [Patching](#), if needed.

Manual Installation

Simply copy the required files from the CD into a new folder and place it where you want the game to be saved to. The required files for EF 2 are the following ones:

```
Star Trek Elite Force II
├── base
│   ├── cgamex86.dll
│   ├── ctf_tartirus.pk3
│   ├── ctf_vor2.pk3
│   ├── dm_ctf_voy1.pk3
│   ├── gamex86.dll
│   ├── global
│   │   ├── default.cfg
│   │   ├── defaultcontrols.cfg
│   │   └── defaultoptions.cfg
│   ├── hm_ctf_exigent.pk3
│   ├── locpak1.pk3
│   ├── locpak50.pk3
│   ├── pak0.pk3
│   ├── pak10.pk3
│   ├── pak15.pk3
│   ├── pak16.pk3
│   ├── pak20.pk3
│   ├── pak30.pk3
│   ├── pak31.pk3
│   ├── pak32.pk3
│   └── pak50.pk3
├── EF2.exe
├── EF2.ico
└── snddrivers
```

```
├── Mss32.dll
├── Mssa3d.m3d
├── Msseax.m3d
├── mssmp3.asi
├── msssoft.m3d
├── vssver.scc
├── support.ico
├── unins000.dat
├── unins000.exe
├── unins000.ini
├── unins000.msg
└── version.inf
```

For tools like the official EF 2 patch installer to recognize the manually installed game, you have to add your game to the Windows registry. In order to do so adjust the paths and CD-key in the following example .reg file to match your own and import it into the registry by double clicking it.

Windows Registry Editor Version 5.00

```
[HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\Activision\Elite Force II]
"InstallDrive"=".\"
"InstallPath"="Z:\\Games\\Star Trek\\Star Trek Elite Force II"
"Language"="US"
"StartMenuFolder"="C:\\Users\\<username>\\AppData\\Roaming\\Microsoft\\Windows\\Start Menu\\Programs\\Star Trek Elite Force II"
"Version"="1.0"
"ef2key"="<The 16 characters of your CD key, all in upper case, no spaces>"
"PATH"=".\"
```

Patching

Depending on the version the game has after installation (can be seen in the main menu in the lower left corner), you might have to install the latest patch. Version 1.10 is the newest patch level. If you use the GOG version, this patch is already part of the installation. You might consider installing the coop mod, too. You can get the patch from here:

- <https://www.fileplanet.com/131329/download/Star-Trek:-Elite-Force-II-v1.1-Patch>
- http://www.4players.de/4players.php/download_info/Downloads/Download/5554/Star_Trek_Elite_Force_2/Patch_11.html

As always, the crack is optional for the CD version, but saves you having a CD image or the CD inserted. The GOG version does not need it, as the CD check has been removed from it. The game also runs fine under Windows 10. Higher versions have not been tried yet.

Manual Deinstallation

It might occur, that you deleted the game without doing a proper uninstall. After that, the EF 2 installer still thinks, the game is installed while it is long gone. Therefore you cannot reinstall it

anymore. This problem can be solved by deleting the EF 2 registry data. In order to do so, delete the reg-folder `\HKEY_LOCAL_MACHINE\SOFTWARE\WOW6432Node\Activision\Elite Force II`. After that, the installer will work just fine once again.

Performance Issues

Due to limited buffer size when obtaining the list of available OpenGL extensions the game may be unable to determine the correct OpenGL extensions to use. This may heavily impact the performance of the game in a negative way. The easiest way to work around this issue is renaming the binary (.exe) from *EF2.exe* to *quake3.exe*. This enables certain optimizations by graphics card manufacturers in their drivers, like re-ordering the available extensions, so the more important extensions (for quake3 based games) will not be cut off.

Masterserver

Just like [EF 1](#), EF 2 also depends on master servers to find game servers online. Currently available master servers are:

- *master.hazardmodding.com* (51.75.78.236, 2021-10-17)
- *master.stef2.daggolin.de* (51.75.78.236, 2021-10-17)
- *ef2master.sfu-server.de* (88.198.203.25, 2019-06-20)

The currently recommended one is *master.hazardmodding.com* (or alternatively *master.stef2.daggolin.de*). As a replacement server (in case the first one fails), you may also use *ef2master.sfu-server.de*. Those cannot simply be used in a cvar, like in EF 1. So you have to turn to other means to use it:

Using the Master Server Patch

The most convenient option is using the masterserver patcher *ef2_multiplayer_master_server_fix-100.exe* (downloadable from [here](#)). It patches the masterserver address in memory, so you won't need to alter your game at all. Simply start it instead of the normal executable. This also works with *EF2.exe* renamed to *quake3.exe* and it also allows for using the *sv_master1* cvar. This way you can query a community master server (or announce your own game servers to it) once again.

Adding an Entry to Windows' Hosts File

This step is only recommended for more experienced users, that know what they are doing. Using one of the above mentioned servers without any additional means may also be facilitated by editing the *hosts* file of your Windows system (`%windir%\system32\drivers\etc`) to let *ef2master.activision.com* point to either one of the mentioned servers. To find out which server uses which IP, simply run `ping <server-domain>` in the CLI. It will print the currently used IP of that domain. When setting the corresponding line in the hosts file, make sure to not break it. Domain name resolution might suffer otherwise.

Modifying the Original File

This step is not recommended at all, as it may break your game's binary file. If you *really* know what you are doing, proceed. You can also try and alter the original *EF2.exe* directly with a hex-editor. Be aware that this might mess up the file to the point where you cannot use it any longer. So *make backups of it before you try this*.

Ingame Console

Many settings and some features are only available either by editing the configuration files or by entering the data into the console of EF 2. By default the console is available by pressing the key below the ESC key (left of 1). On a UK layout keyboard this is `¬`, `~` for US layout and `^` for DE layouts.

Be aware: Some settings cannot be set in this fashion. They have to be provided already during game/server start, which only works by providing the parameters via CLI or setting it in a *.lnk* file.

Using Other Resolutions

The game does not support widescreen resolutions like 1080p in the menus but today there are other options. The easiest way is to use the [coop](#) mod, which also brings you widescreen support in the main menu. For the actual game interface (not the menus) you can set it manually:

1. Open your game folder and switch to folder *base*.
2. Create a new configuration file, e.g. *set_ws.cfg*.
3. Place the following lines to use a resolution of 1920 x 1080:

```
seta r_mode "-1"
seta r_customwidth "1920"
seta r_customheight "1080"
seta r_customaspect "1"
```

The *r_customaspect* value may be necessary to be set, depending on the aspect ratio of your x to y resolution:

- 4:3: 0 (default)
- 16:9: 1
- 16:10: 2

Skipping Intro Videos

By default every time you start EF 2 it will play the usual vendor videos. In order to get rid of those, use the pk3 from [here](#). It replaces those videos with empty ones, basically making them go by instantly.

Config Location / Virtual Store

By default, the installation folder of EF 2 is in *Program Files (x86)* and saves and configuration settings are stored inside the game's folder. As this folder is also by default not writable for normal users (and also admins may have to confirm changes), it prevents players from successfully saving their settings or add maps. These are the two locations you should look for your saves, maps, configs, etc.:

OS	Location
Windows up to Win Vista	Game folder
Windows from Win 7 on	%UserProfile%\AppData\Local\VirtualStore\<name of your EF game folder>\ (only when stored in folders <i>Program Files</i> or <i>Program files (x86)</i> of your Windows drive).

Config Name

The configuration files for EF 2 are named like the Windows user name you are playing as. So when playing as *Administrator*, the config file is named *Administrator.cfg*. It is placed inside the folder *base* inside your EF 2 installation or the [virtual store](#) folder.

Mods

- [Elite Force II Ultimate patch 1.1](#)
- [A Gate two Birds and the Beautiful Sky](#)
- [The Aftermath Episodes](#)

See also section [Coop](#) for a single player campaign Coop mod.

Coop

EF 2's campaign can also be played in [Coop](#) mode with the [corresponding mod](#). It also includes many other fixes, e.g. resolution scaling fixes. However, it also may make your saved games incompatible. So if you decide to use it, it might be better to make a backup of your installation or do the coop patching right from the start.

There is also an amateur interview with the creator of this mod on Youtube:
<https://www.youtube.com/watch?v=fDIX5Eguw3w>.

Cheats

As for EF 1 there are single player cheats in the second part as well. The console must be usable (in the config or on the Windows console start with the switches `+set ui_console 1 +set cheats 1`, can also be specified in a shortcut) and then enter one of the following cheats on the EF2 console:

Cheatcode	Effect
god	invulnerable, unlimited ammunition
noclip	No clipping mode
notarget	Invisible
modellist	Spawn List
health 100	100 % health
give <weapon>	Give weapon weapon
kill	Suicide
maplist	List of maps
quit	Quit game
shaderlist	show shaders
kick	Kicks user from server
tiki	?
rcon	use remote console
flushlips	?
inventory	show inventory
taunt	does what it sounds like
vstr <name>	runs the vstr named name
meminfo	Show memory usage
echo <text>	print <text>
toggle	?
reset	Reset game
altbind	alternative binding
altbindlist	List of alternative bindings
freeze	Pause game
systeminfo	System information
devmap	?
centerview	Center crosshairs
record <replayname>	Start replay recording
stoprecord <replayname>	Stop replay recording
demo <replayname>	Play replay
alisdump	?
skinlist	Show skin list
gfxinfo	Show graphics card info
playsong	Playing a piece of music
widgetcommand	?
notepad	?

Web links

- [Star Trek: Elite Force II Discord](#)
- [GOG Community Forums on EF 2](#)
- [Space Game Junkie Podcast #166 - Star Trek: Elite Force II \(Youtube\)](#)

See also

- [Star Trek: Voyager Elite Force](#)
- [Star Trek Games](#)

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