

# **Jaymod 2.1.1**

## **Server Upgrade Guide**

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# Jaymod 2.1.1: Server Upgrade Guide

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## Table of Contents

Preface .....	vi
Audience .....	vi
Command Syntax .....	vi
1. Preparing to Upgrade .....	1
Procedure .....	1
2. Cvar Changes .....	2
3. Convert Shrubbot .....	3
Data to be Converted .....	3
Procedure .....	3
4. Upgrade .....	4
Procedure .....	4
5. After Upgrade .....	5
Procedure .....	5
A. Thanks and Credits .....	6

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## List of Tables

1. Syntax Conventions .....	vi
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# Preface

This guide describes how to upgrade a Jaymod 2.1.1 server installation.

## Audience

This guide is intended for anyone responsible for upgrading Jaymod 2.1.1 server.

Although ET is available on several platforms, Linux will be used as the reference platform for this documentation. Many concepts here apply equally to OSX and, to some degree, more generically to the Windows platform.

It is assumed the reader is sufficiently familiar with Linux administration to be able to perform basic operating system tasks.

## Command Syntax

Linux command syntax appears in **monospace** font prefixed with a typical shell prompt denoting account/privileges for which the command should be entered with, followed by a number sign (#) or dollar sign (\$) indicating root or non-root accounts, respectively. Do not enter the prompt text as part of the command.



### Note

The assumed Linux shell is **bash**.

ET console command syntax appears in **monospace** font prefixed with the typical console prompt, a right-bracket (]). Do not enter the prompt text as part of the command.

**Table 1. Syntax Conventions**

Convention	Description
braces {}	Braces indicate required items.
brackets []	Brackets indicate optional items.
ellipses ...	Ellipses indicate an arbitrary number of similar items.
<i>italics</i>	Italic style indicates a variable. Substitute a real value for the variable.
vertical bar	A vertical bar indicates a choice within braces or brackets.

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# Chapter 1. Preparing to Upgrade

This chapter describes the tasks that you must complete before the upgrade procedure.

## Procedure

1. Check Requirements. Jaymod requires a linux platform running GLIBC 2.2.4 or higher and a working installation of Enemy Territory 2.60b. Older versions of Enemy Territory may not work as expected, or may fail entirely. Using an older version is **not** recommended and is **not** supported.
2. Shutdown server. Shutdown down the game server is important to make sure all files are written out to disk and saved properly. We first do a clean **rcon killserver** from client.

```
|/rconpassword SECRETPASSWORD
|/rcon !uptime
|/rcon killserver
```

Kill your game server process and any wrapper loop-scripts that may be controlling your server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ ./serverctl status
[etserver]$ ./serverctl stop
[etserver]$ ./serverctl status
```

3. Backup Important Data. Before making any significant changes to your system, make sure to backup all your important data. Plan for the worst, hope for the best.

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## Chapter 2. Cvar Changes

This chapter outlines CVARs which have changed significantly prior to Jaymod 2.1.1. If you are already running 2.1.1 then you should skip this chapter.

These CVARs will need to be updated in your server configs or these features may not work as expected.

**g\_shrubbot** Prior to Jaymod 2.1.0 release, the Shrubbot feature of Jaymod was activated by setting `g_shrubbot` to the name of the shrubbot file. With release 2.1.0 and higher, this CVAR has changed to accept either { 0, 1 } to respectively { disable, enable } the shrubbot feature. The new *equivalent* file names are hardcoded to `user.db` and `level.db` and cannot be changed. If you fail to update this CVAR setting accordingly, shrubbot feature will be disabled.

**g\_censor** With release 2.1.0 and higher, `g_censor` is no longer a comma-separated list of words, and has changed to accept either { 0, 1 } to respectively { disable, enable } the censor feature.

The words list is now read from a `censor.db` located in the Jaymod directory. There is no practical limit to the number of words you can enter into this file. Jaymod expects **one** word per line, such as:

```
word1
word2
word3
```

**g\_xpSave** With release 2.1.0 and higher, `g_xpSave` no longer specifies a filename and has changed to accept { 0, 1 } to respectively { disable, enable } the XP-save feature. The reason for this is that XP data is now integrated into `users.db`.



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# Chapter 3. Convert Shrubbybot

This chapter is intended for server administrators migrating Jaymod from pre-2.1.0 to 2.1.1. If you have already migrated or migration does not apply, you should skip this chapter.

As of Jaymod 2.1.0 the data files have changed and are not compatible with older versions. In order to assist servers wanting to upgrade, we provide a Perl script which can convert most (not all) of the data from old **shrubbybot.cfg** to the newer **.db** formats.



## Note

The conversion script is written in Perl. Most Linux/OSX systems have this available and should be able to run the script. Windows systems typically do not have Perl available. You can either install Perl yourself, or find someone else (maybe a friendly Linux) whom you can trust and have run the script for you.



## Warning

Upgrades are only supported from Jaymod 2.0.X to Jaymod 2.1.1. Older versions may not convert as expected.

## Data to be Converted

Data from **shrubbybot.cfg** will be converted and placed into **user.db** and **level.db**. Other data found in **.dat** files is silently **ignored** and **not** converted.

Admin, level and permanent-ban records are converted. Temporary-ban records are not converted.

## Procedure

1. Change to server's Jaymod directory as **convert\_shrub** expects to find **shrubbybot.cfg** in the current directory. Execute **convert\_shrub**. The script usually has the correct file permissions and can find **perl** by itself on recent Linux systems, but for our example we will explicitly run it from your shell path.

```
[etserver]$ cd ~etserver/server1/jaymod/  
[etserver]$ perl ~etserver/jaymod-2.1.1/linux/convert_shrub
```

2. Examine the newly created **.db** files. The next time Jaymod server is launched it will read the files into memory. Then shutdown the server and the full (scrubbed) data will be written which is cleaner, and more rich than what **convert\_shrub** can produce.

```
[etserver]$ cd ~etserver/server1/jaymod/  
[etserver]$ less level.db  
[etserver]$ less user.db
```

3. Rename **shrubbybot.cfg**. This file is no longer required but is recommended to keep this file around if you want to compare the converted data. We rename it to show the file is no longer in use.

```
[etserver]$ cd ~etserver/server1/jaymod/  
[etserver]$ mv shrubbybot.cfg shrubbybot.cfg.DISABLED
```

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# Chapter 4. Upgrade

This chapter is intended for server administrators upgrading an older Jaymod installation.

## Procedure

1. Extract Jaymod 2.1.1 distribution bundle available for download from <http://jaymod.clanfu.org>.

```
[etserver]$ cd ~etserver  
[etserver]$ tar xzf jaymod-2.1.1.tar.gz
```

2. Create a backup directory to hold files replaced during upgrade.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ mkdir BACKUP
```

3. Backup and copy new **servercl** script into place.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ mv serverctl BACKUP/.  
[etserver]$ cp ~etserver/jaymod-2.1.1/linux/serverctl .
```

4. Backup and copy new game server module into place.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ mv jaymod/qagame.mp.i386.so BACKUP/.  
[etserver]$ cp ~etserver/jaymod-2.1.1/qagame.mp.i386.so jaymod/.
```

5. Backup and copy new game server pak into place.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ mv jaymod/jaymod-2.1.1.pk3 BACKUP/.  
[etserver]$ cp ~etserver/jaymod-2.1.1/jaymod-2.1.1.pk3 jaymod/.
```

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# Chapter 5. After Upgrade

This chapter describes tasks that you must complete after the upgrade procedure.

## Procedure

1. Startup server. For this example we will assume you are using the **serverctl** script bundled with Jaymod.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ ./serverctl status  
[etserver]$ ./serverctl start  
[etserver]$ ./serverctl status
```

2. Remove the Jaymod 2.1.1 distribution bundle extract.

```
[etserver]$ cd ~etserver  
[etserver]$ rm -r jaymod-2.1.1/
```

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# Appendix A. Thanks and Credits

First and foremost, the most humble and sincere thanks go to everyone at **Clan FU** for their help and participation in the development and testing of this mod. Without their generous support, this mod would not be in existence.

My utmost, sincere thanks and appreciation go to **Zinx Verituse**, **Bani**, and **Forty** for their contributions.

Many, many thanks to **Mr.Mxyzptlk** for his cross-platform build/release system, C++ conversion and continued work on the mod.

Thanks to **Meyerinchains** for his contribution of the M97 model and animations.

Thanks to **Jeremy “Dr. Evil” Swigart** and the magic of the **Omni-bot** team for their continued help with the implementation and debugging support of Omni-bot in Jaymod.

Thanks at **Lazypbreak** at the Jaymod forums for taking the time to get all the original Shrub flags.

Thanks to **ETPub** for the contribution to the ET community in general. Jaymod incorporates modified bits of code from their project.

There are several server admins that frequent the Jaymod forums assisting those that require it without hesitation or commission. They simply choose to contribute, and for that I thank all of you and hope you will continue what you do.

Thanks to **SplashDamage®** for taking the time to develop and release an incredible free **id Software®** based game. They have made a good many fan because of their generosity and dedication to the gaming community. Thanks to the SplashDamage **forums community** for the help they provide to everyone wanting to mod for ET.

—Jaybird