



OFP: Dragon Rising Dedicated Server

Documentation

Alright, here is the full documentation on the “Dragon Rising Dedicated Server”.

Installation

After you downloaded it from this website, extract it wherever you like.

Then copy the “DR Server” folder and the “AutoHotkey.ahk” file to My Documents.

For winXP that is: *C:\Documents and Settings\[user_name]\My Documents.*

And for win7 that is: *C:\User\[user name]\My Documents.*

After that, copy the “AutoHotkey” folder into your Dragon Rising root. So if installed on C:\ that would be “C:\Program Files\Codemasters\OF Dragon Rising”.

Then make a shortcut from the “AutoHotkey.exe” file to your desktop. Rename it “OFP Dedicated Server”.

And that is the entire installation. Very simple and fast. Would take you about 1 minute.

Configuration

After you installed it, you have to set some settings in the game itself.

So just start it up. Go to “options” and set everything in the graphic settings to this below:

Gamma	50
Screen Mode	Windowed
Resolution	800x600x60Hz
Aspect Ratio	16:9
Anti-Aliasing	Off

These are important settings so make sure you set it correctly. (note: it is for 96DPI only which is a windows setting but by default always at 96DPI).

Than press F1 to go to “Advanced Settings” and set everything to this below again:

Vsync Enabled	On
Texture Quality	Low
Shadow Size	Low
Shadow Quality	128
Object Draw Distance	Low
Ground Cover	Low
Tree Draw Distance	Low
Particles	Low
Animation	Low
Texture Filtering	Bilinear

After that, just save it. And you have to restart the game as it says. So that do that. Than go back to options to verify. If everything is exactly like here above than its configured properly.

After this there is pretty much only 1 thing more to do.

Making a “Picture File”

Start by watching the video how its done, its easier to show and explain it that way than only pure text. :-)

Alright, this is basically the last thing you have to do. The reason for this is that it is correct set for “your” graphic card because it is graphic card depended. It would take you about 2 min though.

Start by going to “My Documents\DR Server”. In there you will see a file called “V1.bmp”. Open it, look at it. This is basically what we're gonna make. The progress is very simple.

So just go to your Dragon Rising main window, with Single Player, Multiplayer, Options, etc etc on it.

Once you are there in windowed mode of course, press “*Alt + Print Scrn*”. That will take a snap shot of that window, the game window.

Open up paint (and you can do this in either winXP or win7), than press “*Cltr + V*” to paste it. What you will see is basically that window that you just captured.

Zoom in at full magnification. And go down to the left corner. The corner where you will see “V1.02” in yellowish. That is the part we need. Just watch the video, its easier to explain it with by video. :-)

Than select the “Selecting tool”. Being down there at the left corner select the area around the “V1”. And make sure you only select an area of 15x15px (pixels).

The pixel size you selected is better shown in the video, but for win7 its near in the middle and winXP its on the right.

So now “*crop*” it. And save the file as 24bit which is very important. And .BMP extension. And name it V1.

So the result will be V1.bmp. Good so we're done, we've made our own picture for our specific graphic card. What this picture is for I will explain later.

Now all you have to do is replace it with the one in “My Documents\DR Server” of course.

Let's test it. Testing it is very simple. Go into the extracted folder and go to “Extras”. There you will find a file named “AutoHotkey(V1 search).ahk”. Rename it to “AutoHotkey.ahk”. Copy and replace the file you have in “My Documents\DR Server” which has the same name. (You don't have to back it up because you have an extra copy anyway in the extracted folder).

To test it. Just run the game. Go to the main window again, with the Single Player, Multiplayer, Options etc etc.

Then switch back to your desktop, usually with “Alt + Tab”. Then just run the “OFP Dedicated Server” shortcut you made earlier. Once you run it, don't touch your mouse of course. Let it do that.

Most likely it will succeed. And then move the mouse to the left corner of the screen, exactly over the V1. And say “Found file at 7, 594”. Or a very close coordinate like 592 or whatever.

But the point is that it works. :-)

Now you can exit the game and shut the AutoHotKey down which is at the windows application task-bar at the right.

Then remember to replace the actual server “AutoHotkey.ahk” with the “image search” one. By going back to your extract folder and taking the original file. Its about 22k.

Once you did that, we're ready to run the server. You can run it right now as a matter a fact. How to run it I will explain later in detail. But its ready to run now, just so you know.

Watch the video for an easier explanation and with pictures. :-)

The reason for the making this file is so that it can detect whether a game is finished before its timer. The way it would work before is with a “Deep Sleep” timer. So say 2 maps, 5min each, 2min loading time and another 1 minute. That would equal 13min in deep sleep.

So say the game ended earlier, one side won, all players left, whatever. It will still wait in its Sleep. So in case it doesn't work the “picture making” you can always use the Deep Sleep option.

Instead now it will detect if the game has been completed before its deep sleep timer. It does it by searching for that V1 image you made. This is how it works. So its “fool proof” and you can run it 24/7 without problem. The speed it detects it now, is actually by its “Refresh Rate” which you can set in the “Setting/Profile” files. More on that later. But this is how it works.

Settings/Profile Files

Alright well this part is easier to explain in writing. So here it goes. :-)

Just go to “*My Documents\DR Server*” and you will the 4 files. They are named Settings1.txt, Settings2.txt, Settings3.txt and Settings4.txt.

So first of all I will start by saying, you can use 1 file, you can 2 files, 3 files or 4 files. You can combine that anyway you like. The Dedicated Server has been made to maximize options and potential. So you can do basically everything with it and especially with those files and combine any options in them in any variety you like.

The point intended for them, although you don't have to use is that way. Is to set it up using 4 different Game Types. By default its Blindside for Settings1.txt, Supremacy for file2, Annihilation for file3 and Infiltration for file4.

You can also use only one file and completely randomize it, with random game types AND random maps. And not only that, you can even “shuffle” a fixed map list. So really, this is as far as you can take it. And we definitely did that. :-)

Alright now let me just go over every setting with explanation. Just open file1, Settings1.txt. (By default this is the one it uses immediately). And btw, it will always read from file1 to file4. Logical order of course. Just so you know.

```
; Should the server use this File? (Y/N)  
Y
```

This setting is asking if it should use this file or not. This will allow you to disable and enable files if you wanna use them. Its very simple and self-explanatory.

```
; Server Name  
Name of your Dedicated Server
```

This is the server name you will see in the lobby, its simply the name of the server. Usually the “YourNickname Sessions's etc”.

```
; Server MOTD 1 (80 characters max)  
Welcome to Dragon Rising Auto host v2.0  
; Server MOTD 2 (80 characters max)  
This is an automated host, the game will start when minimum players have joined  
; Server MOTD 3 (80 characters max)  
Minimum Players is 15
```

These are the 3 “Messages Of The Day”. MOTDs in short. This is what it will input very fast, almost milliseconds apart, at an interval of 5min each time. It is max 80 characters, use it smartly. Input as much correct to the point information as you can. About the game, game type, players, maps, rules and regulations if you want. Whatever. And of course “Minimum Players”. That is usually handy, otherwise people be screaming and yelling, “kids” right. :-)

It was kinda funny when I tested it, people didn't know or understood it was a Dedicated Server. lol.

```
; Server refresh rate/seconds  
15
```

This is the rate the server will refresh to check for if the minimum amount of players has been met and when “all players leave...” and/or the game was won. Or basically ended before its sleep timer ran out.

```
; Deep Sleep Mode (Y/N)  
N
```

When you use it, it won't refresh and refocus the DR window every 15sec (or whatever you set it to above). So that you can perform other tasks on that computer. It will disable the constant refresh however to check whether a game has ended before its Game Time and/or “All Players left”.

```
; Ranked match (Y/N)  
Y
```

Well, do you want a ranked match yes or no? Best to say Y of course. :-)

```
; Random game type (Y/N)  
N
```

Do you want to randomize your Game Types? So if Y it will pick a random game type each time that file is run. Random game types of course are Blindside, Supremacy, Annihilation and Infiltration.

; Game Type (B)lindside (S)upremacy (A)nnihilation (I)nfiltration
B

If the above settings is N, than it will use a fixed game type. Which you can Select here.
B = Blindsight, S = Supremacy, A = Annihilation, I = Infiltration.
Always put it in CAPITAL letters of course.

; Random maps (Y/N)
Y
; Random Blindsight lowest map number
1
; Random Blindsight highest map number
26
; Random Supremacy lowest map number
1
; Random Supremacy highest map number
21
; Random Annihilation lowest map number
1
; Random Annihilation highest map number
278
; Random Infiltration lowest map number
1
; Random Infiltration highest map number
180

This is actually a feature I am very proud of. “Random Maps (Y/N)” simply asks you if you want to randomize your map select. So if Y. it will just select maps at complete random. A very nice feature. Below are the min and max maps for each game type. Each game type is different and has its own maps, so what you do is go online and to “Create Server”. Than check at game type out and see how maps you have for it. You simply do that by scrolling down and than you know the total number of maps you have for that game type. And simply fill that in at “highest map number” for that particular game type. And we're set.

Than it will pick a complete random map from the TOTAL map numbers. A very nice feature indeed.

Do change this though to set it according to how many maps you have right. Don't forget or skip that.

; Max Players (2-32)
23

What is the max number of players you want on you server. Adjust this according to your bandwidth speed is probably best.

; Difficulty (N)ormal (E)xperienced (H)ardcore

N

This setting is for the difficulty settings, Pretty self-explanatory again. Normal is usually the nicest if its publicly with random players. Maybe not so experienced. But choose whatever setting fits you best. That is up to the host.

; Minimum Players (2-32)

15

This setting is for the minimum players. It will only start if/when the minimum players have joined. And do calculate that it itself uses 1 slot, although it doesn't play or select a unit. So always take an even number plus 1. So that the actual human players are equal.

; Game Time Limit (5) min (10) min (15) min (20) min (30) min (60) min

20

This setting it to set the Game Time. As you can see by default it is set to 20min. One note to make. Is that Blindsight and Infiltration have a minimum of 15. So even if you set it at 5min it will select 15min for those 2 game types.

; Spawn Time (20) seconds (40) seconds (60) seconds

20

The minimum spawn time for each player. Pretty self-explanatory again.

; Respawn Type (U)nrestricted (R)estricted (N)o Respawns

U

This setting is for the Respawn Type. Whether Unrestricted, Restricted or NO Respawns. The nicest setting is of course Unrestricted. But set it to whatever you like.

; Friendly Fire (Y/N)

Y

; Kick On Team Kill (Y/N)

Y

; Team kills before kick (3-25)

3

These settings are for Friendly Fire On/Off. And if its on, than Kick on Team Kill Yes or No. And than kick before how many team kills are made.

If you turn FF on, than its probably best to also turn "Kick on Team Kills" on. To avoid Tks players and stuff right.

```
; Supremacy Match Point Limit (10-2000)
1010
; Annihilation Match Point Limit (1-500)
160
```

These settings are for the Match Point Limits. For both Supremacy and Annihilation as you can see. Supremacy min/max range from 10-2000, and Annihilation min/max range from 1-500 points.

```
; Maps in rotation (1-10)
3
```

This settings is to set how many maps you want per whole game or file. Each file, runs 1 whole game of course. Default its set to 3 and 20min. So that would combine into 1 hour per go. But choose any setting you like. Whatever works best for you or you like most.

```
; Shuffle maps (Y/N)
N
```

This is a very nice feature and I am very proud of. You can use this 2 ways. Either you use it to shuffle your favorite maps, (as you can select them below but more on that later). Or you use it to shuffle sets of maps you create. So say you create a file and map list with for only 10 players, and another for 12 players, than maybe 16 and than perhaps 20 players lets say. With a fixed map list. So what it does is shuffle that list. So that you constantly play a different map. Keep it dynamic, keep it interesting for you and your players/friends. A very nice setting I am very proud of.

```
; Private slots
0
```

Well this setting is for the private slots. Although I am not sure DR even uses that. It doesn't work properly. So best not to use it. It just doesn't work right. What its for is to create private slots for your "Friend List". But than you have to invite friends from the list. And since its a Dedicated Server that doesn't work so well. So basically leave it at 0 always.

```
; Server side (U)SA (C)hina
C
```

This settings asks which side the hosting server should be on? It really doesn't matter though. Especially since the hosting server doesn't play himself, right. But set it to whatever you like.

```
; Map 1 number  
1  
; Map 2 number  
5  
; Map 3 number  
9  
; Map 4 number  
11  
; Map 5 number  
14  
; Map 6 number  
15  
; Map 7 number  
16  
; Map 8 number  
17  
; Map 9 number  
20  
; Map 10 number  
26
```

Well this is the fixed map list. You can use without randomizing maps. Or with the shuffle function. So that it “shuffles” it for you to create a some what dynamic map list even though you selected specifically which maps you want to play and only play etc. Or you disable to the “shuffle” function by setting it to N. And than it only goes by your fixed map list. From 1 – 10. It is ignored of course if you use the “Random Maps” setting.

Mods & Maps

OK well a final word on Mods and Maps.

First of all you can run any mod you like. Most mods like HDR, Effects Mod, Lighting etc mods are “client” side.

The only “Host Side” mod is the UAI 2011 mod of course. I would suggest you run that with the server providing you use the v1.02 modded version.

One thing on the Maps. Of course you can run any map you like. Do be aware of some bad maps, when you find one remove it from the list and than update it in the settings of course.

“Bad maps” means maps in which you can't spawn, crash or show up for all 4 game types while it is not.

How to run the Dedicated Server

This part is very simple. Probably the simplest.

You just run the game, go to Multiplayer, login and leave it at “Online”. Where you can create servers, check on your friend list etc. And leave it on Unranked.

Always leave it on “Unranked” before you start the script.

Then you just switch back to your desktop and run the shortcut you made called “OFP Dedicated Server”.

And it will further completely automatically configure and run a new server again and again. Exactly according to the settings in the settings/profile files.

And thats it. A 5min installation and its ready to run.

The Dedicated Server has been made to maximize every setting and get its full potential out of it. So there are may ways you can set it up, combine settings and achieve the game run as you like. It has been a lot of work putting everything together in a full total package like this one.

So if you use it, **drop a post** at the forum, a **comment** at my website/forum or **drop a thanks**.

Credits:

Zeewolf – Scripting & Development

DR Operative – Testing & Debugging

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