

General

Automation

Network

Game type

Rules

Weapons & Vehicles

Maps

Game type settings

	Score limit	Time limit	Round length	Round limit	Grace period	Alive point time	Respawn wave time	Start round delay	End round delay
Base assault	250	20	4	0			10	5	5
Capture the flag	250	20	4	0				5	5
Domination	250	20	4	0			10	5	5
Death Match	50	15							
Team Death Match	50	20							
Search & Destroy	8	0	4	0	15				
Behind Enemy Lines	50	30				10			
Retrieval	500	0	4	0	15				
Headquarters	250	0							

Default



Clear scores each round



Show on compass



Show carrier

game server
configurator

Mac OSX-United Offensive server

The server is not running.



Dedicated

Launch server