

Parallels[®] Plesk Panel

**Parallels Plesk Panel 9.0 for Linux/Unix
Battlefield 2 Game Server Management
Module Administrator's Guide**

Copyright Notice

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Contents

Preface	4
<hr/>	
Typographical Conventions	4
Feedback	5
About the Battlefield 2 Game Server Module	6
<hr/>	
Using the Battlefield 2 Game Server Module	7
<hr/>	
Software Requirements for Battlefield 2 Game Server Hosting	7
Hardware Requirements for Battlefield 2 Game Server Hosting	8
Creating Game Server Operator Account	8
Battlefield 2 Game Server Creation Scenarios	9
Creating New Battlefield 2 Game Server	10
Adding Existing Battlefield 2 Game Server	12
Managing Battlefield 2 Game Servers.....	13
Configuring Game Server Parameters.....	14
Modifying Game Server Configuration Files	16
Starting, Stopping, and Restarting Game Server.....	20
Deleting Game Server From Game Server Operator Account	21
Distributing Your Own Custom-Tailored Battlefield 2 Game Server Versions	21

Preface

In this section:

Typographical Conventions	4
Feedback	5

Typographical Conventions

The following kinds of formatting in the text identify special information.

Formatting convention	Type of Information	Example
Special Bold	Items you must select, such as menu options, command buttons, or items in a list.	Go to the QoS tab.
	Titles of chapters, sections, and subsections.	Read the Basic Administration chapter.
<i>Italics</i>	Used to emphasize the importance of a point, to introduce a term or to designate a command line placeholder, which is to be replaced with a real name or value.	The system supports the so called <i>wildcard character</i> search.
Monospace	The names of style sheet selectors, files and directories, and CSS fragments.	The license file is called <code>license.key</code> .

Preformatted Bold	What you type, contrasted with on-screen computer output.	Unix/Linux: # cd /root/rpms/php Windows: >cd %myfolder%
Preformatted	On-screen computer output in your command-line sessions; source code in XML, C++, or other programming languages.	Unix/Linux: # ls -al /files total 14470 Windows: >ping localhost Reply from 127.0.0.1: bytes=32 time<1ms TTL=128

Feedback

If you have found a mistake in this guide, or if you have suggestions or ideas on how to improve this guide, please send your feedback using the online form at <http://www.parallels.com/en/support/usersdoc/>. Please include in your report the guide's title, chapter and section titles, and the fragment of text in which you have found an error.

About the Battlefield 2 Game Server Module

The *Battlefield 2 game server module* is an add-in control panel to Parallels Plesk Panel that enables users to install and manage the Battlefield 2 game servers from Parallels Plesk Panel.

It is accessible through the Parallels Plesk Battlefield 2 Server Manager.

➤ **To access Battlefield 2 Server Manager, follow these steps:**

- 1** In the **Navigation panel** under **System**, click the **Modules** link. The **Modules** window opens.
- 2** Under **Modules**, click the **Battlefield 2 Manager** icon.

The **Game Server Operators** window opens. The window displays a list of Battlefield 2 *game server operator accounts* (your client's accounts that you have enabled to use Battlefield 2 game servers).

Using the Battlefield 2 Game Server Module

The Parallels Plesk Battlefield 2 game server module is used to install new and manage existing installations of Battlefield 2 game servers through Parallels Plesk Panel.

If the Battlefield 2 game server module is available in your Parallels Plesk Panel, you can perform the following tasks:

- Creating a Battlefield 2 *game server operator account*
- Adding an existing Battlefield 2 game server to a game server operator account
- Installing and adding a new Battlefield 2 game server to a game server operator account
- Managing a Battlefield 2 game server through the Parallels Plesk Panel

Note: if the Battlefield 2 game server module is not found in your Parallels Plesk Panel, but you want to purchase the Battlefield 2 game server hosting option, contact your Parallels Plesk Panel dealer.

In this chapter:

Software Requirements for Battlefield 2 Game Server Hosting	7
Hardware Requirements for Battlefield 2 Game Server Hosting	8
Creating Game Server Operator Account.....	8
Battlefield 2 Game Server Creation Scenarios	9
Creating New Battlefield 2 Game Server	10
Adding Existing Battlefield 2 Game Server	12
Managing Battlefield 2 Game Servers	13

Software Requirements for Battlefield 2 Game Server Hosting

The Battlefield 2 game server runs on the Linux operating system.

The Battlefield 2 game server module is available for Parallels Plesk Panel for Linux/Unix only.

Hardware Requirements for Battlefield 2 Game Server Hosting

Depending on the game server workload, we recommend that the following hardware configurations are allocated for each Battlefield 2 game server:

- AMD or Intel CPU:
 - 1 GHz/128 MB of RAM to serve up to 16 players simultaneously
 - 1.5+ GHz/256 MB RAM for 32 players
 - 2+ GHz/512 MB RAM for 48 players
- Discspace:
 - 150 Megabytes of free disk space per each game server installation
 - additional space for each installed map

Creating Game Server Operator Account

Game server operator accounts must be created for clients who wish to use Battlefield 2 game servers.

➤ **To create a game server operator's account for a client, follow these steps:**

- 1 Open the **Battlefield 2 Server Manager (Modules > Battlefield 2 Server Manager)**. The **Game Server Operators** window opens.
- 2 Under **Tools**, click **Add Operator**. A list of client accounts managed by the current Parallels Plesk Panel installation opens.
- 3 Select a client for which you want to create an operator account by selecting the corresponding check box.
- 4 Click **OK**. The new game server operator is created. The **Game Server Operators** window opens. The newly created game server operator appears in the game server operators list.

Note: To remove an operator's account, select the account by using a check box and click **Remove Selected**. When a game server operator account is removed, all operator's game servers and the corresponding game server configuration files are removed from the client's account. The game server installations remain in place on their respective remote hosts and can be used for game server hosting by a different game server operator.

Battlefield 2 Game Server Creation Scenarios

Having created a game server operator account, you can add a Battlefield 2 game server to Parallels Plesk Panel and begin managing the game server.

A Battlefield 2 game server can be created by one of the following ways:

- Adding a new Battlefield 2 game server (on page 10) by downloading the game server autoinstaller file from a remote location and installing it on a remote host.
- Adding an existing Battlefield 2 game server (on page 12) installation to a game server operator account. For example, you can recycle a game server installation that had been previously used on an operator's account that has been cancelled.

In both cases, you will first have to configure Parallels Plesk Panel to access the remote host with the Battlefield 2 game server installation through SSH.

Creating New Battlefield 2 Game Server

Once a game server operator's account is created, you can create a Battlefield 2 game server on the account. To create a game server you need to have a Battlefield 2 game server installed on a remote host. You can also install it during the game server creation procedure.

➤ *To install a new Battlefield 2 game server follow these steps:*

- 1 Open the **Battlefield 2 Server Manager (Modules > Battlefield 2 Server Manager)**. The **Game Server Operators** window opens. The list of game server operator accounts is displayed.
- 2 Open a game server operator account by clicking the **<client account name>** in the **Name** column of the game server operators list. The **Battlefield 2 Game Servers of <client account name>** window opens.
- 3 Under **Tools**, click **Add Game Server**. The **Select the game hosting accounts at which to deploy a game server** opens.
- 4 Under **Remote server connection details**, fill out the following fields:
 - **Hostname** - the IP address or the name of the remote host in the FQDN format
 - **Login user name** - the user name for logging in to the remote host through SSH
 - **Login user password** - the user password for for logging in to the remote host through SSH

Select the **Remember password for future sessions** check box if you want Parallels Plesk Panel to automatically use the login information for connecting to the remote host in the future.

- 5 Click **OK**. The game server creation wizard checks if the login information supplied is valid and determines the user status in the system. If the user is a superuser, Parallels Plesk Panel will offer to create a user with the limited home directory access and modification rights, which are sufficient for the Battlefield 2 game server installation and management. In this case, you will be prompted with a dialog box displaying the following notification message:

The specified account has superuser privileges. We recommend that a separate user account be created for running game servers. Would you like to create another user account for this purpose?

- 6 Click **OK**. Parallels Plesk Panel configures access to the remote host through SSH and creates a user with a new username. The **Select directory with server binaries** window opens.

Note: If you fail to configure Parallels Plesk Panel access to the remote host at the first attempt, you may have to restart the game server creation wizard to get rid of the error message.

- 7 If you want to create a game server using an existing Battlefield 2 game server installation, go directly to step 10. If you want to create a game server by installing a new Battlefield 2 game server on the remote host, go to the next step.
 - 8 To install a new game server, in the **Select directory with server binaries** window, specify the path to the directory where to install the new Battlefield 2 game server and the URL for the Battlefield 2 game server autoinstaller file that Parallels Plesk Panel will use to download and install a new Battlefield 2 game server on the remote host.
 1. Under **Remote server connection details**, fill out the following fields:
 - **Login user password** - leave blank to keep current password
 - Select the **Remember password for future sessions** check box if you want Parallels Plesk Panel to automatically use the new password for connecting to the remote host in the future.
 2. Under **Game server binaries directory**, select the **Install game server binaries from server distribution** check box and fill out the following fields:
 - **Directory name** - specify the directory name where the in the following format: `/home/<user login name>/`
 - **URL** - specify full URL to a Battlefield 2 autoinstaller file, for example: <http://example.com/bf2-linuxded-1.1.2551.0-installer.sh>
 - 9 Click **OK**. The new game server installation ends here. Steps 10-12 apply only to game server creation using an existing Battlefield 2 game server installation.
 - 10 To create a game server using an existing Battlefield 2 game server installation, the **Select directory with server binaries** window, under **Remote server connection details**, fill out the following fields:
 - **Login user password** - leave blank to keep current password.
 - Select the **Remember password for future sessions** check box if you want Parallels Plesk Panel to automatically use the new password for connecting to the remote host in the future.
-
- Note:** If you fail to configure Parallels Plesk Panel access to the remote host at the first attempt, you may have to restart the game server creation wizard to get rid of the error message.
-
- 11 Make sure that the **Install game server binaries from server distribution** check box under **Game server binaries directory** is cleared.
 - In the **Directory name** field, specify the full path to the directory on the remote host where the game server is installed in the following format: `/home/<game server directory>`.
 - 12 Click **OK**.

The new Battlefield 2 game server creation is complete. For detailed instructions on how to configure the newly created game server, consult the “Configuring Game Server Parameters” (on page 14) and “Modifying Game Server Configuration Files” (on page 16) sections in the “Managing Battlefield 2 game server” chapter.

Adding Existing Battlefield 2 Game Server

Once a game server operator's account is created, you can add an existing Battlefield 2 game server on the account. For this, you need to configure Parallels Plesk Panel to access through SSH the remote host where the Battlefield 2 game server is installed and define a path to the directory in which the game server files are located.

➤ **To add an existing Battlefield 2 game server, follow these steps:**

- 1 Open the **Battlefield 2 Server Manager (Modules > Battlefield 2 Server Manager)**. The **Game Server Operators** window opens. The list of game server operator accounts is displayed.
- 2 Open a game server operator account by clicking the **<client account name>** in the **Name** column of the game server operators list. The **Battlefield 2 Game Servers of <client account name>** window opens.
- 3 Under **Tools**, click **Add Game Server**. The **Select the game hosting accounts at which to deploy a game server** opens.
- 4 Under **Remote server connection details**, fill out the following fields:
 - **Hostname** - the IP address or the name of the remote host in the FQDN format
 - **Login user name** - the user name for logging in to the remote host through SSH
 - **Login user password** - the user password for logging in to the remote host through SSH

Select the **Remember password for future sessions** check box if you want Parallels Plesk Panel to automatically use the login information for connecting to the remote host in the future.

Note: In this step, the Battlefield 2 game server module is configured to access the remote host through SSH to install and manage a Battlefield 2 game server.

- 5 Click **OK**. The game server creation wizard checks if the login information supplied is valid and determines the user status in the system. If the user is a superuser, Parallels Plesk Panel will offer to create a user with the limited home directory access and modification rights, which are sufficient for the Battlefield 2 game server installation and management. In this case, you will be prompted with a dialog box displaying the following notification message:

The specified account has superuser privileges. We recommend that a separate user account be created for running game servers. Would you like to create another user account for this purpose?
- 6 Click **OK**. Parallels Plesk Panel configures access to the remote host through SSH and creates a user with the username "bf". The **Select directory with server binaries** window opens.
- 7 In the **Select directory with server binaries** window, under **Remote server connection details**, fill out the following fields:
 - **Login user password** - leave blank to keep current password.

- Select the **Remember password for future sessions** check box if you want Parallels Plesk Panel to automatically use the new password for connecting to the remote host in the future.

Note: If you fail to configure Parallels Plesk Panel access to the remote host at the first attempt, you may have to restart the game server creation wizard to get rid of the error message.

- 8** Make sure that the **Install game server binaries from server distribution** check box under **Game server binaries directory** is cleared.
- 9** In the **Directory name** field, specify the full path to the directory on the remote host where the game server is installed in the following format: `/home/<game server directory>`.
- 10** Click **OK**. The **Configuring Game Server** window opens that contains two tabs - **Configuration** and **Configuration files**. The new entry appears in the game server management panel list in the **Battlefield 2 Game Servers of <client account name>** window.

The Battlefield 2 game server creation is added to the operator's account. For detailed instructions on how to configure the newly added game server, consult the "Configuring Game Server Parameters" (on page 14) and "Modifying Game Server Configuration Files" (on page 16) sections in the "Managing Battlefield 2 game server" chapter.

Managing Battlefield 2 Game Servers

The Parallels Plesk Battlefield 2 game server module provides a versatile interface for configuring and managing all aspects of the application functionality. The following topics describe the management and configuration tasks that are routinely performed on Battlefield game servers.

In this section:

Configuring Game Server Parameters.....	14
Modifying Game Server Configuration Files	16
Starting, Stopping, and Restarting Game Server	20
Deleting Game Server From Game Server Operator Account	21
Distributing Your Own Custom-Tailored Battlefield 2 Game Server Versions	21

Configuring Game Server Parameters

- *To configure Battlefield 2 game server user access and game parameters, follow these steps:*

- 1 Go to the list of Battlefield 2 game servers available on an individual operator account (**Modules > Operators > Battlefield 2 Game Servers of <operator account name>**).

Note: If a game server in the list has not been configured yet, the game server access link is displayed as **not configured** in the **Name** column.

- 2 Click the server access link in the **Name** column. The **Configuring Game Server** window opens that contains two tabs - **Configuration** and **Configuration files**.
- 3 Fill out the game server configuration parameter fields in the **Configuration** tab. The following fields are available for configuration:

Under **Remote server connection details**:

- **Hostname** - not available for configuration
- **Login user name** - not available for configuration
- **Login user password**
- **Game server installation directory**
- **Remember password**

Under **Server Configuration**:

- **Server name**
- **Max players**
- **Game server operation mode**
- **Server bandwidth throttling**
- **Client bandwidth throttling**
- **Game server IP address**
- **Game server port**
- **Port for GameSpy (via Internet)**

Under **Game configuration**:

- **A time limit for each round**
- **A score limit for each round**
- **The number of times to play on the same map**
- **Enable the Punk buster anti-cheat system**

Under **Access configuration**:

- **Password is required to join the server**
- **Allow players to obtain game server administrator privileges during the game**
- **Administrator's password**
- **Enable remote control over the network (RCON) for this game server**
- **RCON username**
- **RCON password**
- **RCON port**

Modifying Game Server Configuration Files

You can modify the following Battlefield 2 game server configuration files on the remote host through the Parallels Plesk Panel:

- `serversettings.con`
- `maplist.con`
- `banlist.con`

Note: The listings and parameter selection guidelines for each game server configuration file are found at the end of this procedure.

➤ **To modify the game server configuration files, follow these steps:**

- 1 Go to the list of Battlefield 2 game servers available on an individual operator account (**Modules > Operators > Battlefield 2 Game Servers of <operator account name>**).
- 2 Click the server access link in the **Name** column. The **Configuring Game Server** window opens that contains two tabs - **Configuration** and **Configuration files**.

Note: If a game server in the list has not been configured yet (the game server access link is displayed as **not configured** in the **Name** column), you will have to fill out **Configuration** tab first to be able to select the **Configuration files** tab.

- 3 Select the **Configuration files** tab. The tab displays three data sections: **Configuration file serversettings.con**, **Configuration file maplist.con**, **Configuration file banlist.con**. Each data section has two scrollable frames. The left frame is an editable text box that displays the content of the corresponding config file. The right frame contains the parameter value selection guidelines for each configuration parameter displayed in the text box.
- 4 Edit the configuration contents in the text boxes following the parameter value selection guidelines displayed in the explanation frames on the right.

To edit a configuration file content, click within the text box and edit the text of the file as you would normally do with a Notepad text file.

Note: The listings and parameter selection guidelines for each game server configuration file are found at the end of this procedure.

- 5 Click **Apply** to save the changes and continue editing the configuration files. Click **OK** to save the changes and exit the screen.

The listings and parameter selection guidelines for each game server configuration file:

- `Serversettings.con` file parameter selection guidelines:

Parameter name and default values	Parameter value selection guidelines
<i>sv.serverName</i> "<server name>"	This is the name your server will be listed by in the Internet or LAN server browser.
<i>sv.password</i> "<password>"	If you set a password, players will need to enter it before connecting to your server.
<i>sv.internet</i> 0	Set this to report your server to the Internet server browser list.
<i>sv.bandwidthChoke</i> 0	Use this setting to limit the amount of network bandwidth your server is allowed to use.
<i>sv.maxConnectionType</i> <value>	Players who exceed this limit will not be allowed to connect to your server
<i>sv.allowFreeCam</i> 0	Allow players to use a free-roaming camera while waiting to spawn. Players can activate this camera using the JUMP key.
<i>sv.allowExternalViews</i> 1	Use this to enable or disable the use of 3 rd person cameras in vehicles.
<i>sv.allowNoseCam</i> 1	Use this to enable or disable the use of nose-cam in certain vehicles (planes/helicopters).
<i>sv.maxPlayers</i> 32	The maximum number of players allowed on your server at once. This setting also determines whether the 16, 32 or 64 player configuration of maps is used.
<i>sv.startDelay</i> 15	This is the amount of time in seconds players are kept waiting for the game to start, once the minimum number of players has been reached.
<i>sv.endDelay</i> 15	This is the amount of time in seconds between when a round ends and a new round begins.
<i>sv.spawnTime</i> 15	This is the amount of time in seconds that players will wait to spawn in the game again after being killed.
<i>sv.manDownTime</i> 15	This is the amount of time players will wait to spawn in the game again after being incapacitated and able to be revived by a medic. We recommend that this is set to the same value as <i>sv.spawnTime</i> .
<i>sv.ticketRatio</i> 100	You can set the percentage of the normal number of tickets you wish to use.
<i>sv.roundsPerMap</i> 3	Set the number of rounds to complete before the map automatically changes to the next on the list.
<i>sv.timeLimit</i> 0	After this amount of time is reached, the round will end.
<i>sv.soldierFriendlyFire</i> 100	This is the percentage of direct damage that soldiers will receive from other players on the same team.
<i>sv.vehicleFriendlyFire</i> 100	This is the percentage of direct damage that vehicles will receive from other players on the same team.
<i>sv.soldierSplashFriendlyFire</i> 100	This is the percentage of splash damage that soldiers will receive from other players on the same team
<i>sv.vehicleSplashFriendlyFire</i> 100	This is the percentage of splash damage that vehicles will receive from other players on the same team.

<i>sv.voteTime</i> 90	This is the amount of time that a poll such as a kick vote or map vote stays open.
<i>sv.minPlayersForVoting</i> 2	This is the minimum number of votes needed for a poll to be successful.
<i>sv.autoRecord</i> 0	Enable or disable automatic demo recording.
<i>sv.demoDownloadURL</i> "<url>"	If demo recording is enabled, this should be set to the publicly accessible URL where the demo files can be downloaded.
<i>sv.autoDemoHook</i> "adminutils/demo/rotate_demo.py"	This is the application or script that is called on to manage demo recordings at the end of rounds.
<i>sv.adminScript</i> "default"	Set the path to a custom admin script to run.
<i>sv.hitIndicator</i> 1	This setting toggles whether or not players receive crosshair feedback indicating they have hit a target.
<i>sv.numPlayersNeededToStart</i> 2	The minimum number of players needed for a round to begin. Until this number of players have joined, the server stays in a "pre-game" state and neither team loses any tickets.
<i>sv.tkPunishEnabled</i> 1	Enable the system through which players can punish teamkillers in an attempt to kick them from the server.
<i>sv.tkNumPunishToKick</i> 3	When punishing is enabled, this sets the number of punished teamkills required to be kicked from the server.
<i>sv.tkPunishByDefault</i> 0	This sets whether or not a player is automatically punished for a teamkill.
<i>sv.voipEnabled</i> 1	Enable the use of VOIP for squad communication.
<i>sv.voipServerRemote</i> 0	Enable the use of an external BF2 VOIP Server, thereby disabling the integrated VOIP server.
<i>sv.voipServerRemoteIP</i> ""	When using an external VOIP server, this should be set with it's IP address.
<i>sv.voipServerPort</i> 55125	The VOIP server uses this port to receive BF2 server data. When using an external VOIP server, this should be set to the port associated with the shared password from the VOIP server's configuration.
<i>sv.voipBFClientPort</i> 55123	This is the port the BF2 client uses for communication with the voip server.
<i>sv.voipBFServerPort</i> 55124	The BF2 server uses this port to communicate with the VOIP server.
<i>sv.voipSharedPassword</i> ""	When using an external VOIP server, this should be set to the password associated with the VOIP Server port from the VOIP server's configuration.
<i>sv.voipQuality</i> 3	Use this to adjust the quality of VOIP audio. Raising the quality level will increase the amount of bandwidth your server uses. Recommended settings are 5 for LAN and 3 for Internet.
<i>sv.gameSpyPort</i> 0	Your server sends information about settings and status through this port. You only need to change this if it is in conflict with another port being used on your system. For best results, this value should stay between 29900 and 29950.
<i>sv.allowNATNegotiation</i> 0	Allow Network Address Translation negotiation. Try this if you use a router or gateway device and are having problems hosting a server.

<i>sv.autoBalanceTeam</i> 0	Enabling this will automatically move players to the team with less players when they die, and will prevent players from switching teams if it would cause them to be too unbalanced.
<i>sv.teamRatioPercent</i> 100	This ratio represents how autoBalanceTeam considers the desired ratio between team 1 and team 2. The percent represents what percent of team 1's current players is considered 'even' for team 2.
<i>sv.sponsorLogoURL</i> "<URL>"	Enter a URL to an image, and it will be displayed in the server browser when the server is highlighted. The image must be in PNG or JPG format, and should have a 4:1 aspect ratio for best results.
<i>sv.PunkBuster</i> 1	Enable PunkBuster automatic cheat protection. Visit http://www.evenbalance.com for more information about PunkBuster.
<i>sv.useGlobalRank</i> 1	This setting toggles whether or not players can use and show their official rank they have earned by playing on ranked servers.
<i>sv.useGlobalUnlocks</i> 1	This setting toggles whether or not players can use the unlocks they have earned by playing on ranked servers.
<i>sv.welcomeMessage</i> "<text>"	This text is displayed on the map load screen when connecting to the server.
<i>sv.serverIP</i> <ip address>	This setting allows you to set the network interface IP address for your server.
<i>sv.serverPort</i> 16567	This setting allows you to customize the port used for gameplay network traffic.
<i>sv.votingEnabled</i> 1	Enable or disable voting.
<i>sv.communityLogoURL</i> "<url>"	Enter a URL to an image, and it will be displayed in the loading screen when connecting to the server. The image must be in PNG or JPG format, and should have a 4:1 aspect ratio for best results.
<i>sv.demoQuality</i> 1	Set the quality of demo recording, if enabled, on the server. INCREASING THE VALUE OF THIS SETTING WILL SEVERLY IMPACT THE PERFORMANCE OF THIS SERVER.

- *Maplist.con* file parameter selection guidelines:

Parameter name and default values	Parameter value selection guidelines
<i>mapList.append</i> <map name> <game mode> [number of players] For example: <i>mapList.append strike_at_karkand gpm_cq 32</i>	Add a new map to the end of the map list. You must specify the map name and the game mode. Number of players is optional, if not specified will default to the current server setting.

- Maplist.con file parameter selection guidelines:

Parameter name and default values	Parameter value selection guidelines
<i>admin.addAddressToBanList</i> <IP address> [<timeout>]	<p>Adds a player’s IP address to banned list. Where can take one of these formats:</p> <ul style="list-style-type: none"> ▪ Omitted or ‘perm’ meaning that the ban is permanent. ▪ An integral number meaning the number of seconds the ban will be active (i.e. 3600 means one hour). ▪ Round, meaning the ban is active until the next map. ▪ An integral number prepended by a colon (i.e. :1234567), meaning the expiration time of the ban (number of seconds since 1 Jan 1970).
<i>admin.addKeyToBanList</i> <player’s CD key> [<timeout>]	Adds a player’s CD Key to banned list.

Starting, Stopping, and Restarting Game Server

Before you can start a game server, you must configure it. For detailed instructions on how to configure the server, consult the “Configuring Game Server Parameters” section in this chapter.

➤ **To start, stop, or restart a game server, follow these steps:**

- 1 Go to the list of Battlefield 2 game servers available on an individual operator account (**Modules > Operators > Battlefield 2 Game Servers of <operator account name>**).
- 2 Perform one of the following steps:
 - To start a Battlefield 2 Game server, go to the game server management panel and click the **Start** button.
 - To stop a Battlefield 2 Game server, go to the game server management panel and click the **Stop** button.
 - To restart a Battlefield 2 game server, click the **Restart** button.

You can also start, stop and restart servers from the server list using the service buttons in the list.

Deleting Game Server From Game Server Operator Account

- *To delete a game server from a game server operator account, follow these steps:*
- 1 Open the **Battlefield 2 Server Manager (Modules > Battlefield 2 Server Manager)**. The **Game Server Operators** window opens. The list of available game server operator accounts is displayed.
 - 2 Open the account from which you want to delete a game server. The list of available Battlefield game servers on the account is displayed.
 - 3 Select the game server that you would like to delete by using the corresponding check box and click **Remove Selected**. The list of available Battlefield game servers on the account is displayed. The deleted account disappears from the list.

Note: When a game server operator account is removed, all operator's game servers and the corresponding game server configuration files are removed from the client's account. The game server installations remain in place on their respective remote hosts and can be used for game server hosting by a different game server operator.

Distributing Your Own Custom-Tailored Battlefield 2 Game Server Versions

Once you have installed and configured your game server as desired, you can archive the entire game server installation directory with its custom-added contents and configuration files into a zip or tar file and publish the file on a Web or an FTP site for download by third parties. The users will then be able to download your game server package off the site and use it for deploying their game servers.