
SWsoft, Inc.

Battlefield 1942 Game Server User's Guide



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CHAPTER 1

Preface

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About this guide

This Guide provides detailed instructions on how to use the Battlefield 1942 Game Server module that allows the Plesk administrator to easily deploy and configure game servers through a graphic interface.

Documentation Conventions

Before you start using this guide, it is important to understand the documentation conventions used in it. For information on specialized terms used in the documentation, see the Glossary at the end of this document.

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.	These are the so-called <i>shared VPSs</i> . To destroy a VPS, type <code>vzctl destroy vpsid</code> .
Monospace	The names of commands, files, and directories.	Use <code>vzctl start</code> to start a VPS.
Preformatted	On-screen computer output in your command-line sessions; source code in XML, C++, or other programming languages.	Saved parameters for VPS 101
Monospace Bold	What you type, contrasted with on-screen computer output.	<code># rpm -V virtuo-<i>release</i></code>
CAPITALS	Names of keys on the keyboard.	SHIFT, CTRL, ALT
KEY+KEY	Key combinations for which the user must press and hold down one key and then press another.	CTRL+P, ALT+F4

Shell Prompts in Command Examples

Command line examples throughout this guide presume that you are using the Bourne-again shell (bash). Whenever a command can be run as a regular user, we will display it with a dollar sign prompt. When a command is meant to be run as root, we will display it with a hash mark prompt:

```
Bourne-again shell prompt    $
Bourne-again shell root prompt #
```

General Conventions

- Chapters in this guide are divided into sections, which, in turn, are subdivided into subsections. For example, **Documentation Conventions** is a section, and **General Conventions** is a subsection.
- When following steps or using examples, be sure to type double-quotes ("), left single-quotes ('), and right single-quotes (') exactly as shown.

Feedback

If you spot a typo in this guide, or if you have thought of a way to make this guide better, we would love to hear from you!

If you have a suggestion for improving the documentation (or any other relevant comments), try to be as specific as possible when formulating it. If you have found an error, please include the chapter/section/subsection name and some of the surrounding text so that we could find it easily.

Please submit a report by e-mail to userdocs@sw-soft.com.

CHAPTER 2

Using the Battlefield 1942 Game Server Module

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About the Battlefield 1942 Game Server Module

The Battlefield 1942 game server module allows Plesk users to install and manage game servers through their Plesk control panels.

We do not recommend running Battlefield 1942 game servers on Plesk-managed web hosts because game servers consume lots of processor resources and would dramatically decrease web server performance. When choosing the hardware to lease or purchase, make sure it meets the following requirements:

- AMD or Intel CPU (a 1 GHz/128 MB RAM configuration can serve up to 16 players, 1.5+ GHz/256 MB RAM – 32 players, 2+ GHz/512 MB RAM – 48 players),
- Linux operating system installed,
- 150 Megabytes of free disk space per one game server installation plus space for additionally installed maps.

Usage Scenario

This usage scenario will illustrate how different users should interact with the module.

The Plesk control panel administrator installs the Battlefield 1942 Game Server Module on a Plesk server. A business or individual, who wants to start the game hosting business (further referred to as Game Host or operator) leases, rents or purchases a game hosting account or a dedicated server from a provider. Then, the Game Host obtains an account on a Plesk-managed server (for this purpose the Plesk administrator creates a Plesk client account with minimal permissions, and assigns the game server module operation privileges to it). After that the Game Host logs into the Plesk control panel with operator's privileges, goes to the game server management section of the control panel and initiates deployment of a game server. Once the game server is installed, the operator configures and starts it.

Operators can create, configure, remove, start and stop game servers.

Installing, Configuring and Running Game Servers

Step 1: Creating an operator's account

To create a game server operator's account,

- 1 Go to **Modules > Battlefield 1942 Game Server**. Click **Add Operator**. A list of client accounts served by Plesk will open.
- 2 Locate the client that you wish to assign the permission to manage Battlefield 1942 game servers, and select the corresponding check box.
- 3 Click **OK**. The new operator will be added to the module (**Modules > Battlefield 1942 Game Server**).

Note: To remove an operator's account, go to **Modules > Battlefield 1942 Game Server**, select the respective check box and click **Remove Selected**. When an operator account is removed, all operator's game servers and their configuration files are removed from the game hosting account. The core components of the game server are not removed automatically.

Step 2: Specifying a hosting account for installing the game server

Once you specified an operator's account, you or your customer allotted game server operation privileges can install and deploy game servers on a specific game hosting account.

To do this,

- 1 a) When logged on to Plesk with administrator's privileges, go to **Modules > Battlefield 1942 Game Server**, and click an operator's name.
b) When logged on to Plesk with client credentials, click the **Battlefield 1942** link in the navigation pane.
- 2 Click the **Game Hosting Accounts** button. A screen will show the game hosting accounts of this operator.
- 3 Click **Add Hosting Account**.
- 4 Specify the properties of the game hosting account where you want to install and run the game server: host name or IP address, login and password. Click **OK**. If you specified an account with super user privileges, you will be prompted to:
 - create new account on the specified server,
 - specify another account,
 - use the specified super user account (not recommended).If you have chosen to create a new account, the module will create a user account with random password, and will tell you the login name for future reference. The password will not be shown: it will be automatically stored in the module's memory, so you will not need to know and remember it.
- 5 Specify the path to the Battlefield 1942 installation directory, if you already have it installed on the server. To install the game server from a scratch, click the install link.
- 6 Specify the URL from where to download the Game server package and the directory to install the game server to. Click **OK**. Once the installation is finished (this can take up to 30 minutes), and the core components are installed, you can proceed to setting up a game server.

Step 3: Installing, configuring and running the game server

- 1 a) When logged on to Plesk with administrator's privileges, go to **Modules > Battlefield 1942 Game Server**, and click an operator's name.
b) When logged on to Plesk with client credentials, click the **Battlefield 1942** link in the navigation pane.
- 2 Click the **Add Game Server** button,
- 3 Select the hosting account at which you wish to deploy the game server. To do this, select the corresponding radio button and click **OK**, or click the link in the Host name or IP address column.
- 4 Specify the basic settings of the game server, which include the following:
 - Game server name for reference,
 - Maximum number of players who can join the game,

- Game server operation mode: LAN or Internet,
 - Limit on the connection speed at the server side in kilobits per second,
 - Limit on the connection speed at the client side in kilobits per second,
 - IP address and port that game server will run on,
 - Port that should be used by the GameSpy monitoring service in Internet and LAN setups,
 - Time and score limit for each round or match,
 - The number of times to play on each map,
 - Enable or disable the Punk buster anti-cheat system so as to prevent clients with enabled cheats from connecting to your server,
 - If you wish to restrict access to your game server, specify the password that users will need to enter in order to connect to your server,
 - Specify the administrator's password and select the "Allow players to obtain game server administrator privileges" option if you wish to allow a specific player to perform game server management duties from the game console.
 - Enable remote control over the network (RCON), specify the port and credentials if you wish to control the game server through third party applications.
- 5 When done with the basic settings, click **OK** to complete creation of the game server, or click the "Advanced settings" tab if you wish to fine-tune the game server. Fine-tuning involves modifying the contents of configuration files. Following is a list of commands that you can use:
- `game.serverName "<server name>"`
Server name shown to the Internet users (maximum 31 character).
 - `game.serverDedicated 1`
This setting should always be 1 for dedicated servers.
 - `game.serverMaxPlayers 2-64`
Maximum number of players that can join the server. Set this depending on your bandwidth.
 - `game.serverInternet 0`
Set to 0 for a LAN server or 1 for an Internet server. An Internet server registers with the GameSpy and All Seeing Eye master servers at startup so your server will be visible in the BF1942 Internet server browser.
 - `game.serverStartDelay 20`
This defines how long to wait before starting the game, once there is enough players to start the match. Gives slower machines a chance.
 - `game.serverMaxAllowedConnectionType <value>`
This setting controls client bandwidth throttling. The server will throttle the bandwidth for information sent to clients according to the value you set here:
CTModem56Kbps - 56 kb/s (modem), CTCable128Kbps - 128 kb/s (ISDN),
CTCable256Kbps - 256 kb/s (broadband), CTLanT1 - 10 mb/s (LAN)

- `game.serverIP <IP address>`
This can be safely left as 0.0.0.0 if the IP on one or all of your interfaces is a fully qualified internet IP. I.e. can be reached by anyone on the net by directly connecting to the IP. If you are behind a router then set this as your router's external IP. 10.x.x.x or 192.168.x.x are internal and are not external IP's.
- `game.serverPort 14567`
Address of the game server port.
- `game.gameSpyLANPort 0`
Port for GameSpy (LAN).
- `game.gameSpyPort 0`
Port for GameSpy (Internet).
- `game.ASEPort 0`
Port for ASE.
- `game.serverGameTime 0-120`
Sets a time limit for each round in minutes. 0 - No limit.
- `game.serverScoreLimit 0-120`
Sets a score limit for each round. 0 - No limit.
- `game.serverNumberOfRounds 1-10`
Sets the number of times a map is played before proceeding to the next map in the rotation.
- `game.serverGameRoundStartDelay 10`
Time before each round before everyone respawns.
- `game.serverGameStartDelay 0-128`
Sets the delay before each game starts at the beginning of a round.
- `game.serverSpawnTime 1-30`
Sets the time between waves of reinforcements. Players and bots spawn into the game continuously at this interval.
- `game.serverSpawnDelay 0-30`
Sets the delay before players will spawn back into the game after dying.
- `game.serverTicketRatio 100-1000`
The server multiplies the starting ticket values by this percentage.
This option simply sets how many lives are available to each team in relation to the default values. If a map had 150 tickets per team, then a setting of 100 would have 100% tickets, and therefore each team would have 150 tickets. If it was set to 200, then each team would have 300 tickets.
- `game.serverAlliedTeamRatio 0-10`
Sets the ratio of allied players versus axis players.
- `game.serverAxisTeamRatio 1-10`
Sets the ratio of axis players versus allied players.
- `game.serverAutoBalanceTeams 0`
Enables an option which automatically balances teams by forcing players between teams when they die to keep them even in numbers.
- `game.serverCoopAiSkill 1-100`
Sets the skill of bots in Coop game mode.
25 - Easy, 50 - Normal, 75 - Hard, 100 - Impossible.

- `game.serverCoopCpu 1-100`
Sets the percentage of CPU time used by the bot AI.
- `game.serverPassword "<password>"`
Password required to join the server (max 32 chars).
- `game.serverReservedPassword "<password>"`
Password for reserved places (max 32 characters). Usually found on clan servers where the server is usually full.
- `game.serverNumReservedSlots <number>`
How many places for special players is allowed. If the server is full then it will ask for a password from any new joiners.
- `game.serverSoldierFriendlyFire 0-200`
Percentage of damage absorbed from projectiles fired by players on the same team.
- `game.serverVehicleFriendlyFire 0-200`
Percentage of damage absorbed from projectiles fired by players on the same team when he is in a tank or other vehicle.
- `game.serverKickBack 0.00-xxx.xxx`
Value of friendly fire projectile damage (1.0 - 100%) reflected back to the originator.
- `game.serverKickBackOnSplash 0.00-xxx.xxx`
Value of friendly fire splash damage (1.0 - 100%) reflected back to the originator.
- `game.serverSoldierFriendlyFireOnSplash 0-200`
Percentage of splash damage absorbed from projectiles fired by players on the same team.
- `game.serverVehicleFriendlyFireOnSplash 0-200`
Percentage of splash vehicle damage absorbed from projectiles fired by players on the same team.
- `game.serverNameTagDistance 0-600`
Distance at which friendly names become visible.
- `game.serverNameTagDistanceScope 0-600`
Distance at which friendly and enemy names become visible when you aim at them.
- `game.serverAllowNoseCam 1`
Set to 1 to allow cockpit views without the instrument panel.
When a user presses F9 twice they can get a nose cam if this is enabled. Sometimes this is disabled in servers trying to emulate a realistic war environment.
- `game.serverFreeCamera 0`
Set to 1 to allow free movement of camera when player is waiting to respawn.
- `game.serverExternalViews 1`
Set to 1 to allow external camera views in vehicles.


- `game.serverHitIndication 1`
Puts an extra set of crosshairs on the players screen when they do damage to another player.
- `game.serverTKPunishMode 1`
Increases the spawn time of a client after they kill a teammate. After a certain amount of killings they get booted.
- `game.serverCrossHairCenterPoint 1`
Show an aiming point in the center of the player's crosshair.
- `game.serverDeathCameraType 1`
Sets the Death Camera type.
0 - do not show killer, 1 - show killer.
- `game.objectiveAttackerTicketsMod 100`
Sets how many tickets are taken while one team has a majority of objectives.
- `game.setServerWelcomeMessage 0 "<message>"`
This has 2 values. The first enables a welcome message and the second is a text string with the message in it. Usually lists the server stats and any rules like "No Swearing" that may apply to the server.
- `game.serverContentCheck 0, 1 or 2`
Sets the server content-check mode.
0 - All clients are allowed.
1 - Only clients with default installations are allowed.
2 - Only clients with installations matching any of the server-defined CRCs are allowed. The `contentcrc32.con` files are parsed by the server to load a set of CRCs that will be considered as valid. As clients connect they will be checked against these values. The CRC files reside in the directory of each mod.
- `game.serverEventLogging 0`
Enables server game-event logging which causes a detailed XML log of all game events to be written in the server's log folder.
- `game.serverEventLogCompression 0`
Enables compression of game event logs using Zlib compression.
- `game.serverPunkBuster 0`
Enables Punk buster anti-cheat system.
- `game.serverUnpureMods "..."`
Checks for corrupted mods, which will indicate hackers.
- `admin.getRemoteConsoleEnabled`
Displays whether remote console is enabled.

-
- `admin.enableRemoteConsole <username> <password> [port]`
Enables remote access to a BF1942 Server.
 - `admin.disableRemoteConsole`
Disables remote access to a BF1942 Server.
 - `admin.enableRemoteAdmin password`
Allows an administrator to log into a server. The password may contain either only letters or only numbers, but no spaces.
 - `admin.disableRemoteAdmin`
Disables remote administration.
 - `admin.maxAllowedConnectionType [type]`
This setting controls client bandwidth throttling. The server will throttle the bandwidth for information sent to clients according to the value you set here: `CTModem56Kbps` - 56 kb/s (modem), `CTCable128Kbps` - 128 kb/s (ISDN), `CTCable256Kbps` - 256 kb/s (broadband), `CTLanT1` - 10 mb/s (LAN)
 - `admin.bandWidthChokeLimit [<#>]`
This setting controls server bandwidth throttling. The server will limit total bandwidth usage according to the value you set here: 0 - no limit, 8 - 64 Kbps, 16 - 128 Kbps, 32 - 256 Kbps, 64 - 512 Kbps, 128 - 1024 Kbps, 256 - 2048 Kbps, 512 - 8192 Kbps.
 - `admin.votingTime [seconds]`
Sets the number of seconds a player has to cast a vote.
 - `admin.enableKickPlayerVote [1/0]`
This command will initiate/cast a vote to kick a player out of game.
 - `admin.enableKickTeamPlayerVote [1/0]`
Enables a vote for kicking out a player of the same team
 - `admin.voteKickPlayerMajority [0.00-1.00]`
The required percentage of votes a candidate needs to win. Default is 0.6 (60%).
 - `admin.voteKickTeamPlayerMajority [0.00-1.00]`
The required percentage of votes a candidate needs to win. Default is 0.6 (60%).
 - `admin.setNextLevel <map name> <game play mode> <mod name>`
Changes or adds the next map.
 - `admin.enableMapVote [1/0]`
Toggle if you want to allow people to vote for another map.

- `admin.voteMapMajority [0.00-1.00]`
Number is percentage of voters required to pass. Ex. 0.6 - 60%.
- `admin.timeLimit [<seconds>]`
How long the match lasts
- `admin.scoreLimit [0-120]`
Greatest score before it will stop the match.
- `admin.SetNrOfRounds 1-10`
Sets the number of rounds.
- `admin.timeToNextWave [seconds]`
Sets the time between waves of reinforcements. Players and bots spawn into the game continuously at this interval.
- `admin.spawnWaveTime [float]`
- `admin.timeBeforeRestartMap [1-30]`
How much time until the map will restart in seconds.
- `admin.delayBeforeStartingGame seconds`
Time before the game will start.
- `admin.roundDelayBeforeStartingGame seconds`
Time before a new round will start.
- `admin.setTicketRatio float`
Sets the death ticket ratio.
- `admin.autoBalanceTeam [1/0]`
Enables/Disables Auto team-balancing when teams are uneven.
- `admin.soldierFFRatio [0.00-2.00]`
The amount of damage done by a soldier to a teammate.
- `admin.vehicleFFratio [0.00-2.00]`
Sets the percentage of damage absorbed from projectiles fired by vehicles on the same team.
- `admin.vehicleFFratioOnSplash [0.00-2.00]`
Sets the percentage of splash damage absorbed from projectiles fired by vehicles on the same team.
- `admin.soldierFFRatioOnSplash [0.00-2.00]`
The amount of damage done by FF splash.

- `admin.kickBack` [float]
How much you get knocked back by getting hit.
- `admin.kickBackOnSplash` [float]
Used to set the fraction of friendly fire splash damage reflected back to the originator.
- `admin.allownosecam` [1/0]
Allows player to turn off HUD while flying.
- `admin.externalviews` [1/0]
Enables/disables external views in vehicles.
- `admin.spawnDelayPenaltyForTK` [float]
Sets a spawn delay penalty for players who teamkill. Corresponds to the number of spawn waves a players must wait before he or she can respawn into the game.
- `admin.nrOfTKToKick` [float]
Sets the number of punished teamkills before the player is kicked.
- `admin.banPlayerOnTKKick` [1/0]
When set to 1, players are also banned when kicked for teamkilling.
- `admin.TKPunishMode` [1/0]
Sets the default 'punish or forgive' mode. 0 sets Punish Mode and 1 sets Forgive Mode.
- `game.addLevel` <map name> <game play mode> <mod name>
Adds map to a map cycle.
- `game.setCurrentLevel` <map name> <game play mode> <game name>
Sets the map to start on.
- `game.addLevel` <map name> <game play mode> <mod name>
Adds map to a map cycle.
- `game.setCurrentLevel` <map name> <game play mode> <game name>
Sets the map to start on.
- `admin.addAddressToBanList` <IP address> [<timeout>]
Adds a player's IP address to banned list. Where can take one of these formats:
 - 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).
- `admin.addKeyToBanList` <player's CD key> [<timeout>]
Adds a player's CD Key to banned list.
- `alias` <alias name> <command name>
Creates an alias for any command.

- 6 When done with the advanced settings, click OK to complete setting up the game server.

Now to start the game server, in the list of game servers, click an icon  to the left of the game server's name. Your server is ready to serve players.

Managing game servers: starting, stopping, and restarting

To manage game servers:

- 1
 - a) When logged on to Plesk with administrator's privileges, go to **Modules > Battlefield 1942 Game Server**, and click an operator's name.
 - b) When logged on to Plesk with client credentials, click the **Battlefield 1942** link in the navigation pane.
- 2
 - a) Toggle an icon to the left of the game server's name to start, stop, or restart the game server, or
 - b) Click a game server's name and then use the respective icons in the **TOOLS** group.

Deleting game servers

To delete game servers:

- 1
 - a) When logged on to Plesk with administrator's privileges, go to **Modules > Battlefield 1942 Game Server**, and click an operator's name.
 - b) When logged on to Plesk with client credentials, click the **Battlefield 1942** link in the navigation pane.
- 2 Select a check box corresponding to the game server you want to remove, and click **Remove selected**.

Using custom game server packages

Once you have installed and configured your game server as desired, you can pack the entire game server installation directory with its contents into a zip or tar.gz archive, and publish this archive file to a WWW or FTP site. The users will then be able to download your game server package off the site and use it for deploying their game servers.

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