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Basics

12. Sep. 2012

30. Sep. 2012

www.hazardmodding.chrisstrahl.de

STAR TREK: ELITE FORCE II, released in 2003 by Activision, developed by Ritual Entertainment
www.ritualistic.com

Introduction

Important: This Document is neither supported by the Publisher nor the Developer of the Game.

Note: We are not responsible for the Contents you acquire from the Websites that are linked in this Document. The Contents are under the control of the Website owner.

Clause: We can not guarantee that the Informations in this Document are free of errors and that the Information on the subject is complete. Use on your own risk.

This Document contains Informations how to install Star Trek Elite Force II (aka EF2) on Windows 7.

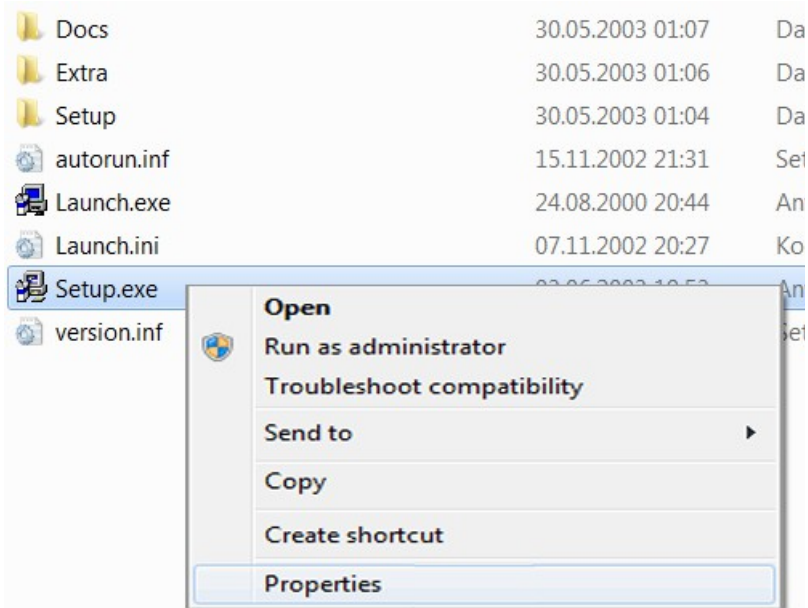
Insert CD1

First of all you should insert CD1 into your CD-ROM drive. A Window should appear like the image shown below. Close that Window again, since we are not going to use it.



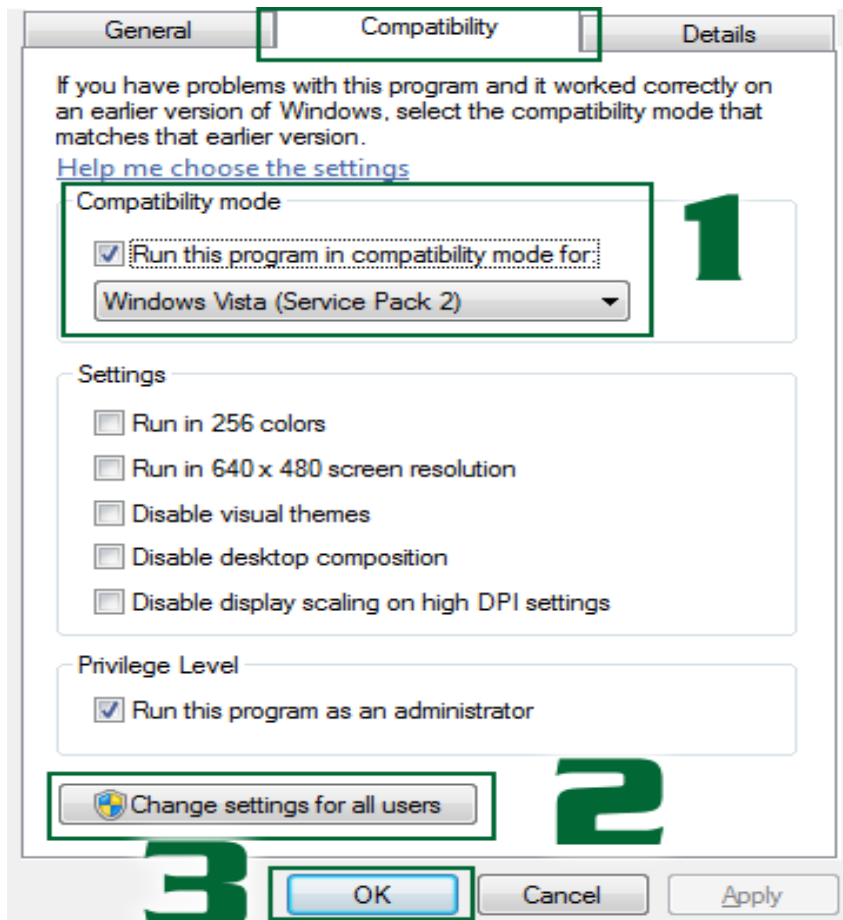
Setup.exe → Privileges

Access the CD1 via “My Computer” and select the file Setup.exe (or Setup) by right clicking on it. Select “Properties” from the Context-Menu like shown on the image below.



You should see the Properties of the Setup.exe, click on the Tab “Compatibility”.

1. Compatibility mode → Run this program in compatibility mode for: **Windows XP (Service Pack 2)**
2. Privilege Level → **Run program as an administrator**
3. Click then on **OK**



Setup.exe → Run

Run now the “Setup.exe” file.

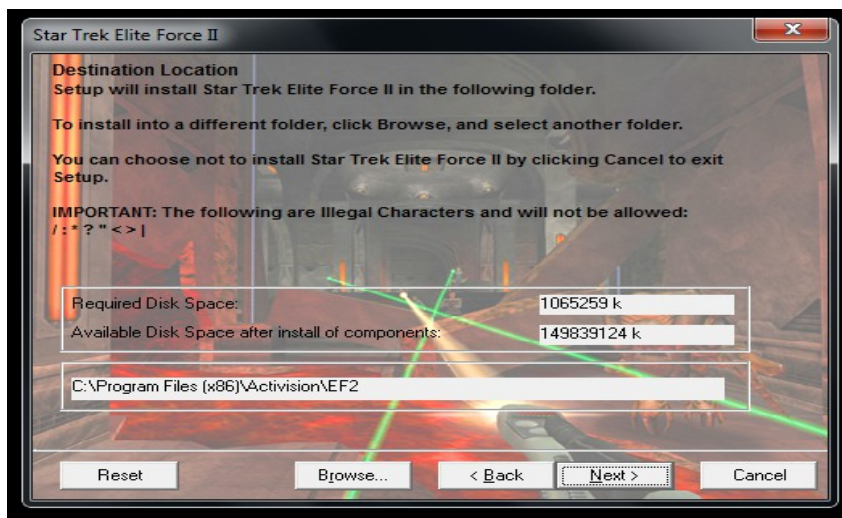
A black Fullscreen Window should appear now, asking you to enter your CD-Key.
Follow the instructions of the Installwizzard.

Installation NOTES

Do not install the following Software delivered on the CD because it is out dated.

- Direct-X 9
- GameSpy Arcade

You might want to make sure that the installation path ends with “\EF2\” or “ EF2\”.
Otherwise the Level Editor might not work correctly!



Official Patch 1.1

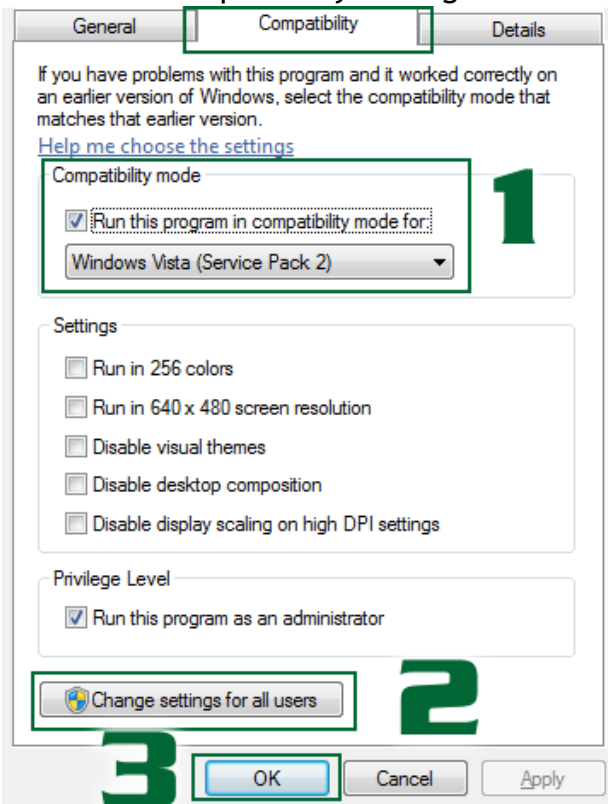
Download and run the official Patch 1.1, but you should use the same privileges as for the Setup.exe. Follow then the instructions of the Installwizzard.

You can download the Patch 1.1 from:

- www.moddb.com
- www.darkmatter-clan.com
- www.ef2-coop-mod.chrisstrahl.de (Downloads → EF2 Official Downloads)
- <http://ritualistic.chrisstrahl.de/downloads/Elite-Force-II/> (Official_Releases)
- <http://eliteforce2.filefront.com>
- www.4players.de
- <http://games.softpedia.com>

Elite Force II → Configure

The Game, namely the EF2.exe requires to be run with the same Compatibility settings, as the Setup.exe. You can either locate the Installation-Folder (C:\Program Files (x86)\Activision\EF2\)) and set the attributes directly on the “EF2.exe” or use a shortcut to set the Compatibility settings there.



That would be it, if there just would be the little problem with the Master-Server, which just disappeared one day and didn't come back online again since.

This means that you will not find any Servers online, BUT there is a Community Master-Server hosted by the SFU Clan (www.sfu-clan.com). In order to use it a small entry into your Windows HOSTS-File is required -or- a modified EF2.exe

Should you find that it is to risky for you to alter a System-file, then the Master Server Client Patch could do the trick for you. This Tool writes the required entry safely into your Windows HOSTS-FILE.

You can download the Master Server Client Patch (EF2 Master-Server Toogle fix Patch) from the following Websites:

- <http://ef2-coop-mod.chrisstrahl.de> (Downloads → Co-op Mod Utilities)
- <http://www.moddb.com>

Elite Force II → Do it your self...

Should you prefer to make changes to your system your self, then this part will be interesting for you. Should you not like to make any changes to your system by your self, you can skip this page and continue at the following.

HOSTS-FILE: Windows\System32\drivers\etc\hosts

The entry should be exactly in one single line:

88.198.74.83 ef2master.activision.com

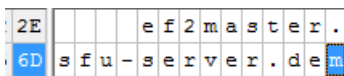
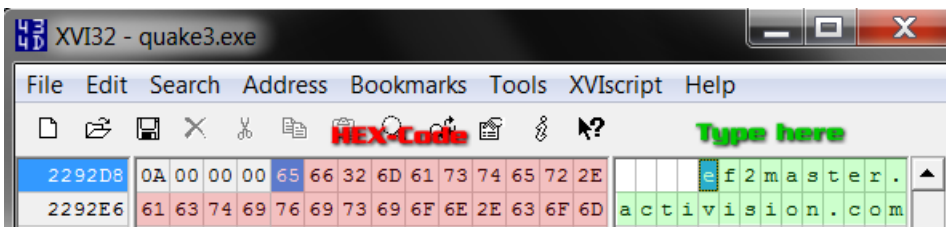
Retrieving the list of Servers in game should now be working.

EF2.exe: C:\Programm Files(x86)\Activision\EF2\ef2.exe

HEX-Editor: XVI32 www.chmaas.handshake.de

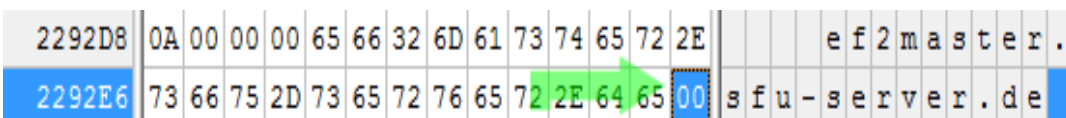
Should you prefer to modify the EF2.exe, then open the EF2.exe with a HEX-Editor, and search for “ef2master”. Type on the left side ef2master.sfu-server.de

DO NOT use DELETE or BACKSPACE, this will damage the EF2.exe!



You will notice that one letter will remain “m”.

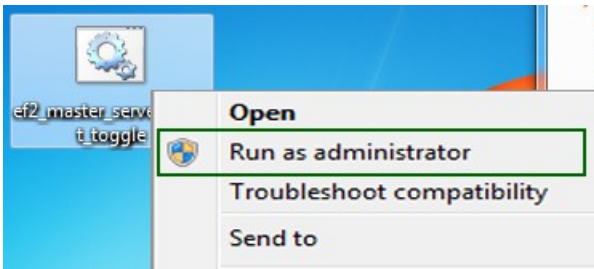
That “m” needs to be eliminated, but it may not be deleted, it needs to be overwritten!



Type now on the left side at “6D” which stands for “m” ZERO twice “00”. Save the file, and start the game, the new Master Server will now be found instantly.

EF2 Master-Server Toggle fix Patch → Setup

The Master-Server Patch requires to be run as Administrator. Programs like Firewalls and Virusscanners can deny the Patch access to the HOSTS-File, the File will then remain unmodified and you still will not be able to find any Online Servers.



Look in your Programs Settings for a Option that prevents alteration on your Windows HOSTS-File by other Programs.

In Avira Antivir the HOSTS-File protection can be disabled as follows:

1. Right click on the Traybar Symbol (usually located on the lower right of your desktop) of Avira Antivir, resembled by a white Umbrella on red background.
2. Click on “Configure Avira Free Antivirus”
3. At the Options screen activate the “Expert mode”
4. Click on the Button “General”
5. Click on “Security”
6. Uncheck the following Option:
“Protect Windows HOSTS-File from changes”
7. Click on “Apply”, at the very bottom of the Configuration Screen
8. Run EF2 Master-Server Patch again (run as Administrator)
9. Reactivate the HOSTS-File Protection again, for your own safety



This is how the patching should work out, step by step:

```
Administrator: =Elite Force II Master Server Fix
-----
Welcome!
This tool will try to modify your System-File "hosts",
adding or removing the redirect to the alternative Master Server.

1. You might need to start this tool with administrative privileges.
2. You probably need to grant permission for this tool to
   modify the System-File "hosts", as it might be protected
   by a Security Software or the Operating System it self.
-----
PRESS ANY KEY, WHEN READY TO PROCEED
```

```
-----
The tool is trying to read your "hosts" file
to see if the new Master Server is already set.
-----
PRESS ANY KEY, WHEN READY TO PROCEED
```

```
READING FILE...

-----NO ENTRY FOUND!
The tool will try now to write the following entry
into your "hosts" file:

# NEW EF2 Master Server - Routing entry below
88.198.74.83          ef2master.activision.com
-----
PRESS ANY KEY, WHEN READY TO PROCEED
```

```
-----
1. Trying to change file attributes to writeable
- Succeeded
2. Trying to overwrite the "hosts" file
- Succeeded
1. Trying to change file attributes to NOT writeable
- Succeeded
-----PROCESS IS COMPLETE!
PRESS ANY KEY TO EXIT
```

```
-----
Thanks sfu-clan for providing us a new Master Server!
http://sfu-clan.com

Thanks to batti-batch for the code of the replace routine



This tool was created for ritualistic.com, feel free to share it
-----
If it does NOT WORK, please REBOOT your system.
```

Elite Force II → ATI/AMD Graphicscards

Since the implementation of OpenGL 4.0 into the ATI/AMD Drivers the RADEON HD Series Graphicscards load the wrong OpenGL Version for Quake2 and Quake3-Engine based Games, which does result in heavy lags and very low framerates.

The solution, how ever is not to try a different driver but rather rename the “EF2.exe” into “quake3.exe”.

→ But you have to be careful since there are two Files named “EF2”, you should rename the correct one (not the Symbol) or both files.

 EF2	27.01.2012 12:25	Anwendung	2.389 KB
 EF2	11.10.2002 15:24	Symbol	4 KB

It is **important** that you now set the correct privileges and Compatibility settings, again on the **quake3.exe**

Elite Force II → NVIDIA Graphicscards

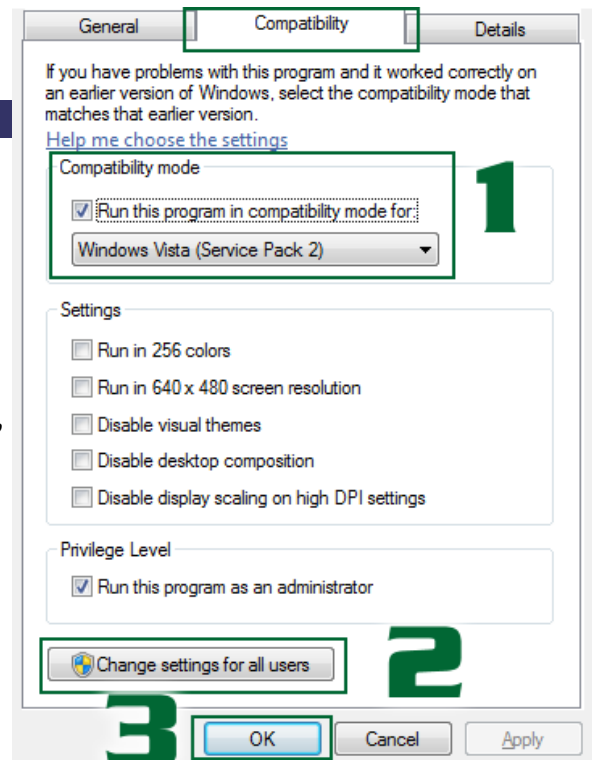
On NVIDIA Cards sometimes occurring heavy lags and low framerates can be fixed by trying a different driver Version (newer, older, modified edition).

If that does not work for you, close applications like Steam, Skype, MSN and alike.

Should these action not improve the game stability, activate the following options in addition to these already set at the Compatibility tab:

- Disable visual themes
- Disable desktop Composition

You may also want to try running the game in Window-Mode. There for disable fullscreen at the in-game Video Options, or press ALT + ENTER while in game.



Elite Force II → Run

You may now start Star Trek Elite Force II.

Elite Force II → Additional Informations

- When connecting to a online Server you **may experience a delay up to 30 sec.** before you will actually enter the Server. The reason there for is that the game tries to verify your CD-Key with the Authentication-Server which is no longer there.
- At **screen resolutions above 1600 pixel** the information indicator displaying your connection state while connecting to a server will disappear, this has how ever no actual impact on the connection, you just will see a black screen instead of a “connecting to” message.
- If you get a error message like “**Coudn't load dm_pool.bsp**”, then you are missing a level, which you have to download from the internet, or you may contact HaZardModding for technical help.
.bsp-Files are compiled levels, they are often stored inside *.pk3 files, which are basically renamed *.zip files. You can extract more informations on the file-type subject as [Download](#)

Elite Force II → Websites with Downloads

On the flowing Websites you will find virtually all available downloads for Star Trek Elite Force II, like Videos, Screenshots, Patches, Levels, Modifications, Addons, Tutorials, Utilities and more other Software.

- <http://ritualistic.chrisstrahl.de/downloads/Elite-Force-II/>
- <http://eliteforce2.filefront.com>
- www.moddb.com
- www.strategyinformer.com
- www.hazardmodding.chrisstrahl.de
- www.ef2-coop-mod.chrisstrahl.de
- www.darkmatter-clan.com