

ClassMod 1.0
by [JDRS] [Bart](#)

Infantry Class Menu Mod for CS:S
Requires Eventscripts 2.0 or later

Description

ClassMod is a popup menu based infantry class selection eventscripts add-on, written in Python. It allows the player to select between four preconfigured infantry classes, each with a separate weapons loadout, which can be modified to each player's preference. Additionally, it provides the player with a backup primary weapon. Carrying a sniper rifle and find yourself in a CQ firefight? No problem, just whip out your shotgun!

Installation

- Unzip the archive contents into your /cstrike/addons/eventscripts directory.
- Insert the following lines into your autoexec.cfg file.
 - eventscripts_subdirectory events
 - es_load classmod

Default Classes

1. CQB Specialist - TMP, XM1014 Auto Shotgun, Dual Elites
2. Light Assault - AUG, UMP 45, USP
3. Heavy Assault - M249, MP5, Deagle
4. Recon Sniper - AWP, M3 Pump Shotgun, Dual Elites

All classes equip Kevlar Vest, Helmet, and an HE Grenade.

Commands

- **Class Selection Menu** - Displays automatically at each spawn.
 - Type "**loadout**" in chat.
OR
 - Bind a key to "**cm_loadout**"
 - Optional Arguments
 - 1-4 - Equips you with the specified class loadout
 - modify - Launches the menu to modify your loadout
 - save - Launches the menu to save your loadout
- **Switch Primary Weapon** - Cycles between your primary and backup weapons.
 - Type "**switch**" in chat.
OR
 - Bind a key to "**cm_switch**"