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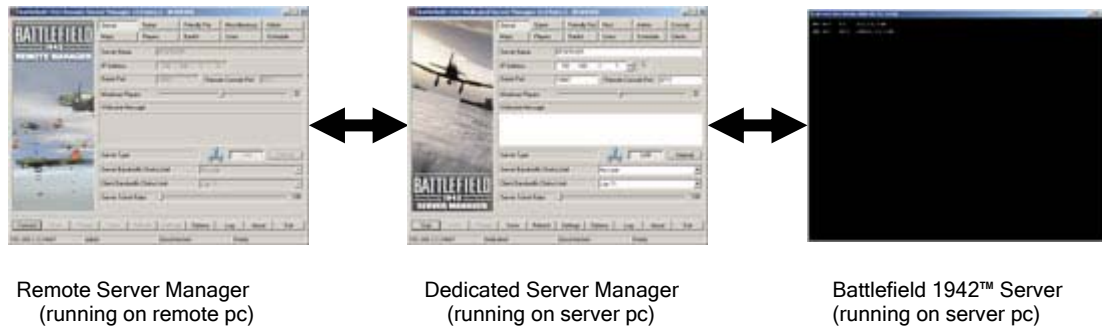
About Server Manager 2.0

If you've ever had to setup a dedicated BF1942 server at a LAN party you'll know the tools that come with the game for managing servers are rudimentary. These utilities will get you fighting back the hordes in Battlefield 1942™ in no time with maximum speed and minimum fuss!

The [Black Bag Operations](#) Server Manager 2.0 utilities are designed to manage the Battlefield 1942™ Windows® Stand-Alone Server from [Digital Illusions CE](#). Visit the official Battlefield 1942 website at <http://www.battlefield1942.com> for more information about the game.

Server Manager (or BFSM for short) and Remote Manager (or BFRM for short) version 2.0 are now client-server applications. This means they will not interoperate with the previous version (1.3) and you are required to use BFSM 2.0 on your server if you wish to administer it remotely using BFRM 2.0.

This illustration shows how these utilities communicate with each other and with the server;



BFSM offers server admins the following features;

- Manage the server's settings, map rotation, players, and ban-list using a clean, functional Windows GUI
- Supports multiple server configurations and quick config switching on the server and remotely
- Supports multiple server instances on a single computer for server hosts and Gaming Service Providers
- Schedule server starts, stops, config and map rotation changes on a daily, weekday or weekend basis
- Provides command-line controls for NT service controllers like FireDaemon <http://www.firedaemon.com> to start/stop the server
- Automatically monitors the server process and restarts it in the event of a crash / hang / popup window
- Automatically closes All Seeing Eye (ASE) error message windows
- Automatically detects custom maps and allow you to include them in the map rotation
- Supports third-party or 'mods' like Desert Combat <http://www.desertcombat.com>
- All server and client activity is centrally logged on the server
- Works with both the retail game and retail dedicated servers (the BF1942 demo is not supported)
- Includes tool tips that tell you clearly what each setting does

Server Manager also adds a number of "auto-admin" functions to those provided by the server;

- Automatically kicks players for team-killing, high-ping and banned player names
- Automatically bans players after they have been kicked X times for team-killing
- "Smart" team balancing which only activates auto-team-balance when needed
- Periodic announcements displayed as in-game chat messages
- Customisable player messages which can be used to issue warnings and other messages when kicking and banning players
- Saves player statistics at the end of each game for use by third-party log-parsing tools that can automatically generate stats webpages

When used in conjunction with Remote Manager it;

- Allows up to 16 remote clients to connect simultaneously and manage the server using BFRM
- Allows you to delegate administration tasks using customisable (limited) user accounts
- Allows server admins to specify what dialog pages a remote user has access to in BFRM using the new security system
- Vets all changes made by clients and records any security violations in the BFRM log
- Allows you to potentially change ALL server settings remotely (previously many important settings could not be changed remotely)
- Allows you to start and stop the server remotely
- Allows you to schedule server starts/stops and config/map rotation changes remotely

Together, Dedicated Server Manager and Remote Server Manager offer complete control over your Battlefield 1942™ server either at the server itself or remotely anywhere in the world!

Server Manager and Remote Manager are compatible with Windows 95*/98/Me/NT/2000/XP.

* Windows 95 support requires Winsock 2.0 for Windows 95 be installed.

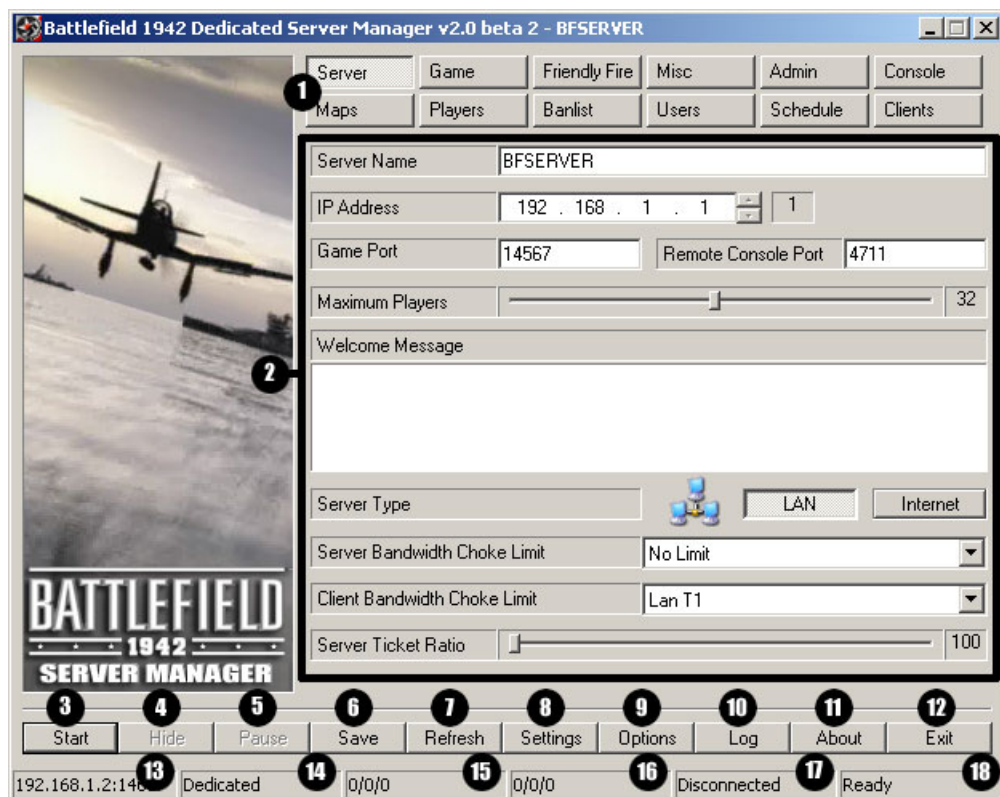
The Black Bag Operations Server Manager utilities are proudly made in Australia.



Getting Started With Server Manager

To use BFSM you must first install the BF1942 stand-alone server application on your server computer. Battlefield 1942™ is not required to be installed on the server, you can uninstall it without affecting the dedicated server if the latter is already installed. See this [webpage](#) for download links for the stand-alone server application. Download and execute the server application installer and follow the prompts to install the server application.

To install BFSM simply download the distribution zip file and extract BFServerManager.exe to the folder where you installed the dedicated server application. By default, the stand-alone server is installed to C:\Program Files\EA GAMES\Battlefield 1942 Server. BFSM must reside in the same folder as bf1942.exe (the server application).



Control legend

1. **Main tab control** Use this control to select dialog pages.
2. **Dialog page** This area contains the controls for each dialog page.
3. **Start button** Starts/stops the server.
4. **Hide button** Hides/unhides the server window.
5. **Pause button** Pauses/unpauses the game.
6. **Save button** Saves the settings on all dialog pages to disk.
7. **Refresh button** Reloads the settings on the current dialog page from disk.
8. **Settings** Use this button-menu to load, save, default, or switch server settings.
9. **Options button** Displays the program options dialog (click again to hide the dialog).
10. **Log button** Displays the log file in a window (click again to hide the window).
11. **About button** Displays program version information (click again to hide the window).

- 12. Exit button** Click this button to exit the program.
- 13. Server address** Displays the Server IP and BFSM port address.
- 14. Server type** Indicates the type of server you are using – 'Dedicated' or 'Game'.
- 15. Player totals** Displays allied/axis/total players.
- 16. Score totals** Displays allied/axis/total scores.
- 17. Connection status** Indicates the status of Server Manager's connection to the server.
- 18. Application status** Indicates when the program is busy performing a task.

Starting a server

Configuring and launching a server is made easy by Server Manager.

To start a dedicated server:

- 1** Execute `BFServerManager.exe` in the server folder to begin configuring the server.
- 2** Enter a name for your server in the *Server Name* field on the *Server* dialog page.
- 3** Enter the IP address of your server (see "Setting the server IP address" below).
- 4** Use the various controls on each dialog page to configure the server's settings according to your preferences. Hover the mouse pointer over a control to see a description of what the setting does.
- 5** Select (check) at least one map to play in the list on the *Maps* page.
- 6** When you're ready to start the server, click the *Start* button!

If the server doesn't start, check the log for error messages by clicking the *Log* button.

Note: To remotely administer the server using *Remote Manager* after it is started you must enable the server's remote console. See "About administration settings" for more information.

Setting the server IP address

Server Manager requires you to configure the server with the address of a local IP interface to which the server will bind. The BF1942 server allows you to specify the address 0.0.0.0 to bind the server to all active interfaces but BFSM will not allow this. Server Manager must know the server's IP address so it can connect to it.

Server Manager will discover all local IP interface addresses at startup. Use the spin-control next to the IP edit control on the *Server* page to select one of the detected IP addresses. If you specify a server IP address that is not detected on the local machine, you will get a warning message and you will not be able to start a server until Server Manager can detect a network interface with the specified address.

If your server uses a dynamic IP address, you must start the BF server using Server Manager so it is properly configured to use the server's current IP address. You can safely exit BFSM once the server is running without affecting it if you so desire.

Note: You cannot use the address of a network interface to start a server unless that interface is active. Windows 2000 and Window XP won't activate a network interface until there is an another active device on the other end of the network cable. If you want to bind your BF server to a dialup network interface this interface must also be active before you can start the server.

Remote administration

If you plan to use Remote Manager to administer your server remotely you must create user accounts that can be used by remote clients to connect with BFSM. See "Using the Users page" for more information about how to create user accounts.

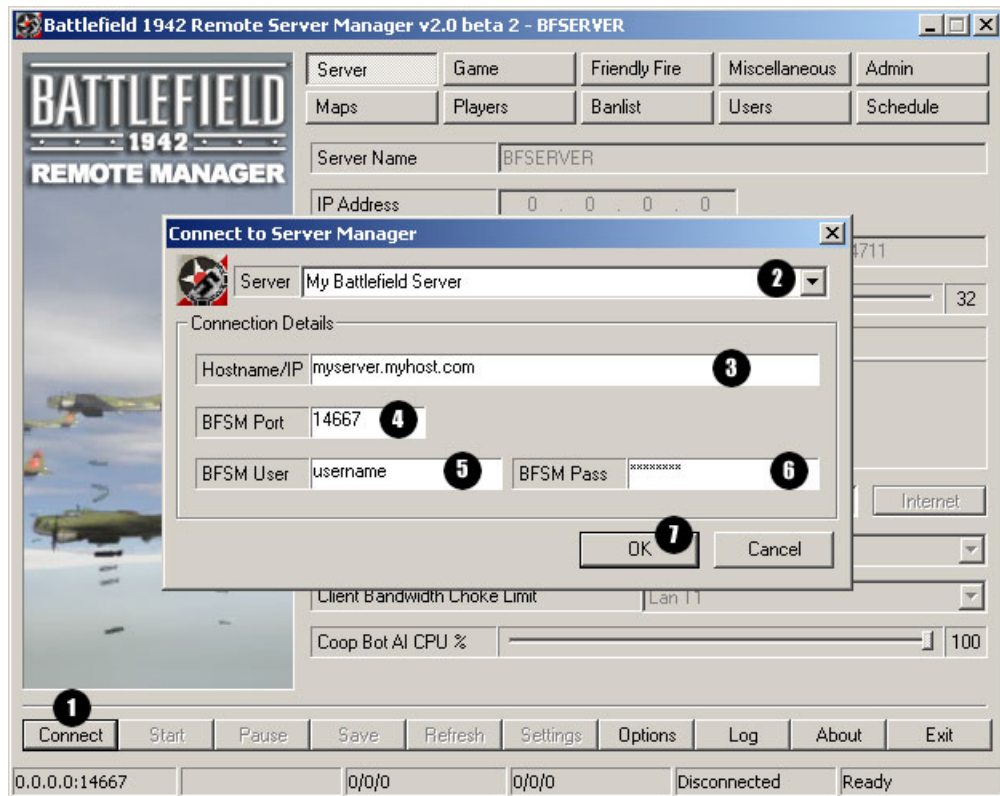
Routers and firewalls

If your server is behind a router you will need to configure port forwarding from your router to your server on TCP port 14667 for BFRM clients to connect with BFSM. See the manual that came with your router for instructions about how to configure port forwarding.

If your server is behind a firewall you will need to allow bidirectional access to TCP port 14667 for BFRM clients to connect with BFSM. If your client also has a firewall you will need to allow outbound traffic to TCP port 14667 to connect with a BFSM server. See the manual that came with your firewall for instructions about how to allow access to TCP/IP ports.

Getting Started With Remote Manager

To install BFRM simply extract BFRemoteManager.exe from the distribution zip file to a convenient location. Remote Manager will create a number of files in the location of its executable file so you might want to create a special folder under Program Files for it.

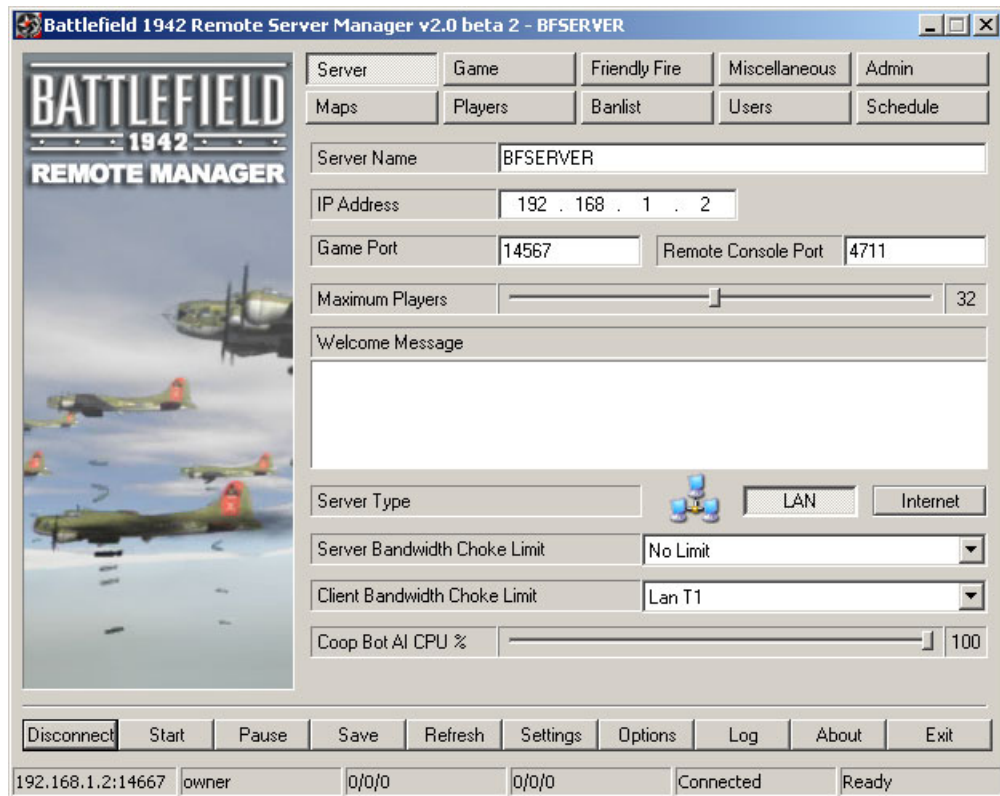


To connect to a BFSM server:

- 1 Click the *Connect* button in the main dialog window.
- 2 If you wish to use an existing saved-connection, select the saved connection from the drop-down listbox. If you are creating a new connection, type a name for the connection in the *Server* field.
- 3 Enter the TCP/IP hostname or IP address of your server in the *Hostname/IP* field. If your server is on the LAN, the server's IP address will be the address of its network interface card. If your server is on the Internet, use the address of the server's external network interface or router.
- 4 Enter the TCP port address BFSM is using on the server. By default, BFSM uses TCP port 14667.
- 5 Enter the name of an active (checked) BFSM user account in the *BFSM User* field.
- 6 Enter the password for the account name you specified in Step 5 in the *BFSM Pass* field.
- 7 Click *OK* to connect to the server.

If Remote Manager doesn't connect to the server, check the log for error messages by clicking the *Log* button (see "Common reasons for connection failure" for troubleshooting information).

After connecting, Remote Manager will reconfigure the main tab control to show only the dialog pages your account has been granted access to (see "About user access" for more information).



The dialog pages in Remote Manager are exact replicas of those in Server Manager and allow you to perform the same functions remotely. In the remainder of this guide any reference to a dialog page in one utility applies equally to the same dialog page in the other.

Apart from the *Connect* button, the remaining main-dialog buttons also perform the same functions as those in BFSM. See the Server Manager "Control Legend" for more information about what these buttons do.

Common reasons for connection failure

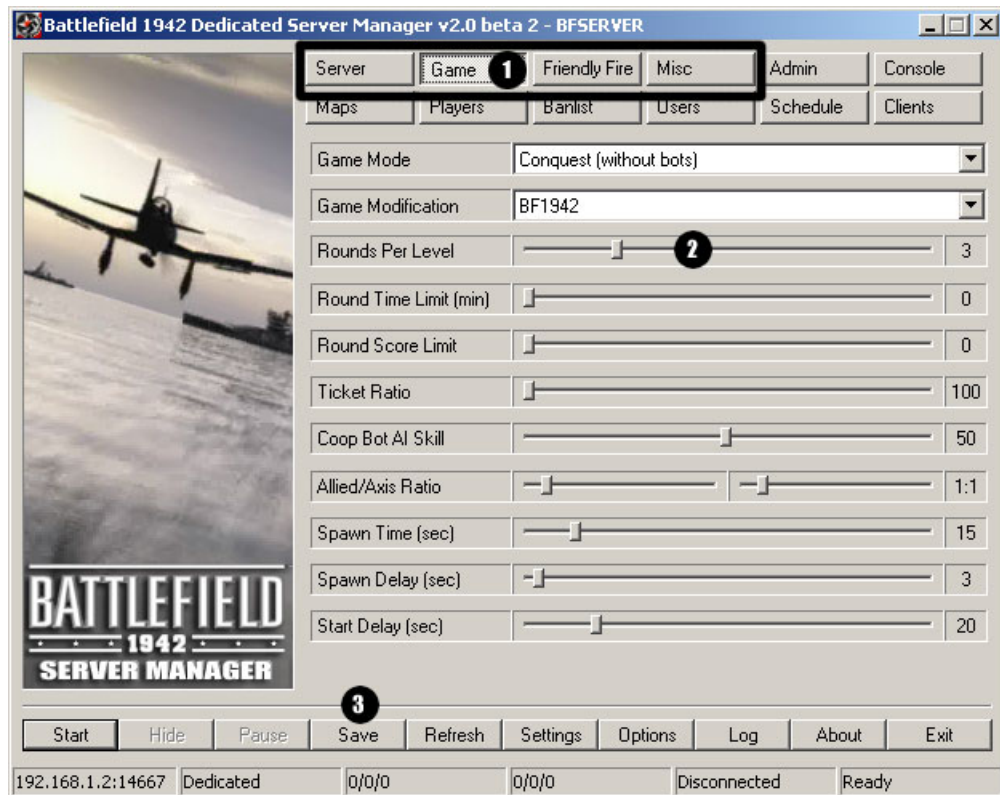
- 1** Server Manager v2.0 is not running on the server.
Solution: You must run BFSM 2.0 on the server to connect using BFRM 2.0.
- 2** The hostname or IP address you specified in the connection dialog is invalid.
Solution: Verify the server IP address and try again.
- 3** You specified the wrong port in the connection dialog. BFSM uses port 14667 by default.
Solution: Don't try and use the server's game port or remote console port to connect.
- 4** There is a firewall on the server or the client blocking TCP port 14667.
Solution: Allow bidirectional traffic through TCP port 14667 on your firewall.
- 5** The server is behind a router that is not configured to forward traffic on TCP port 14667.
Solution: Configure packet forwarding from the router to the server on TCP port 14667.

Administering your server

The following sections describe how to use Server Manager and Remote Manager to administer your Battlefield 1942™ server.

Changing server settings

The majority of server settings can be configured using the controls on the first four dialog pages in Server Manager and Remote Manager.



To change server settings:

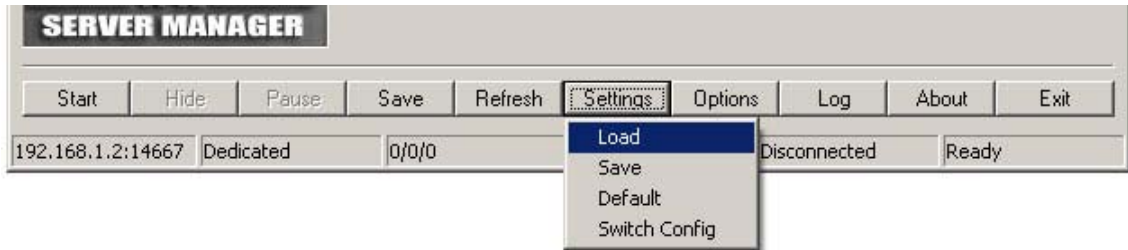
- 1** Select the dialog page containing the setting you want to change.
- 2** Use the control to select the value you want (e.g. Rounds Per Level).
- 3** Click the Save button to save the server configuration to disk.

The program will save the changes you make to the default server configuration file and update any changed settings on the server if it is running and if it is possible to do so. Not all server settings can be updated dynamically on the server – only settings that have a corresponding "admin" console command (see Appendix B) can be updated.

Note: Any setting changes that you make will not be reflected in the *ServerSettings.con* and *ServerAutoexec.con* files until you (re)start the server.

Using multiple server configurations

By default Server Manager will automatically load and save a single server configuration. If you require multiple server configurations you can use the *Settings* button-menu functions described below to manage them.



To load a different server config:

- 1 Click the Settings button in the main dialog and choose Load from the menu.
- 2 Select the config file (*.con) containing the server settings you want to load and click Open.
- 3 If the server is running, Server Manager will update the changed settings on the server when you click Save.

Note: Some settings cannot be changed on a running server – only the settings that have a corresponding "admin" console command (see Appendix B) can be updated dynamically on the server. All other setting changes require a server restart to activate them.

To save a server config:

- 1 Click the Settings button in the main dialog and choose Save from the menu.
- 2 Select the config file (*.con) you want to save the server settings in and click Save.

Server Manager can also switch server configs and restart the server in a single operation.

To switch server configurations:

- 1 Click the Settings button in the main dialog and choose Switch Config from the menu.
- 2 Select the config file (*.con) containing the server settings you want to load and click Open.
- 3 Server Manager will stop the server if it is running and then (re)start it using the settings file you specified in Step 2.

Note: The Switch Config command requires admin access to be used in Remote Manager.

To return all server settings to their default values:

- 1 Click the Settings button in the main dialog and choose Default from the menu.

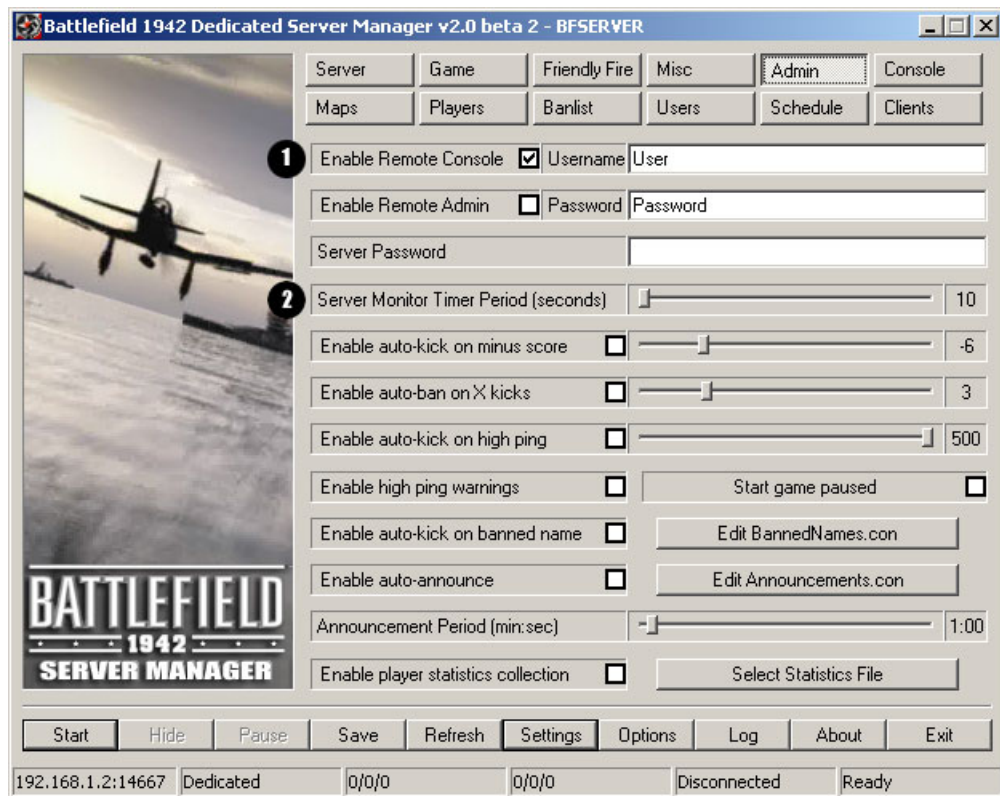
The server settings files used with the Load and Switch Config menu functions above may also contain a map rotation. This makes it possible to change the server's config and map rotation and restart the server in a single operation.

To combine a server settings file with a map rotation:

- 1 Use the Settings > Save menu function to save the desired server settings to a config file.
- 2 Use the Save button on the Maps page to save a map rotation to a config file.
- 3 Copy and paste the contents of the map-list file into the settings file using a text-editor.

About administration settings

The *Admin* page contains two of important settings related to the management of your server.



1 Enable Remote Console

This setting must be checked for BFSM to establish a connection with the server. Server Manager (and therefore Remote Manager) cannot perform any function that requires a console connection with the server if the remote console is disabled (e.g. change maps).

If your server is a LAN server you can leave the remote console username and password settings at the default values of 'User' and 'Password' respectively. If your server is configured as an Internet server you must change the username and password to prevent unauthorised access via the Remote Console.

2 Server Monitor Timer Period

Server Manager will monitor the server and detect server crashes, hangs ('not responding'), and popup windows. Server Manager periodically checks the state of the server process and sends the server a status request to ensure it is responding to game client requests.

The period between checks is set using the Server Monitor Timer Period control. The period can be between 10 seconds and 5 minutes. It is not possible to disable server monitoring.

Note: You can receive audible feedback on the status of the server by checking the Enable server status "heartbeat" sounds program option (see "About program options" for more information)

Server "auto-admin" functions

The following administration options can be set on the *Admin* dialog page:

Enable auto-kick on minus score

This option will kick any player whose score is less than or equal to the value you set here. This option is provided to automatically kick players who team-kill.

Enable auto-ban on X kicks

This option will automatically ban players who have been kicked from the server X times for team-killing. If a player is banned by this function you will have to remove the player's IP address from the ban-list to grant them access to the server again.

Enable auto-kick on high-ping

Enable this option to automatically kick players who have a ping higher than the value you set here for three consecutive server monitor pulses. Players with high pings often cause 'popping' and other problems that interfere with gameplay.

Enable auto-kick on banned name

Enabling this option will cause any player with a matching player name in BannedNames.con to be kicked from the server. Click the Edit BannedNames.con button and add the names that you want to ban one-per-line. By default, BFSM will look for a partial match of any name you specify here. If you want to specify an exact match, start the line with a dollar sign (\$). All names are matched without regard to case.

Enable auto-announce

Check this option to broadcast an in-game message to all players connected to the server. You can specify a message rotation by adding one message per line to `Announcements.con`. Announcements are made at intervals which are multiples of the Server Monitor Timer Period. Select the announcement period you want using the slider control.

Enable player statistics collection

This option will write the score, frags, deaths, ping and IP address of every player connected to the server when a game ends to the file `statistic.csv` (by default) as comma-separated-values. The date, time, server name, map, game mode, number of rounds and game time limit are also recorded for every game that Server Manager detects ending on the server. You can select the name and location of the saved CSV file by clicking the *Select Statistics File* button.

Important: Set the Server Monitor Timer Period to 10 seconds if you want to collect player statistics. If you set this period too long Server Manager may not detect the end of every game.

In addition you can configure the following administration setting on the *Misc* dialog page;

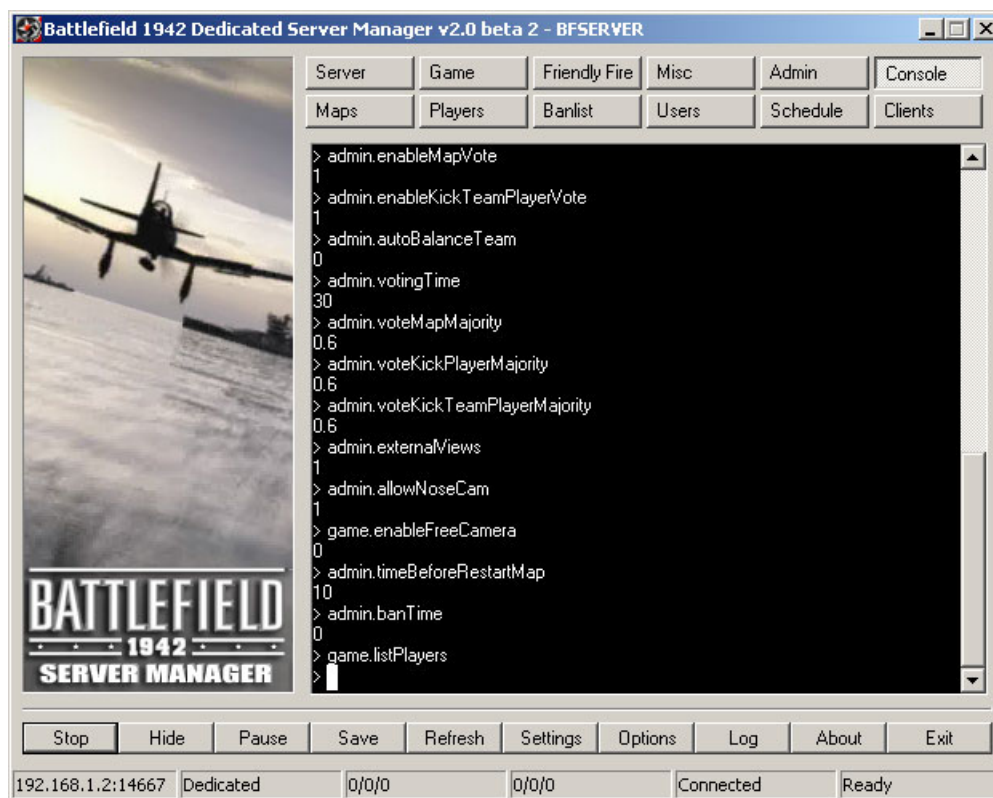
Smart team balance

If you enable this option Server Manager will automatically engage the auto-team-balance server setting when the teams become unbalanced by the number of players you select.

Using the Console page

All commands given to the server when it is running are issued via the server's Remote Console (see "About the Remote Console" for more information).

Note: The console will not be active unless you start the server with the Remote Console enabled on the Admin dialog page.

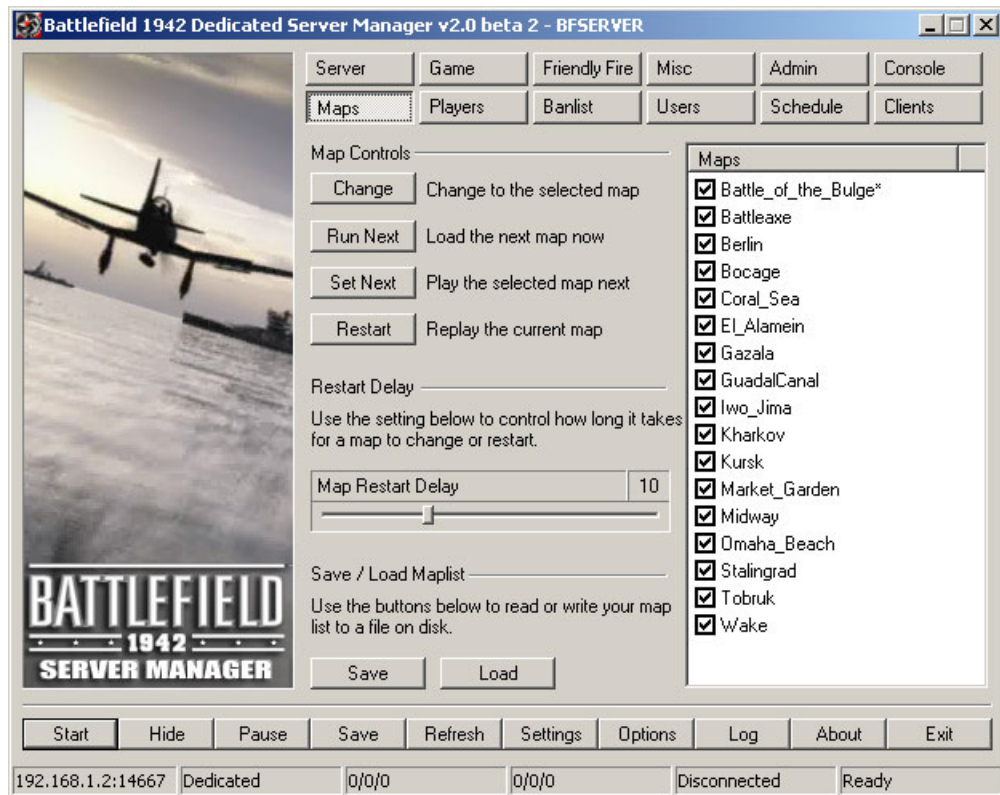


Use the *Console* dialog page to execute console commands and view the console activity of Server Manager. The console window shows all the commands issued by BFSM in response to your actions and those of all connected clients.

You can find a list of admin console commands you can use at the console in Appendix B.

Using the Maps page

The *Maps* dialog page allows you to set the map rotation before starting the server and control it once the server is running.



Maps are played in the order they are listed and repeat in an endless cycle. A map will not be included in the rotation unless it is checked so make sure that you check all of the maps you want to play.

To change the order of maps in the rotation simply drag-and-drop the name of a map to a new location in the list. You can make a map play multiple times in the rotation by holding down the *Shift* key when you drag-and-drop a map to duplicate its entry in the list.

To set the map that will be played first, right-click the desired map and choose *Set as Start Map* from the menu.

Note: A map that has been selected as the starting map cannot be deselected (unchecked) until you cancel it as the starting map. Use the *Set as Start Map* menu function again to cancel a starting map.

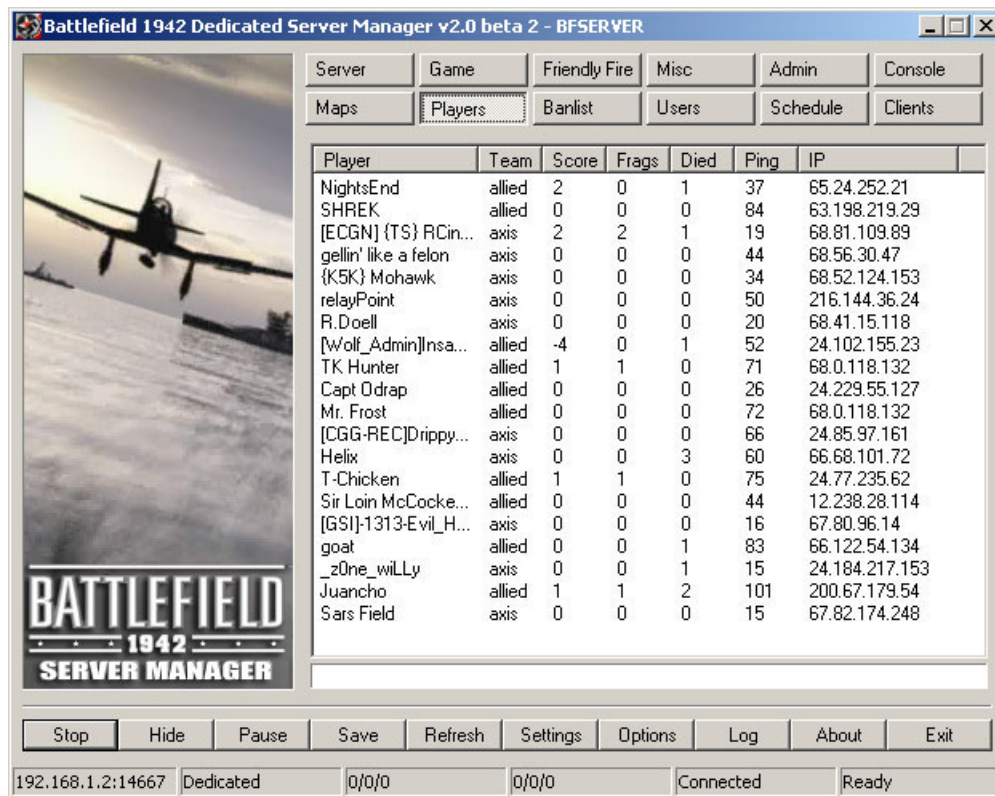
When the server is running you can use the *Map Control* buttons to change to a different map. The *Map Restart Delay* setting controls the time (in seconds) between when a map command is issued and when a map restarts or changes.

Use the *Save* and *Load* buttons to save and restore your favourite map rotations to a config file.

When the server is running, the current map will be indicated in the list by a caret (^) after the map name. The next map that will be played in the rotation is indicated by an asterisk (*) after the name.

Using the Players page

Server Manager and Remote Manager make it easy to administrate players.



All players currently connected to the server are displayed in the player list. The team player totals and score totals are always displayed in the status bar at the bottom of the main dialog.

To kick or ban a player:

- 1 Right-click the player you want to kick or ban from the server in the player list.
- 2 Choose *Kick* or *Ban* from the menu respectively.

When a player is banned from the server his or her IP address is added to the server's ban list. To un-ban the player you must remove his or her IP address from the banlist.

When administrating players it's often useful to send messages to them. Although it's not possible to see player chat messages, you can send players chat messages.

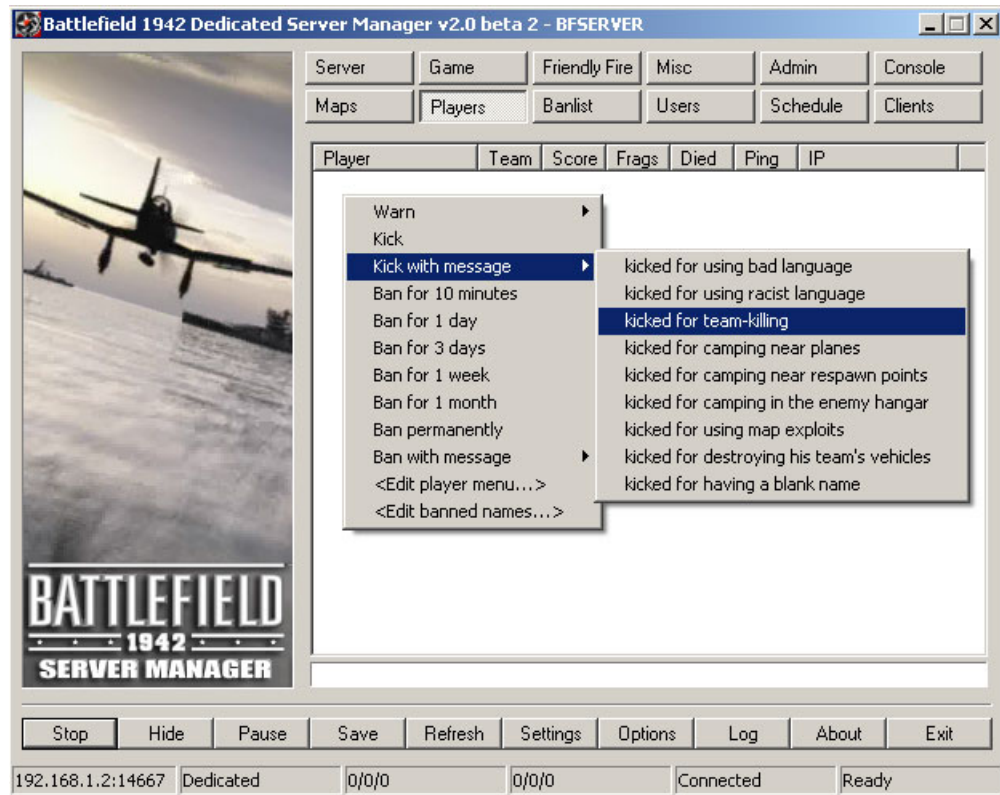
To send a chat message to the players:

- 1 Type your message into the edit control beneath the player-list and press Enter.
- 2 Players will see the message as a normal in-game chat message.

You can also send messages directed at a specific player from a list of prepared messages by configuring a "player menu" file. See "About the player menu" for more information.

About the player menu

Both utilities allows you to configure customisable messages which can be broadcast to players as chat messages, and which can optionally kick or ban the selected player for a specified time. The player menu is dynamically generated from `PlayerMenu.con` which you must create.



Creating PlayerMenu.con

Each item in the player menu requires a single line in `PlayerMenu.con` in this format;

```
menuname>[submenu>...] "menutext" [[kick,ban,<bantime>]
```

Items will appear in the menu in the same order as they appear in the player menu file. However, items in the same submenu do not have to occur consecutively in the file.

Menu text enclosed in quotes will be broadcast as a chat message when the menu item is selected. The program will automatically send a message in the format "Player <name> <message>" where <message> is the menu text of the item you selected from the menu.

You can optionally kick or ban a player when the menu item is selected by including these commands in the menu item definition. If you do not specify a bantime (in seconds) the player will be permanently banned.

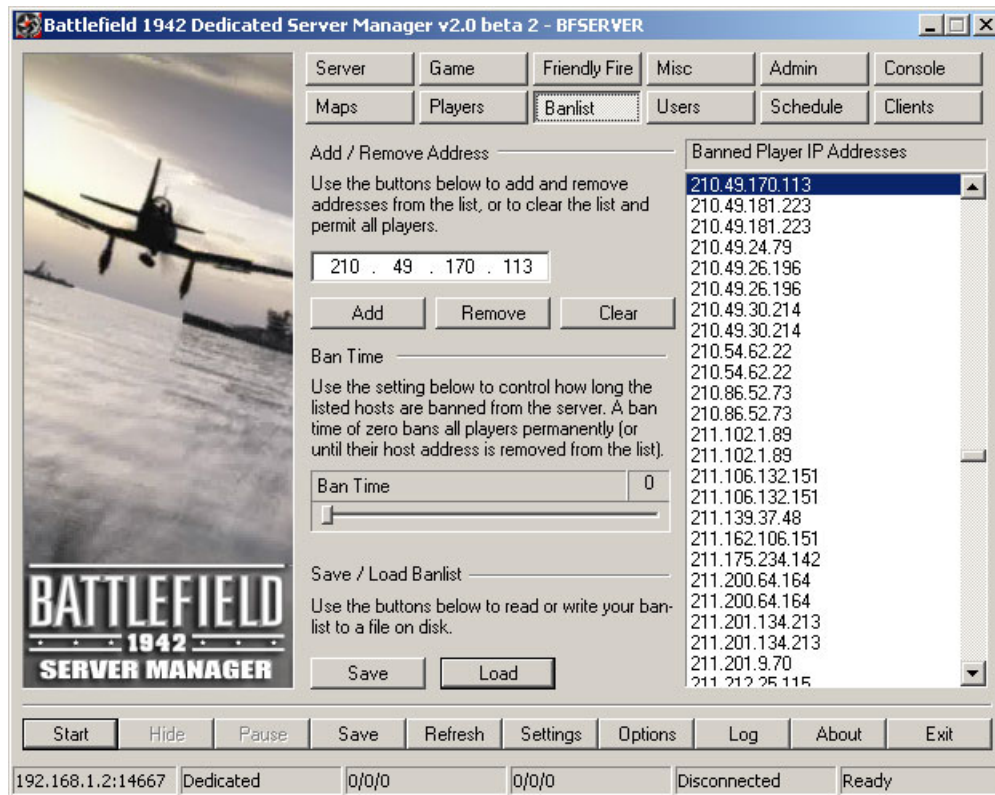
The utilities will automatically create a default `PlayerMenu.con` file for you containing only *Kick* and *Ban* menu items. To customise the player menu, right-click in the player list on the *Players* dialog page and choose <Edit player menu...> from the menu.

The following is the PlayerMenu . con file used in the screenshot on the previous page;

```
// Warnings
Warn>"do not use bad language or you will be kicked"
Warn>"do not use racist language or you will be kicked"
Warn>"do not team-kill or you will be kicked"
Warn>"do not plane camp or you will be kicked"
Warn>"do not camp near respawn points or you will be kicked"
Warn>"do not camp in the enemy hangar or you will be kicked"
Warn>"do not use map exploits or you will be kicked"
Warn>"do not destroy your team's vehicles or you will be kicked"
Warn>"your name is blank"
// Kick
Kick|kick
// Kick with message
Kick with message>"kicked for using bad language"|kick
Kick with message>"kicked for using racist language"|kick
Kick with message>"kicked for team-killing"|kick
Kick with message>"kicked for camping near planes"|kick
Kick with message>"kicked for camping near respawn points"|kick
Kick with message>"kicked for camping in the enemy hangar"|kick
Kick with message>"kicked for using map exploits"|kick
Kick with message>"kicked for destroying his team's vehicles"|kick
Kick with message>"kicked for having a blank name"|kick
// Ban
Ban for 10 minutes|ban,600
Ban for 1 day|ban,86400
Ban for 3 days|ban,259200
Ban for 1 week|ban,604800
Ban for 1 month|ban,2592000
Ban permanently|ban
// Ban with message
// Racist language
Ban with message>"banned for using racist language">for 1 day|ban,86400
Ban with message>"banned for using racist language">for 3 days|ban,259200
Ban with message>"banned for using racist language">for 1 week|ban,604800
Ban with message>"banned for using racist language">for 1 month|ban,2592000
Ban with message>"banned for using racist language">permanently|ban
// Team-killing
Ban with message>"banned for team-killing">for 1 day|ban,86400
Ban with message>"banned for team-killing">for 3 days|ban,259200
Ban with message>"banned for team-killing">for 1 week|ban,604800
Ban with message>"banned for team-killing">for 1 month|ban,2592000
Ban with message>"banned for team-killing">permanently|ban
// Plane camping
Ban with message>"banned for camping near planes">for 1 day|ban,86400
Ban with message>"banned for camping near planes">for 3 days|ban,259200
Ban with message>"banned for camping near planes">for 1 week|ban,604800
Ban with message>"banned for camping near planes">for 1 month|ban,2592000
Ban with message>"banned for camping near planes">permanently|ban
// Spawn camping
Ban with message>"banned for camping near respawn points">for 1 day|ban,86400
Ban with message>"banned for camping near respawn points">for 3 days|ban,259200
Ban with message>"banned for camping near respawn points">for 1 week|ban,604800
Ban with message>"banned for camping near respawn points">for 1 month|ban,2592000
Ban with message>"banned for camping near respawn points">permanently|ban
// Hangar camping
Ban with message>"banned for camping in the enemy hangar">for 1 day|ban,86400
Ban with message>"banned for camping in the enemy hangar">for 3 days|ban,259200
Ban with message>"banned for camping in the enemy hangar">for 1 week|ban,604800
Ban with message>"banned for camping in the enemy hangar">for 1 month|ban,2592000
Ban with message>"banned for camping in the enemy hangar">permanently|ban
// Map exploits
Ban with message>"banned for using map exploits">for 1 day|ban,86400
Ban with message>"banned for using map exploits">for 3 days|ban,259200
Ban with message>"banned for using map exploits">for 1 week|ban,604800
Ban with message>"banned for using map exploits">for 1 month|ban,2592000
Ban with message>"banned for using map exploits">permanently|ban
```

Using the Banlist page

The banlist is a record of the IP addresses of all players who have been banned from the server. You can manage this list using the controls on this dialog page.



When you ban a player from the server on the Players dialog page, his or her IP address is added to the banlist. To "unban" the player you must remove his or her IP address from the banlist.

Note: While the server is running the banlist is kept in its memory and is saved to BanList.com whenever a change is made to the list. This means you cannot manipulate BanList.com directly while the server is running or else your changes will be lost when the next banlist operation is performed.

To manually add an IP address to the banlist:

- 1 Type the IP address you want to ban in the IP control.
- 2 Click the *Add* button to add the address to the banlist.

To remove an IP address from the banlist:

- 1 Select the IP address you want to remove in the list.
- 2 Click the *Remove* button to remove the address from the list.

To remove all IP address from the banlist:

- 1 Click the *Clear* button.

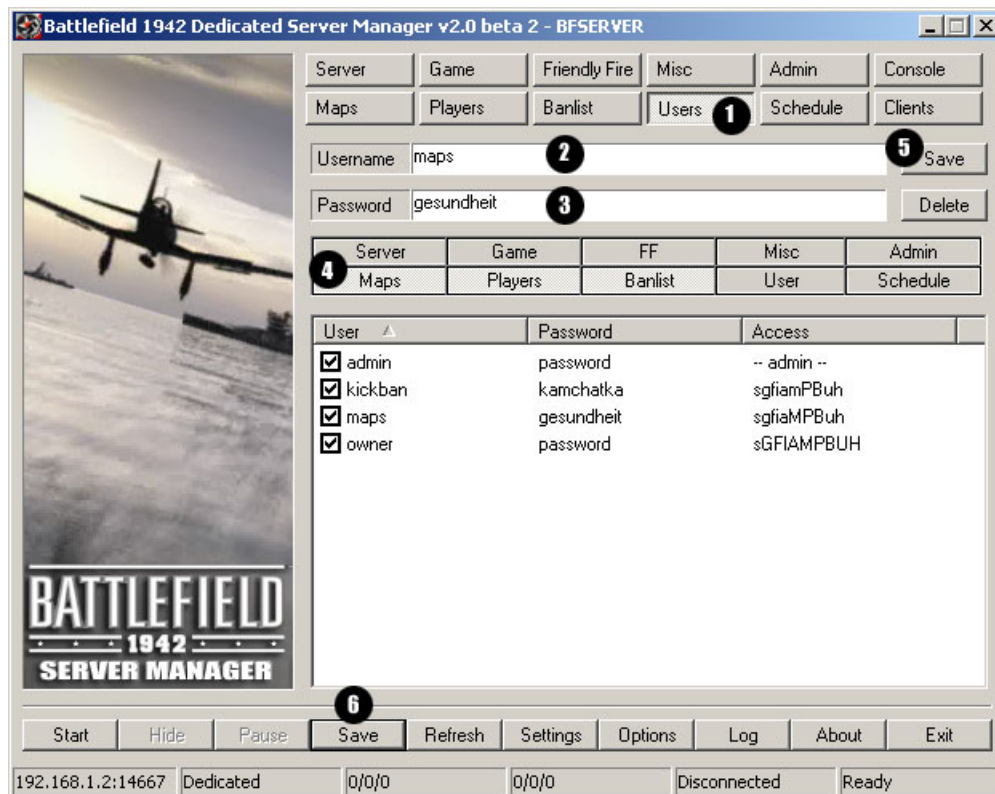
The *Ban Time* control sets the duration (in minutes) for which players whose IP addresses are in the banlist are banned from the server.

Using the Users page

Server Manager requires you to create at least one user account for clients to connect and manage the server remotely using Remote Manager – you cannot use the Remote Console username and password to connect.

To create a user account:

- 1 Go to the *Users* page in BFSM.
- 2 Type in the name of a new user account in the *Username* field.
- 3 Type in a password for the user account in the *Password* field.
- 4 Select the pages of BFRM you want to be accessible to the user by highlighting the corresponding tab buttons. Clicking the buttons will toggle the highlight on and off.
- 5 Click the *Save* button to add the new user account to the list.
- 6 When you've created all of the user accounts you want, click the main *Save* button at the bottom of the main dialog.



Check a user account to make it active – a client cannot connect using an account that is inactive. Disable a user account by clearing the checkbox – disabling an account prevents clients from connecting using the account but does not delete the account from the system.

There is no limit on the number of user accounts that you can create but only 16 clients can connect to Server Manager simultaneously. There are also no logon restrictions of any kind – clients can all use the same account or all use separate accounts to connect.

To delete a user account:

- 1 Select the account you want to delete in the list of users.
- 2 Click the *Delete* button.

To assign a random password to a user account:

- 1 Right-click the account in the list of users.
- 2 Choose *Random Password* from the menu.

About user access

The Access column in the Users list shows an access pattern for each user account. The access pattern shows what dialog pages the user has access to in Remote Manager. An upper-case letter signifies the user has access to the page, a lower-case letter signifies they do not.

S Server **G** Game **F** Friendly-fire **I** Misc **A** Admin
M Maps **P** Players **B** Banlist **U** Users **H** Schedule

You must grant access to at least one dialog page to create a user account. A user account that has access to *all* dialog pages has "administrator" user access which is displayed as -- admin --.

Remote clients who have access to the Users dialog page will not see user accounts that have greater access than they do for security reasons. A remote client with admin user access will see all user accounts that exist.

Granting access

A user with access to the Users page can decrease his or her access but not increase it. Only a user with higher access can increase the access of an account. If a user decreases his or her access and disconnects, only a user with higher access will be able to restore the access.

Note: *If the access level of a user account is changed while a client is connected using that account, the client must reconnect to see the changes.*

Users with restricted (non-admin) user access who have access to the Users page can create, modify and delete user accounts that have access less than or equal to their own.

Restricted user accounts

Server owners can use restricted user accounts to delegate administrative authority to other users. Take, for example, the following arrangement of user accounts;

User	Password	Access ▲
<input checked="" type="checkbox"/> owner	password	-- admin --
<input checked="" type="checkbox"/> operator	password	sGFIAMPBUH
<input checked="" type="checkbox"/> level1	password	sGFIAMPBuH
<input checked="" type="checkbox"/> level2	password	sgFIaMPBuh
<input checked="" type="checkbox"/> level3	password	sgfiaMPBuh

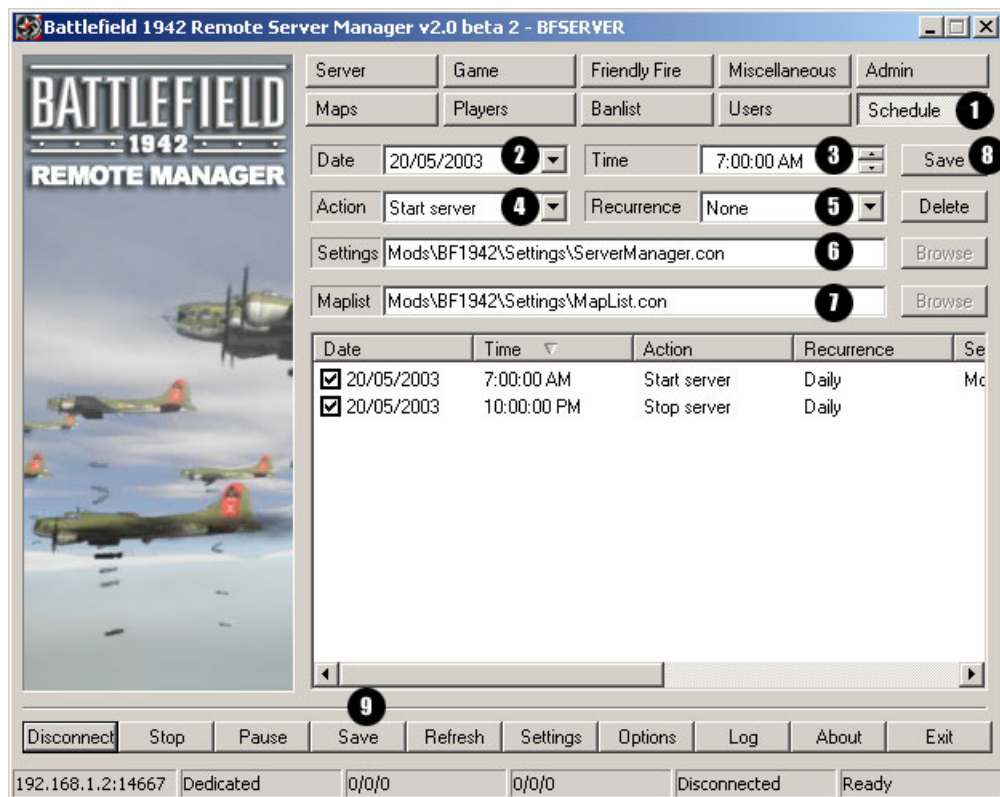
The 'owner' user account has admin access and global control. The 'owner' user alone can determine server settings like IP address and port settings.

The 'operator' user account is exluded from the Server dialog page and cannot make changes to server settings but has control over all other facets of server administration. The 'operator' user has less access than the 'owner' account and so cannot see or modify the 'owner' user account.

The 'operator' user can further delegate admin responsibility to other users with the three 'level' accounts which have decreasing levels of access.

Using the Schedule page

Server Manager's scheduler allows you programme server starts and stops according to a timetable. As well as starting and stopping the server this function can also be used to automate server config and map rotation changes.



To schedule an event:

- 1 Select the *Schedule* dialog page in Server Manager or Remote Manager.
- 2 Select the date on which the event should occur using the *Date* control.
- 3 Select the local time of day at which the event should occur using the *Time* control.
- 4 Select whether the event should start or stop the server using the *Action* control.
- 5 Select when the event should recur using the *Recurrence* control.
- 6 If you are creating a 'start' event, select the settings file to use when starting the server.
- 7 If you are creating a 'start' event, select the map-rotation file to use when starting the server.
- 8 Click the *Save* button to save the event in the schedule list.
- 9 When you have created all of the events you want, click the main *Save* button to save the server's schedule to disk.

In Server Manager you can browse for a settings or map-list file by clicking the *Browse* button. In Remote Manager you must type the server-side path to the config files that you want to use. Relative paths may be used starting from the 'Mods' folder on the server.

Use the *Settings > Save* button-menu function to save a server settings file for use with the scheduler. Create map-list files using the *Save* button on the Maps page.

A start event will automatically stop the server if it is already running before starting it again with the settings and map-list files you specified so you don't have to schedule a stop event before every start event.

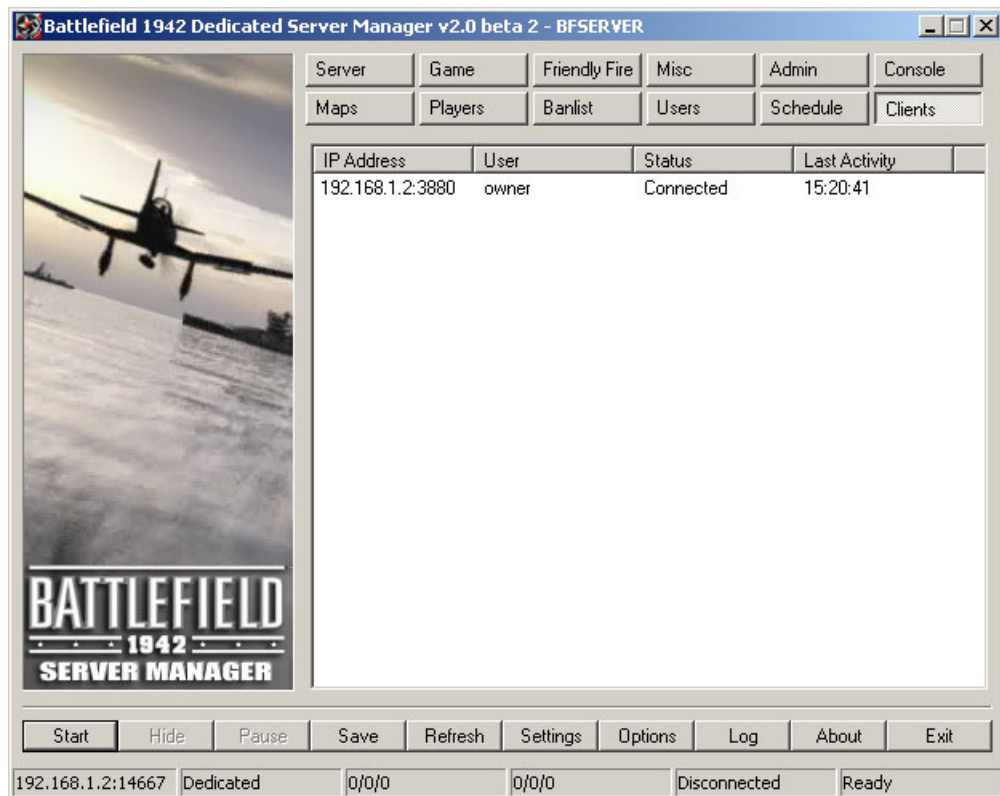
The time and date for an event must represent a future point in time when entered.

Events should be scheduled according to local time. Server Manager will automatically convert the event date/time to the corresponding time at the server's location based on its timezone. Remote users will also see the event date/time in their local time when viewing the server's schedule remotely.

Recurring events will automatically repeat on future days even though the event date/time will occur in the past.

Using the Clients page

The Clients page shows the Remote Manager clients that are connected to Server Manager.



You can forcibly disconnect a client by right-clicking a client in the list and choosing *Disconnect* from the menu.

About program options

Click the Options button in the main dialog window to change program option settings.

Enable server status 'heartbeat' sounds

This option causes Server Manager to give an audible indication of the result of the status query Server Manager sends the server every monitor pulse. If the server responds to the status query you will hear a sonar ping sound and if it doesn't respond you will hear a klaxon sound. It is normal to hear the klaxon sound while the server is changing maps.

Restart the server automatically (BFSM only)

Enabling this option will make Server Manager terminate (if necessary) and restart the server process if it detects that it has stopped, hung or is showing a popup error message.

Download player messages from server (BFRM only)

Check this option to make Remote Manager download its player messages from the server when you connect. Enable this option to share a single `PlayerMessages.con` file on the server with all clients.

Enable user interface sounds

Enables custom user interface sounds.

Enable tool tip descriptions

Activates 'balloon help' tool-tips when you hover the mouse over a control.

Keep Server/Remote Manager window always on top

Enabling this option will cause the Server Manager window to be above all other windows on the desktop.

Keep a log of important events in BFServerManager.log/BFRemoteManager.log

Check this option to log server crashes/restarts, errors and kicks/bans etc to a log file.

Enable auto-refresh on Players page

Check this option to make Server Manager refresh the player list on the Players page automatically every server monitor pulse.

Note: You must be looking at the Players page for the auto-refresh to occur.

Running multiple servers on a single computer

Server Manager supports running multiple BF1942 servers on a single computer. You can setup multiple servers that use different configs/map rotations by simply copying the dedicated server program folder to another location on your hard disk. Server Manager will correctly identify and monitor the server process started by it and will not interfere with other servers running on the same computer.

To configure multiple servers on a single computer:

- 1** Duplicate the server application folder as many times as required so each server has its own folder and delete the `bf1942.pid` file in each server folder.
- 2** Configure each of the servers to use different remote console and game ports on the *Server* dialog page of BFSM in each server folder. Keep incrementing the default game port address (14567) and console port address (4711) for each new server that you setup.
- 3** Configure each instance of Server Manager to use a different server port using the `-port` command-line option (see "Command-line options" for more information). Keep incrementing the default BFSM port address (14667) for each new server that you setup.

Command-line options

You can make BFSM and BFRM display a list of supported command-line options using the `/?` command-line switch.

Server Manager

Server Manager supports the following command-line options:

```
BFSERVERMANAGER.exe [-port <port>] [-start] [-stop] [-mod <mod>]
```

where

- `<port>` sets the TCP port address of the BFSM server. The default port address is 14667.
- `<mod>` is the folder name of a game modification. This option can be used to set the current mod from the command-line.
- `-start` causes BFSM to start a dedicated server when it starts. Server Manager itself remains running and monitors the server.
- `-stop` causes BFSM to stop a running server and exit. This also terminates any instance of BFSM monitoring the server.

Remote Manager

Remote Manager supports the following command-line options:

```
BFRMREMOTEMANAGER.exe [bfrm://username:password@hostname:hostport]
```

where

- `username:password` is a valid Server Manager user account name and password
- `hostname:hostport` is the hostname or IP address and port address of a BFSM server

If you specify a connection string on the BFRM command-line it will connect to the server immediately at startup.

Note: Square [brackets] indicate that a switch is optional and should not be included on the command-line.

Configuration files

The BF1942 server config files live in the Mods\BF1942\Settings folder under the main BF server program folder. They have the extension .con which is short for 'console script' but for all intents and purposes could be taken to mean 'config file'.

ServerSettings.con (required)

Contains the script commands that set the server configuration.

ServerAutoexec.con

Commands in this script are executed every time the server starts and after every map change.

AdminSettings.con

Contains admin commands that persist for the time the server is running. This file is overwritten by the server every map change so consider it 'server only' territory.

BanList.con

Contains the IP addresses that have been banned from the server.

MapList.con (required)

Contains a list of maps in the server map rotation.

In addition to those listed above Server Manager uses the following configuration files for its own purposes;

Announcements.con

Contains the text messages of periodic announcements made by the 'auto-announce' feature.

BannedNames.con

Contains a list of partial or complete player names that are banned on the server.

Maps.con

Contains a list of maps available on the server.

Mods.con

Contains a list of mods available on the server.

PlayerMessages.con

Contains a list of customisable messages that can be 'sent' to players as broadcast chat messages.

ServerManager.con

Contains BFSM's default server configuration and program option settings.

ServerSchedule.con

Contains a list of scheduled start/stop events for the server.

UserAccess.con

Contains a list of users permitted to administer the server remotely via BFRM.

You should not modify these files directly – always use Server Manager and Remote Manager to make changes to these files through the GUI interface.

About the Remote Console

The Remote Console feature allows server administrators (and BFSM!) to issue commands remotely as if he or she were typing at the server's physical console. Server Manager requires you to enable the server's Remote Console to perform admin functions after the server is running, and to use the console window on the *Console* dialog page.

Note: You access a server's console by pressing the tilde (~) key in the server window.

With the Remote Console activated you can also remotely administer a dedicated server using the `RemoteConsole.exe` tool supplied in the `Admin Tool` folder with BF1942, or with Remote Manager v1.3 available here <http://www.blackbagops.com/bfutils.shtml>.

To administer a server using the Remote Console:

- 1 Check the *Enable Remote Console* option on the *Admin* dialog page in Server Manager.
- 2 Supply a username and password on the *Admin* page.
- 3 When the server is running, connect to the console using `RemoteConsole.exe`.

```
RemoteConsole.exe -u [username] -p [password] -port [port] [ip]
```

where `username` & `password` are the remote console username and password you specified on the *Admin* page, and `port` & `ip` are the remote console port address and server IP address you specified on the *Server* page.

If all goes well you will be connected to the server and get a command prompt. At this point you can execute console commands as if you were at the computer running the dedicated server (albeit more slowly!). See Appendix B for a list of admin console commands available to you.

Note: The default username 'User' and default password 'Password' can be used to prevent the need to supply a username and password when connecting to the server. However, this option is disallowed when creating an Internet server to prevent unauthorised remote console access.

About Remote Admin

Battlefield 1942™ servers can also be administered remotely from any game-client's console.

To admin a server from a game client console:

- 1 Check the *Enable Remote Admin* option on the *Admin* dialog page in Server Manager.
- 2 Supply a password in the *Password* field on the *Admin* page.
- 3 In BF1942, press the tilde (~) key to access the game client's console.
- 4 Execute the following command at the game client console;

```
>admin.enableRemoteAdmin password
```

where *password* is the same password you set in Server Manager.

- 5 Execute the console command for the action you want to perform

```
>admin.execRemoteCommand "command"
```

where "command" (quotes required) is one of the commands listed in Appendix B.

Known issues

Issue #1 - Non-administrative users

Due to an inconsistency in the way BF1942 dedicated servers work some settings will not work if you are logged on to a Windows NT/2K/XP computer as a user that does not have administrative privileges.

This problem is caused by the fact that the server always reads the `ServerAutoexec.con` file from the game `Settings` folder, even when the user is logged on using a non-administrative account which cannot write to that folder.

To work around this problem you must logon with a user account that has write-access to `ServerSettings.con` and `ServerAutoexec.con`. Server Manager will not run if it cannot write to both of these files.

Issue #2 - Server Settings Changed Remotely

The BF1942 dedicated server does not remember the values of server settings changed remotely across a map change. These settings will revert to their default values or to the values specified in `ServerSettings.con` and `ServerAutoexec.con` when the server restarts after a map change.

To make permanent setting changes remotely you must restart the server. I have advised DICE about this issue but I do not know if they plan to change this behaviour in a future patch.

Technical support

These programs are not endorsed or supported by either Digital Illusions or Electronic Arts. Do not contact them about any problems you may experience while using this software.

You can submit bug reports and feature requests to the author at kevin@blackbagops.com or <http://www.blackbagops.com/forums>.

Please make sure that you are running the latest version before submitting bug reports found with a superseded version.

Download the latest version of the Battlefield 1942™ Server Manager utilities from <http://www.blackbagops.com/bfutils.shtml>.

Subscribe to the BBO server utilities announcement list to receive an email when new versions are released at <http://www.blackbagops.com/subscribe.shtml>.

Read the answers to Frequently Asked Questions about the BBO server utilities at <http://www.blackbagops.com/faq.shtml>.

Contact details for the author of this software can be found at <http://www.blackbagops.com/contact.shtml>.

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Credits

The Black Bag Operations Battlefield 1942™ Server Manager utilities are the product of seven months work by myself, Kevin Lockett. I write this software for the benefit of BF1942 players everywhere. If you are using this software to make a profit please do the right thing and reward my work by [making a donation](#).

Thanks to [DICE](#) for creating a kickass game!

Thanks to Martin Hedlund at [DICE](#) for answering my stoopid questions.

Thanks to [Defender Hosting](#) for hosting Black Bag Operations.

Thanks to Jonathan Wolberg and the admin crew at [East Coast Gaming Networks](#) for real-world beta-testing of these utilities.

Thanks to Fritz Elfert for contributing code to detect map game-types.

Thanks to all those who have given bug reports, suggestions, donations and moral support.

Version history

Version 2.0

Initial release.

Appendix A:. Configuration Commands

Use these commands in the server configuration files only – they won't work at the server console.

game.serverName 'MyServerName'

Server name as seen in the BF1942 server browser (max 31 chars).

game.serverPassword 'MyServerPassword'

Password required to join the server (max 32 chars).

game.serverDedicated 0 or 1

The setting should always be 1 for dedicated servers.

game.serverIP xxx.xxx.xxx.xxx

Address of the IP interface the server should bind to. Use 0.0.0.0 to make the server bind to all active interfaces.

game.serverPort 14567

Address of the server game port.

game.serverMaxPlayers 2-64

Maximum number of players that can join the server.

game.setServerWelcomeMessage 0-4 'MyWelcomeMessage'

Use this command to set the message text seen in the 'Comments' field when you join a server. You can repeat this command for up to five lines and 63 chars per line in the welcome message.

game.setServerWelcomeMessage 0 'This is line 1.'

...

game.setServerWelcomeMessage 4 'This is line 5.'

game.serverInternet 0 or 1

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.serverBandwidthChokeLimit 0/8/16/32/64/128/256/512

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

game.serverMaxAllowedConnectionType <value>

This setting controls client bandwidth throttling. The server will throttle the bandwidth of information sent to clients according to the value you set here;

CTModem56Kbps 56 kb/s (modem)
 CTCable128Kbps 128 kb/s (broadband)
 CTCable256Kbps 256 kb/s (broadband)
 CTLanT1 10 mb/s (LAN)

game.serverTicketRatio 100 - 1000

The server multiplies the starting ticket values by this percentage.

game.serverGamePlayMode <value>

Sets the game mode of the server.

GPM_CQ Conquest (without bots)
 GPM_COOP Coop (with bots)
 GPM_CTF Capture The Flag
 GPM_TDM Team Deathmatch

game.serverNumberOfRounds 1 - 10

Sets the number of times a map is played before proceeding to the next map in the rotation.

game.serverGameTime 0 - 120

Sets a time limit for each round. 0 = No limit.

game.serverScoreLimit 0 - 120

Sets a score limit for each round. 0 = No limit.

game.serverCoopCPU 1 - 100

Sets the percentage of CPU time used by the bot AI.

game.serverCoopAISkill 1 - 100

Sets the skill of bots in Coop game mode.
 25 = Easy, 50 = Normal, 75 = Hard, 100 = Impossible.

game.serverAutoBalanceTeams 0 or 1

Enables an option which automatically balances teams by forcing players between teams when they die to keep them even in numbers.

game.serverAlliedTeamRatio 0 - 10

Sets the ratio of allied players versus axis players.

game.serverAxisTeamRatio 0 - 10

Sets the ratio of axis players versus allied players.

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.serverGameStartDelay 0 - 128

Sets the delay before each game starts at the beginning of a round.

game.serverSoldierFriendlyFire 0 - 200

Percentage of damage absorbed from projectiles fired by players on the same team.

game.serverSoldierFriendlyFireOnSplash 0 - 200

Percentage of splash damage absorbed from projectiles fired by players on the same team.

game.serverVehicleFriendlyFire 0 - 200

Percentage of damage absorbed from projectiles fired by vehicles on the same team.

game.serverVehicleFriendlyFireOnSplash 0 - 200

Percentage of splash damage absorbed from projectiles fired by vehicles on the same team.

game.serverKickback 0 - 200

Percentage of friendly fire projectile damage reflected back to the originator.

game.serverKickbackOnSplash 0 - 200

Percentage of friendly fire splash damage reflected back to the originator.

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.serverExternalViews 0 or 1

Set to 1 to allow external camera views in vehicles.

game.serverAllowNoseCam 0 or 1

Set to 1 to allow cockpit views without the instrument panel.

game.serverFreeCamera 0 or 1

Set to 1 to allow free movement of camera when player is waiting to respawn.

game.serverHitIndication 0 or 1

Enable this setting to get a visible indication in the reticle when you are hitting a target.

game.serverTKPunishMode 0 or 1

Sets the default 'punish or forgive' mode. 0 sets Punish Mode and 1 sets Forgive Mode.

physics.gravity -1 to -12

Sets the gravity constant on the server (default = -9.81).

Appendix B: Console Commands

Use the following commands at the console to administrate a dedicated server. These commands can also be used in `ServerAutoexec.con` where they will be read when the server starts.

admin.addAddressToBanList 111.222.333.444

Bans an IP for a period determined by the `admin.banTime` setting.

admin.allowNoseCam 0 or 1

Enables/disables cockpit views without the instrument panel.

admin.autoBalanceTeam 0 or 1

Enables/disables the option to force players between teams to keep them balanced.

admin.bandwidthChokeLimit 0/8/16/32/64/128/256/512

Sets the maximum bandwidth the server should use on its network connection.

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.banPlayer <player id#>

Bans a player from the server for a period determined by the `admin.banTime` setting. You can get a player's id number using the `game.listPlayers` command.

admin.banPlayerOnTKKick <0 or 1> (default 0)

When set to 1, players are also banned when kicked for teamkilling.

admin.banTime <time> (minutes)

Sets the period for which banned players will not be allowed to connect to the server (0 = forever).

admin.changeMap <map name>

Changes from the current map to the named map immediately. You can display the server map rotation using the '`game.listMaps`' command.

admin.clearBanList

Clears the list of banned players.

admin.delayBeforeStartingGame 0 - 100 (seconds)

Sets the delay before a new game starts.

admin.disableRemoteAdmin

Disables remote administration via a game client console.

admin.disableRemoteConsole

Disables remote administration via the Remote Console tool.

admin.enableKickPlayerVote 0 or 1

Enables/disables voting to kick a player.

admin.enableKickTeamPlayerVote 0 or 1

Enables/disables voting to kick a team player.

admin.enableMapVote 0 or 1

Enables/disables voting to change the current map.

admin.enableRemoteAdmin <password>

Enables remote administration via a game client console. Clients must also issue this command on the game console to execute console commands remotely using the command below.

admin.execRemoteCommand 'command'

Used on a game client console to execute server console commands remotely.

admin.enableRemoteConsole <username> <password> <console port>

Enables remote administration via RemoteConsole.exe or BFRemoteManager.exe.

admin.externalViews 0 or 1

Enables/disables external views in vehicles.

admin.getRemoteConsoleEnabled

Used to query if the Remote Console remote administration feature is enabled.
Returns 1 if yes, 0 if no.

admin.kickBack 0.0 - 1.0

Used to set the fraction of friendly fire projectile damage reflected back to the originator.

admin.kickBackOnSplash 0.0 - 1.0

Used to set the fraction of friendly fire splash damage reflected back to the originator.

admin.kickPlayer <player id#>

Kicks the player referred to by the id number from the server. You can get a list of players and their id's using the 'game.listPlayers' command.

admin.listBannedAddresses

Displays a list of banned IP addresses.

admin.maxAllowedConnectionType <speed>

where <speed> is CTModem56Kbps, CTCable128Kbps, CTCable256Kbps, or CTLanT1.
Sets the maximum client connection speed allowed by the server.

admin.nrOfTKToKick <value> (default 5)

Sets the number of punished teamkills before the player is kicked.

admin.removeAddressFromBanList <ip address>

Removes the given IP address from the list of banned addresses.

admin.restartMap

Restarts play on the current map after the delay set using the 'admin.timeBeforeRestartMap' command.

admin.roundDelayBeforeStartingGame 0 - 100 (seconds)

Sets the delay time between rounds.

admin.runNextLevel

Commands the server to change to the next map in the rotation after a delay set using the 'admin.timeBeforeRestartMap' command.

admin.scoreLimit <score>

Sets the score at which a round will end (0=never).

admin.setNextLevel <map name>

Sets the name of the next map to be played after the current round has ended.

admin.setNrOfRounds <rounds>

Sets the number of times a map is played before proceeding the next map in the rotation.

admin.setTicketRatio 0 - 1000

Sets the percentage by which starting ticket values are multiplied at the start of a round.

admin.soldierFFRatio 0 - 100

Sets the percentage of damage absorbed from projectiles fired by players on the same team.

admin.soldierFFRatioOnSplash 0 - 100

Sets the percentage of splash damage absorbed from projectiles fired by players on the same team.

admin.spawnDelayPenaltyForTK <value> (default 1)

Sets a spawn delay penalty for players who teamkill. <value> corresponds to the number of spawn waves a players must wait before he or she can respawn into the game.

admin.spawnWaveTime 0 - 30 (seconds)

Sets the time a wave will be active.

admin.timeBeforeRestartMap 0 - 30 (seconds)

Sets the delay before a map restarts when the 'admin.restartMap' command is given.

admin.timeLimit 0 - 120 (minutes)

Sets the maximum play time for a round (0=unlimited).

admin.timeToNextWave 1 - 30 (seconds)

Sets the period between waves of reinforcements.

admin.tkPunishMode <0 or 1> (default 0)

Sets the default 'punish or forgive' mode. 0 sets Punish Mode and 1 sets Forgive Mode.

admin.toggleGamePause

Pauses and unpauses a game.

admin.vehicleFFRatio 0 - 100

Sets the percentage of damage absorbed from projectiles fired by vehicles on the same team.

admin.vehicleFFRatioOnSplash 0 - 100

Sets the percentage of splash damage absorbed from projectiles fired by vehicles on the same team.

admin.voteKickPlayerMajority 0.0 - 1.0

Sets the percentage majority required to carry a vote to kick a player.

admin.voteKickTeamPlayerMajority 0.0 - 1.0

Sets the percentage majority required to carry a vote to kick a team player.

admin.voteMapMajority 0.0 - 1.0

Sets the percentage majority required to carry a vote to change the current map.

admin.votingTime 1 - 120 (seconds)

Sets the duration that players have to cast a vote.

In most cases you can execute a command without parameters to see the current value of a setting.