

# **Jaymod 2.1.1**

## **Server Installation Guide**

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# Jaymod 2.1.1: Server Installation Guide

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# Preface

This guide describes how to install a Jaymod 2.1.1 server.

## Audience

This guide is intended for anyone responsible for installing 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 Install

This chapter describes the tasks that you must complete before the installation 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. 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.
3. Create server account. This user account requires no special privileges. If you are running more than one game server on the same host, you can use the same account for all of them, or create a unique account for each instance.

```
[root]# adduser -s /bin/bash etserver
```

4. Download and install Wolfenstein: Enemy Territory. There are many mirrors across the internet where you can find the ET download. Look for the latest Linux version of the game: 2.60 and the 2.60b patch. The default directory locations are recommended.

```
[root]# cd /tmp/  
[root]# sh et-linux-2.60.x86.run --nox11  
[root]# unzip ET-2.60b.zip  
[root]# cd "Enemy Territory 2.60b/"  
[root]# cp *.x86 /usr/local/games/enemy-territory/.
```

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# Chapter 2. Install

This chapter describes tasks that you must complete for 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 server1/ directory structure.

```
[etserver]$ cd ~etserver
[etserver]$ umask 022
[etserver]$ mkdir server1/
[etserver]$ cd server1/
[etserver]$ mkdir etmain/
[etserver]$ mkdir jaymod/
[etserver]$ mkdir jaymod/mapscripts/
[etserver]$ mkdir jaymod/mapconfigs/
[etserver]$ mkdir pb/
[etserver]$ mkdir log/
```

3. Copy **servercl** script into place.

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

4. Copy game server module into place.

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

5. Copy game server pak into place.

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

6. Optional: copy sample configuration files into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ cp ~etserver/jaymod-2.1.1/server.cfg .
[etserver]$ cp ~etserver/jaymod-2.1.1/jaymod.cfg .
```

7. Optional: copy mapscripts into place.

```
[etserver]$ cd ~etserver/server1/
[etserver]$ cp ~etserver/jaymod-2.1.1/mapscripts/* mapscripts/.
```

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# Chapter 3. After Install

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

## Procedure

1. Edit **serverctl**. This script has several important variable settings. At a bare-minimum, you must at least edit `ET_IP` and change it to your (public) Internet IP address.

```
[etserver]$ cd ~etserver/server1/  
[etserver]$ vi serverctl
```

2. 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
```

3. 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 **Lazyphreak** 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