

RCON CONNECTIVITY

Crysis 3 supports the same HTTP/XML-RPC protocol from Crysis 2. Your server provider will inform you of the IP, port and password required.

Once started, you can use a third party HTTP/XML-RPC client (there is no internally developed HTTP/XML-RPC client available at this time).

Crysis 3 also supports the same rcon protocol from Crysis 2. Your server provider will inform you of the IP, port and password required.

Clients will be able to connect to the dedicated server by using the following command on their in-game console:

rcon_connect addr:%external IP of the dedicated server% **port:**%port as specified on the dedicated server% **pass:**%password as specified on the dedicated server%

Once connected, commands may be issued to the dedicated server by using the following command on their in-game console:**rcon_command %command%**
where %command% is the remote command that they wish to execute on the dedicated server, e.g. **rcon_command sv_maxplayers 8**

Clients may disconnect from the rcon server by using the following command on their in-game console:**rcon_disconnect**

Setting the RCON Password:

The rcon password can be set with `rcon_password=password` in your dedicated.cfg

If `rcon_password` is not set, rcon will try to use `http_password`.

If you're intending to use the same password for http and rcon, then you only need to start rcon with `rcon_startserver port:xxxx`

LEVEL ROTATION.XML

Custom level rotation files can be created easily with a LevelRotation.xml file, using either built-in or custom playlists and variants. Once the LevelRotation.xml file has been created (see examples below), place it in the root of the build (the same directory as dedicated.cfg).

Specifying levels and game modes

Method 1: Using a standard preset playlist:

If the name of the LevelRotation is one of the existing playlists, i.e. "TDM", "DM ", "CRASHSPEARS", "EXTCTF", "HUNTER", "ASSAULT", "MEDLEY", "CELLREBEL", "DESIGN", "TDMPRO", "DMPRO" then it will use one of these preset playlists for the map/mode combinations. Details of what these mean can be found in the next section. If the server is set to use a preset playlist then any maps and modes specified in the LevelRotation.xml will be ignored. These playlists mirror the console playlists, as they did in Crisis 2.

```
<levelRotation name="TDM" randomize = "0" includeNonPresentLevels = "0">
  <ServerInfo>
    <Details name="TDM All Level Rotation" />
    <Variant name="Standard">
      </Variant>
    </ServerInfo>
  </levelRotation>
```

Method 2: A custom level rotation using a standard mode - map combination setup

If you specify "CUSTOM" as the playlist name then you can specify a list of map/mode combinations that the playlist will iterate through. If for example you wish to make a Crash Site only playlist, which is not provided as a standard playlist, just create a custom playlist like below but with gameRules="CrashSite" entries in the level nodes. A list of game modes with descriptions can be found in the next section.

```
<levelRotation name="Custom" randomize = "0" includeNonPresentLevels = "0">
  <ServerInfo>
    <Details name="TDM All Level Rotation" />
    <Variant name="Standard">
      </Variant>
    </ServerInfo>

  <level name="Multiplayer/c3mp_museum" gameRules="TeamInstantAction" />
  <level name="Multiplayer/c3mp_rooftop_gardens" gameRules="TeamInstantAction" />
  <level name="Multiplayer/c3mp_con_ed" gameRules="TeamInstantAction" />
  <level name="Multiplayer/c3mp_airport" gameRules="TeamInstantAction" />
  <level name="Multiplayer/c3mp_bridge" gameRules="TeamInstantAction" />
```

```

<level name="Multiplayer/c3mp_canyon" gameRules="TeamInstantAction" />
<level name="Multiplayer/c3mp_dam" gameRules="TeamInstantAction" />
<level name="Multiplayer/c3mp_river" gameRules="TeamInstantAction" />
<level name="Multiplayer/c3mp_swamp_boat" gameRules="TeamInstantAction" />
<level name="Multiplayer/c3mp_tanker" gameRules="TeamInstantAction" />
<level name="Multiplayer/c3mp_cave" gameRules="TeamInstantAction" />
<level name="Multiplayer/c3mp_fields" gameRules="TeamInstantAction" />
</levelRotation>

```

Method 3: Specifying multiple game modes per map

This method is new for Crysis 3 and is generally used as a way of improving the randomising feature (which will be covered later).

```

<levelRotation name="Custom" randomize = "0" includeNonPresentLevels = "0">
  <ServerInfo>
    <Details name="Mixture" />
    <Variant name="Standard">
      </Variant>
    </ServerInfo>

    <level name="Multiplayer/c3mp_museum">
      <gameRules name="TeamInstantAction" />
      <gameRules name="InstantAction"/>
    </level>
    <level name="Multiplayer/c3mp_cave">
      <gameRules name="CrashSite" />
      <gameRules name="Hunter"/>
    </level>
    <level name="Multiplayer/c3mp_fields">
      <gameRules name="Spears" />
      <gameRules name="CTF"/>
      <gameRules name="Assault"/>
    </level>
  </levelRotation>

```

Specifying multiple modes on a single map like this means that you won't see the map come up against itself in a vote. It also means that you won't see the same map and mode combination again until the other mode choices have also had a go.

Randomising the playlist

Crysis 3 allows two separate methods of playlist randomisation:

Method 1: Full randomisation

This method will effectively take all maps listed in the level rotation and offer them to players in a completely random order, this is the method to use in most cases. If multiple game modes are specified for a given map using method 3 above then the maps are shuffled then the game modes are shuffled within each map.

```
<levelRotation name="Custom" randomize = "1" includeNonPresentLevels = "0">
  <ServerInfo>
    <Details name="Randomised Level Rotation" />
    <Variant name="Standard">
      </Variant>
    </ServerInfo>

    <level name="Multiplayer/c3mp_museum">
      <gameRules name="TeamInstantAction" />
      <gameRules name="InstantAction"/>
    </level>
    <level name="Multiplayer/c3mp_cave">
      <gameRules name="CrashSite" />
      <gameRules name="Hunter"/>
    </level>
    <level name="Multiplayer/c3mp_rooftop_gardens">
      <gameRules name="TeamInstantAction" />
      <gameRules name="InstantAction"/>
    </level>
    <level name="Multiplayer/c3mp_swamp_boat">
      <gameRules name="CrashSite" />
      <gameRules name="Hunter"/>
    </level>
  </levelRotation>
```

Method 2: Fixed pairs

This method allows you to keep sets of two maps together but shuffle the order in which they are offered.

```
<levelRotation name="Custom" randomize = "1" maintainPairs="1" includeNonPresentLevels = "0">
  <ServerInfo>
    <Details name="Fixed pairs " />
```

```

    <Variant name="Standard">
    </Variant>
</ServerInfo>

<level name="Multiplayer/c3mp_museum" gameRules="TeamInstantAction" />
<level name="Multiplayer/c3mp_rooftop_gardens" gameRules="TeamInstantAction" />

<level name="Multiplayer/c3mp_con_ed" gameRules="TeamInstantAction" />
<level name="Multiplayer/c3mp_airport" gameRules="TeamInstantAction" />

<level name="Multiplayer/c3mp_bridge" gameRules="TeamInstantAction" />
<level name="Multiplayer/c3mp_canyon" gameRules="TeamInstantAction" />
</levelRotation>

```

This playlist would result in the museum always being up against rooftop_gardens in the vote options, con_ed always up against airport and bridge always up against canyon however you might get the options in any order (for instance the choice of bridge/canyon could followed by either museum/rooftop_gardens or con_ed/airport). This can be useful if you want to vary the game mode a little but always make sure that team instant action is available, this could be done as shown below:

```

<levelRotation name="Custom" randomize = "1" maintainPairs="1" includeNonPresentLevels = "0">
  <ServerInfo>
    <Details name="Choice of TDM and something else" />
    <Variant name="Standard">
    </Variant>
  </ServerInfo>

  <level name="Multiplayer/c3mp_museum" gameRules="TeamInstantAction" />
  <level name="Multiplayer/c3mp_rooftop_gardens" gameRules="CrashSite" />

  <level name="Multiplayer/c3mp_con_ed" gameRules="TeamInstantAction" />
  <level name="Multiplayer/c3mp_airport" gameRules="Hunter" />

  <level name="Multiplayer/c3mp_bridge" gameRules="TeamInstantAction" />
  <level name="Multiplayer/c3mp_canyon" gameRules="Spears" />
</levelRotation>

```

Fixing the vote options

If both options offered to the player are the same then no vote options are given, this can be used to enforce all options get played. This can be used in conjunction with the fixed pair randomisation.

```

<levelRotation name="Custom" randomize = "1" maintainPairs="1" includeNonPresentLevels = "0">
  <ServerInfo>
    <Details name="Choice of TDM and something else" />
    <Variant name="Standard">
      </Variant>
    </ServerInfo>

    <level name="Multiplayer/c3mp_museum" gameRules="TeamInstantAction" />
    <level name="Multiplayer/c3mp_museum" gameRules="TeamInstantAction" />

    <level name="Multiplayer/c3mp_con_ed" gameRules="TeamInstantAction" />
    <level name="Multiplayer/c3mp_con_ed" gameRules="TeamInstantAction" />

    <level name="Multiplayer/c3mp_bridge" gameRules="TeamInstantAction" />
    <level name="Multiplayer/c3mp_bridge" gameRules="TeamInstantAction" />
</levelRotation>

```

Choosing a variant

Variants in Crysis 3 are a list of game modifiers that can be used to customise the game play. You can choose between a number of preset options as well as the option of creating your own custom variant.

Using a preset variant

To use a preset variant, simply set the variant name in your LevelRotation.xml to one of the existing variants (Standard, BeginnersPlayground, Pro, Vanilla or Designer), details of these are listed in the next section.

```

<levelRotation name="Custom" includeNonPresentLevels = "0">
  <ServerInfo>
    <Details name="Choice of TDM and something else" />
    <Variant name="Standard">
      </Variant>
    </ServerInfo>

    <level name="Multiplayer/c3mp_museum" gameRules="TeamInstantAction" />
    <level name="Multiplayer/c3mp_museum" gameRules="TeamInstantAction" />

```

Creating a custom variant

To create a custom variant set the name to "Custom" and specify your options as shown in the following example. Details of available options and what they mean can be found in the following section. **Note that using a custom variant will make your server unranked.**

```
<levelRotation name="TDM" randomize = "0" includeNonPresentLevels = "0">
  <ServerInfo>
    <Details name="Custom Variant Server" />
    <Variant name="Custom">
      <Option setting="g_maxHealthMultiplier 1.0" />
      <Option setting="g_mpRegenerationRate 1" />
    </Variant>
  </ServerInfo>
</levelRotation>
```

Other Options

LevelRotation.xml can also be used to specify the server name, a password, message of the day, an image URL and the maximum number of players allowed.

```
<levelRotation name="TDM" randomize = "0" includeNonPresentLevels = "0">
  <ServerInfo>
    <Details name="Custom name" password="worstPasswordEver" motd="guess the password" imageURL="http://www.c4rlh.com/mobile-
phone/free-wallpapers/128x128/cat-02.jpg" maxPlayers="12" />
    <Variant name="Standard" />
  </ServerInfo>
</levelRotation>
```

Note that these can also be set via dedicated.cfg, see the section on additional commands and variables for details. The image referenced by imageURL should have dimensions of 128 x 128.

Additional LevelRotation Notes

"includeNonPresentLevels" means add levels to the level rotation even if they don't exist in the levels folder (default behaviour is to skip any levels the game cannot find). This is mainly for DLC support on console playlists, use on dedi server level rotations is optional. The main difference is if there is a typo in one of the level names you rather the server presents a level which doesn't exist and will fail to load (with includenonpresentlevels = 1), or silently skip adding it to the level rotation and it would not show up (without includenonpresentlevels).

REFERENCE VALUES FOR LEVELROTATION.XML

Game mode names and descriptions

Full Name	Aliases
DeathMatch	InstantAction, IA, DM
TeamDeathMatch	TeamInstantAction, TIA, TDM
CaptureTheRelay	CaptureTheFlag, CTR, CTF
CrashSite	CS
Assault	AS
Extraction	EXT
Hunter	HTR
Spears	SPR
Frenzy	FR
Possession	PSN
TeamPossession	TPSN

INSTANT ACTION– Free-for-all deathmatch where everyone is an enemy. Whoever scores the most kills within the time limit, wins. You'll need to push the Nanosuit to its limit swapping between armor mode and stealth as the action comes fast and heavy.

TEAM INSTANT ACTION – Two teams go head to head in this deathmatch mode. Your objective is to score more points than the opposing team within the time limit by eliminating as many opponents as you can. Utilize the power of the Nanosuit, and good teamwork, to win!

CAPTURE THE RELAY – Two teams face off and try to capture one another's relays. Each team possesses a relay at their base which must be defended. To score you must capture your enemies relay and deliver it to your base. Use the Nanosuit tactically to armor up and defend your base, or take the stealth approach and sneak in to grab the enemy relay.

CRASH SITE– This team-based mode sees two teams fight for control of alien pods. Alien ships will launch pods at various locations. Secure and hold the alien pod sites to score points. Pods will expire over time so watch the skies and be ready to move on the next location!

EXTRACTION– In this round-based mode one team must locate alien creatures called Ticks which are being guarded by the defending team, and bring them back to the extraction point where an escape helicopter awaits. Extracting a tick gives the team an energy upgrade to the Nanosuit which can be used tactically to capture the remaining ticks. There are two Ticks: an armor Tick and a stealth Tick

ASSAULT – An asymmetrical game mode where one team play equipped with Nanosuits, attempting to infiltrate the enemy stronghold and download the vital blueprints from terminals. The other team play as special force soldiers with brutal weaponry but without the dynamic abilities of the Nanosuit. Four rounds and only one life per-player per-round. The team that manages to download the most data across the rounds wins

HUNTER– Play as the hunter or the prey across five rounds in this mode. Hunters are Nanosuit-ed-marines with unlimited stealth, armed only with the Nanobow. CELL operatives have superior numbers and firepower, but respawn as Hunters when killed. As a Hunter kill all the CELL to end the round, as a CELL operative just stay alive until the timer runs out to win.

SPEARS –Fight for control over three Alien Spears in this team based mode. Stand in the Spear's capture radius to claim it. Holding Spears earns objective points for your team, the more Spears you hold the faster you earn. Each Spear houses 2 panels that can be ripped off and used as shields for defense. The first team to earn 100 points wins.

FRENZY - Free-for-all mode. Equipment loadouts are randomly assigned every 60 seconds (all players receive the same random loadout). Killing a player increases your score multiplier, highest score at the end of the game wins.

POSSESSION - Free-for-all mode. First player killed drops an alien flag, hold the flag to score points. Highest score at the end of the game wins.

TEAM POSSESSION - Team based variant of possession, holding the flag scores points for your team. Highest team score at the end of the game wins.

Level names

These can be used in LevelRotation.xml as well as by both the "gl_map" and "map" commands

Nickname	Level Name	Nickname	Level Name
Airport	c3mp_airport	Penn Depot	c3mp_fields
Brooklyn Bridge	c3mp_bridge	Museum	c3mp_museum
Financial District	c3mp_canyon	Hells Kitchen	c3mp_river
Central Cavern	c3mp_cave	Skyline	c3mp_rooftop_gardens
East River	c3mp_con_ed	Chinatown	c3mp_swamp_boat
Hydro Dam	c3mp_dam	Williamsburg	c3mp_tanker
Coastline	c3mp_paradise	Crossing	c3mp_crossing
Ascent	c3mp_ravine	Creek	c3mp_plantation

Note: all maps support all modes!

Preset playlists

Playlist name	Supported variants	Description
TDM	Standard, BeginnersPlayground	Team death match on all maps
DM	Standard, BeginnersPlayground	Death match on all maps
CRASHSPEARS	Standard	Mixture of crash site and spears on all maps
EXTCTF	Standard	Mixture of extraction and capture the relay on all maps
HUNTER	Standard	Hunter on all maps
ASSAULT	Standard	Assault on all maps
MEDLEY	Standard	All game mode and map combinations
CELLREBEL	Vanilla	Crash site, spears, team death match, death match, capture the relay and extraction on all maps but played without a nanosuit
DESIGN	Designer	Playlist chosen by the C3 design team, contents will change via data patching
TDMPRO	Pro	Team death match with reduced HUD, half health, no kill streaks, death streaks, pinger, VTOL, environmental weapons, alien weapons or kill camera on all maps
DMPRO	Pro	Death match version of TDMPRO

Preset variants:

Variant name	Supported game modes	Description
Standard	All	Default options
BeginnersPlayground	All	Server is limited to players under rank 10
Pro	All	Reduced HUD, 50% health, no kill streaks, death streaks, pinger, VTOL, environmental weapons, alien weapons or kill camera
Vanilla	TDM, DM, CS, EXT, CTR, SPR	No nanosuit, suit modules, kill streaks, death streaks, pinger, alien weapons and no health regeneration
Designer	All	Designers choice - contents will change via data patching

Custom variant settings list

g_timelimit	Time limit (default depends on game mode)
g_scoreLimit	Score limit (default depends on game mode)
g_minplayerlimit	Minimum number of players before loading into game (defaults to 1)
g_autoReviveTime	Amount of time between player re-spawns (default depends on game mode)
g_roundlimit	Number of rounds in a round-based game i.e. CTR, EXT (default depends on game mode)
g_numLives	Number of lives in supported game modes - Assault (defaults to 1) and Extraction (defaults to 0 - infinite)
g_maxHealthMultiplier	Multiplier for max health (defaults to 1.0)
g_mpRegenerationRate	Health regeneration rate (0=slow, 1=normal, 2=fast, 3=none, defaults to 1)
g_friendlyfireratio	Amount of friendly fire damage applied (defaults to 0, set negative to do damage to the shooter instead)
hud_radarTypeMP	Radar type (0=off, 1=normal, 2=always on, defaults to 1)
g_mpHeadshotsOnly	Only take damage from headshots (0=disable, 1=enable, defaults to 0)
g_mpNoVTOL	Remove VTOLs from the game (0=disable, 1=enable, defaults to 0)
g_mpNoAlienWeapons	Remove alien weapons from the game (0=disable, 1=enable, defaults to 0)
g_mpNoEnvironmentalWeapons	Remove environmental weapons (pole, shield) (0=disable, 1=enable, defaults to 0)
g_mpNoPinger	Remove the pinger from the game (0=disable, 1=enable, defaults to 0)
g_allowCustomLoadouts	Allow customised loadouts (0=disable, 1=enable, defaults to 1)
g_allowSuitPerks	Allow suit modules (0=disable, 1=enable, defaults to 1)
g_allowTeamPerks	Allow kill streaks (0=disable, 1=enable, defaults to 1) - note: linked to hud_dogtagsEnable
hud_dogtagsEnable	Allow dropping dogtags (0=disable, 1=enable, defaults to 1) - note: linked to g_allowTeamPerks
g_allowFatalityBonus	Allow death streaks (0=disable, 1=enable, defaults to 1)
g_modevarivar_proHud	Switch to reduced HUD (0=disable, 1=enable, defaults to 1)
g_modevarivar_disableNanosuit	Disable the nanosuit (0=use suit, 1=no suit, defaults to 0)
g_modevarivar_disableKillCam	Disable the kill replay (0=show replays, 1=no replays, defaults to 0)
g_modevarivar_disableSpectatorCam	Disable spectator camera when dead (0=use spectator mode, 1=don't, defaults to 0)
g_allowExplosives	Allow explosives (0=disable, 1=enable, defaults to 1)
g_forceWeapon	Force weapon index, see weapon indices table (defaults to -1 : disabled)
g_infiniteAmmo	Infinite ammo (0=disable, 1=enable, defaults to 0)
g_infiniteCloak	Infinite cloak mode (0=disable, 1=enable, defaults to 0)
g_allowWeaponCustomisation	Allow in-game weapon customisation (0=disable, 1=enable, defaults to 1)
g_mpNoHMGs	Remove HMGs from the game (0=disable, 1=enable, defaults to 0)
g_mpUnlockAllAttachments	Allow players to use any attachment (0=disable, 1=enable, defaults to 0) - note: only effects loadout

Note: Using a custom variant will set the server to unranked.

Weapon Indices for g_forceWeapon (-1 means players choose weapons as normal)

Index	Weapon	Index	Weapon
1	SCARAB	21	Hammer
2	Marshall	22	Revolver
3	DSG1	23	Typhoon (Overkill alternative skin)
4	Mk70	24	Feline (Predator alternative skin)
5	Feline	25	NanobowMP (Hunter alternative skin)
6	FY71	26	Hammer (Cell alternative skin)
7	NanobowMP	27	Mike (Cell alternative skin)
8	NanobowMPPred (essentially the same as NanobowMP)	28	SCAR (Camo alternative skin)
9	Mk60	29	SCAR (Desert alternative skin)
10	Typhoon	30	SCAR (Cell alternative skin)
11	Takedown	31	SCAR (Urban alternative skin)
12	Jackal	32	K-Volt (Cell alternative skin)
13	Grendel	33	Gauss (Cell alternative skin)
14	Gauss	34	Gauss (Inf alternative skin)
15	K-Volt	35	Jackal (Stalker alternative skin)
16	SCAR	36	Jackal (Jak alternative skin)
17	Mike	37	Feline (Cell alternative skin)
18	L-Tag	38	SCARAB (Cell alternative skin)
19	Nova	39	CLAW
20	AY69	40	Rhino

The following CVARs can be safely changed without affecting whether the match is ranked or not:

g_autoAssignTeams	Enable automatic teams (0=disable, 1=enable, defaults to 1) - note: disabling will remove team balancing
gl_initialTime	Time before loading into game when g_minplayerlimit is first reached (defaults to 10)
gl_time	Time on the lobby between loading into games (defaults to 45 seconds)
g_gameRules_startTimerLength	Time waiting in game for players to finish loading and to choose their loadout (defaults to 10 seconds)
g_pinglimit	Max ping allowed on the server (defaults to 0 - disabled)
g_pinglimittimer	Amount of time that a player can exceed the max ping before being kicked (defaults to 15 seconds)
sv_maxPlayers	Maximum number of players on the server (defaults to 16)
g_idlekicktime	Amount of time before inactive players are kicked (defaults to 120 seconds)
g_switchTeamAllowed	Enables players switching teams when the numbers are unbalanced (0=disable, 1=enable, defaults to 1)
g_switchTeamRequiredPlayerDifference	Amount of players that the teams must be unbalanced by to enable team switching (defaults to 2)
g_switchTeamUnbalancedWarningDifference	Amount of players that the teams must be unbalanced by to show the switch team message (defaults to 2)
g_switchTeamUnbalancedWarningTimer	Amount of time between unbalanced team messages
sv_password	Set a password on the server, note that players who are invited to the server will not require the password
sv_votingCooldown	Timeout before a given player can initiate subsequent kick votes
sv_votingRatio	Ratio of players that must vote yes to a kick vote for it to be successful
sv_votingTimeout	Time available to vote on a single vote kick
sv_votingEnable	Enable/disable the vote kicking system
sv_votingBanTime	Amount of time that a player is banned for if they are vote kicked
g_messageOfTheDay	Message shown on the extra info and loading screens
g_serverImageUrl	URL for an image that will be shown on the extra info and loading screens
sv_servername	Name of the server which will appear on the server browser
ban_timeout	Amount of time that a ban lasts for, 0=permanent ban
net_reserved_slot_system	Enable the reserved slot system (see server reserved slot system section)
g_teamBalancing_ignoreSquads	Disable team balancing automatically placing squad members on the same team
g_teamBalancing_ignoreClans	Disable team balancing automatically placing clan members on the same team
net_blaze_max_queue_capacity	Size of the queue for joining a full server, 0 to disable the queue. Value is reduced by 1 if using the reserved slots system, conversely enabling the reserved slots system requires a queue size of at least 1.
g_OHMYGODSHARK	????

Variables listed in the custom variants section can also be set in the dedicated.cfg file however if they are set in either location then the server will be set to unranked. g_timeLimit and g_scoreLimit can be increased inside dedicated.cfg without making the server unranked. Reducing them will still result in the server becoming unranked.

SERVER KICK VOTE SYSTEM

The old console vote kick system still exists in Crysis 3 – its use is detailed below. In addition, Crysis 3 supports additional in-game UI for initiating a vote kick (select from context menu on selecting a player on the scoreboard).

Usage (Client):

INITIATING A VOTE

Bring down the console and type '**votekick <playername>**', and hit enter. The server will then respond with a string over text chat "Vote to kick <playername> initiated"

CASTING A 'YES' VOTE

Bring down the console, type '**vote**', and hit enter

CASTING A 'NO' VOTE

Do nothing; anyone failing to vote will have counted as a 'no'

Usage (Server):

CVar Name	Value Type	Valid Values	Default Value	Comments
sv_votingCooldown	Time in seconds	1 - 9999999	180	Controls how soon the same player can initiate another vote
sv_votingRatio	Fraction	0.0 - 1.0	0.51	The fraction of players that have to vote 'yes' in order for someone to be kicked
sv_votingTimeout	Time in seconds	1 - 9999999	60	Controls how long until the vote ends and the results acted upon
sv_votingEnable	Integer	0 / 1	1	Control whether kick voting is enabled on this server
sv_votingBanTime	Float	0.1 - 999999	10	Time in minutes for which the user is kickbanned when kicked of the server by a vote

SERVER KICK/BAN SYSTEM

OVERVIEW

Dedicated server host can now choose to ban people permanently or for specific periods of time. This ban will persist over server restarts.

USAGE

There are five main commands to administer player kicks and bans

- **ban <playername>** - bans player for whatever the timeout is currently, note that this will also kick them
- **ban_timeout <minutes>** - Sets the ban time. A time of 0 is permanent
- **ban_remove <playername>** - Removes the ban
- **ban_status** - Lists the currently banned players and times
- **kick <playername>** - Kicks the player, note that without a ban they will be able to rejoin freely

All these commands must be entered on the server either directly, or via RCON or HTTP XML-RPC.

ADDITIONAL INFORMATION

The system persists the banned list to the file *banned.xml* in the root of the dedicated server instance (the location specified by **-root** on the command line).

SERVER RESERVED SLOTS SYSTEM

OVERVIEW

The system is designed to allow server administrators to create and maintain a list of reserved users that have priority over non-reserved users. For example, clan members may wish to allow their rented server to be used by the public, but also that they can play on it whenever they wish.

USAGE

There are four commands used to administer the reserved slots system:

- **net_reserved_slot_system**<1 | 0> - turns the reserved slot system on/off
- **net_add_reserved_slot**<name> - adds the named player to the reserved slots system
- **net_remove_reserved_slot**<name> - removes the named player from the reserved slots system
- **net_list_reserved_slot** - lists all players in the reserved slots system

All these commands must be entered on the server either directly, or via RCON or HTTP XML-RPC.

ADDITIONAL INFORMATION

The system persists the reserved slots list to the file *reservedslots.xml* in the root of the dedicated server instance (the location specified by **-root** on the command line). It is loaded and parsed regardless of whether the system is turned on or off, but is only acted upon when the system is on.

If a lobby or game is full, and a reserved user tries to join, a non-reserved user will be kicked with the message *"Kicked in favour of a priority user"*, and the reserved user will take their place.

The reserved slots system works strictly with the players named in the list. If a reserved user creates a squad that includes non-reserved users, and there is insufficient space on the server for the entire squad, then the join will fail even for the reserved user as preserving the squad integrity is deemed more important. It is up to the server administrator to add squad members to the reserved slots list in order to allow them to join a full server, if desired.

The reserved slots list is dynamic and can be changed at any point, even mid-game.

MESSAGE OF THE DAY & SERVER IMAGE



Server Info Screen showing MOTD and Server Image



Loading Screen showing MOTD and Server Image

SPECTATOR MODE SYSTEM

OVERVIEW

This system allows players to enter a spectator mode where they don't actively participate in the game but are able to watch it.

USAGE

On the dedicated server:

- **g_allowSpectators** <1 | 0> - Turns the spectator mode system on/off

This command can be in dedicated.cfg, entered on the server directly, via RCON or HTTP XML-RPC.

On the client:

- **g_spectatorOnly** <1 | 0> - Specify that the client should be a spectator, ideally this should be set on the client *before* joining a server
- **spectator** - Request switch spectator mode, this can only be used while in game and requests that the client switches to the state currently set by **g_spectatorOnly**. For instance if you join the game as a regular player then set **g_spectatorOnly=1**, calling **spectator** will request to switch from being a regular player to a spectator

ADDITIONAL INFORMATION

Setting g_allowSpectators=1 will cause the server to be unranked, this is to avoid players being able to cheat in ranked play by having another player in spectator mode telling them where the enemy is. The system is designed primarily to allow observers in competition games.

This system was originally dropped due to time constraints and is included now due to a community request, as such it has had very little internal testing, use at your own risk.

DLC CONTENT

The server supports hosting DLC content, this includes:

- Frenzy, Possession and TeamPossession game modes.
- Coastline, Ascent, Crossing and Creek levels.
- CLAW and Rhino weapons.

Using any of the DLC levels or game modes in a LevelRotation.xml will result in the server being marked as requiring DLC content to join. Players will be prevented from joining if they do not match the requirements regardless of which map/mode is currently being played. This means that if the server level rotation features a game on Coastline players without the DLC will be unable to join it even if the server is currently in a game of Deathmatch on Airport.

ADDITIONAL COMMANDS AND VARIABLES FOR CONTROLLING A DEDICATED SERVER

These can be typed in on in-game console:

startPlaylist <playlist> - tells the server to run a specific playlist (note that this is only required when NOT using a LevelRotation.xml)

gl_gamerules <gamemode> - switch to the specified game mode for the following game

gl_map <map> - switch to the specified map immediately using game mode specified using gl_gamerules

sv_gamerules<mode> - allows you to run a specific game variation, see game mode names table for details, note that using "gl_gamerules" and "gl_map" is preferred over "sv_gamerules" and "map"

map <map> - start a map that you specify. Map names can be found in the level names table

gl_startgame - starts the server, ignoring the minimum number of players and initial time

sv_password - Set a password on the server, note that players who are invited to the server by someone already on it will not require the password

status - shows the status of the running server (see FAQ at the end of this document for details)

g_pinglimit – Max ping a player can have before being kicked (0 = disabled) / Default: 0

g_pinglimittimer – Time after which a player will be kicked if they are over the specified ping limit / Default: 15

g_tk_punish – Turns on punishment for team kills / Default: 1

g_tk_punish_limit – Number of team kills user will be banned for / Default: 5

g_idlekicktime – Time to wait before kicking a player for being idle for too long (in seconds) / Default: 120

sv_votingCooldown - Timeout before a given player can initiate subsequent kick votes

sv_votingRatio - Ratio of players that must vote yes to a kick vote for it to be successful

sv_votingTimeout - Time available to vote on a single vote kick

sv_votingEnable - Enable/disable the vote kicking system

sv_votingBanTime - Amount of time that a player is banned for if they are vote kicked

g_allowSpectators - Enable spectator mode (see section on spectator mode usage), note: setting this variable will cause the server to become unranked

sv_say <message> - Broadcast a chat message to all clients on the server

Notes:

- If you're starting the server using the **startplaylist** command or a LevelRotation.xml file, there is no need to set the game rules using sv_gamerules or gl_gamerules as the server will use whatever is specified in the playlist
- **sv_gamerules** accepts the full name, alias or alternate alias as a parameter
- **startplaylist<mode>__<modifier>** - runs through all the maps of a particular mode and modifier, see the preset playlists and variants tables for details
e.g. **startplaylist IA__BeginnersPlayground**
- All options detailed in the custom variants section of this document can also be changed on the console or in dedicated.cfg, doing this will cause the server to become unranked since the server will be switched to the custom variant.

FREQUENTLY ASKED QUESTIONS

Q: Is there a way for me to check if a server is up or not?

A: Yes, use the 'status' command

When in the lobby you'll see something like this:

```
-----  
Server Status:  
name: <nickname of the account used to start the dedi>  
ip: <host name>  
version: x.x.x.x  
level: lobby  
gamerules: unknown  
players: 0/16  
time remaining 0:00  
-----
```

```
Connection Status:  
<any players get listed here>
```

N.B. you'll always see gamerules: unknown, max players as 16 and 0:00 time when in the lobby. When in the game you'll see something like this:

```
-----  
Server Status:  
name: <nickname of the account used to start the dedi>  
ip: <host name>  
version: x.x.x.x  
level: Wars/cw2_rooftop_gardens  
gamerules: InstantAction  
players: 1/16  
time remaining 9:57  
-----
```

```
Connection Status:  
<any players get listed here>
```

Q: I can't see my server in the client's game browser. I'm using the supplied LevelRotation.xml file...what's wrong?

A: The LevelRotation.xml file supplied should work 'out of the box', but if you've edited it, please check that you've not inadvertently broken the XML formatting. The easiest way to check if the file is still valid is to open it in Internet Explorer - if it's a valid XML file, it'll be displayed. If you get errors about invalid characters, it's probably a white space issue (it's better to use spaces rather than tabs to indent the various sections). If the XML looks correct, please check that you've specified a valid map/mode/variant according to the tables in this document.