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Users Guide Version 2.0 for BF1942 v1.6.

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!

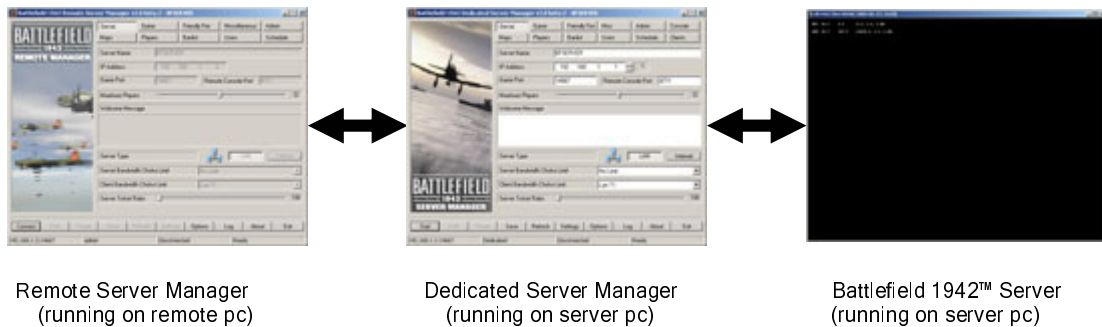
The [Black Bag Operations](#) Server Manager 2.0 utilities are used to manage the Battlefield 1942™ Windows® and Linux® Stand-Alone Servers from [Digital Illusions CE](#). Visit the official Battlefield 1942 website at www.battlefield1942.com for more information about the game.

Server Manager (or BFSM for short) is a server program that runs on your BF1942 game server computer which is used to launch the server and manage it after it is running. Server Manager is available for both Windows® and Linux™ dedicated servers.

Remote Manager (or BFRM for short) is a client program which is used to remotely manage a BF1942 game server which is running BFSM. Remote Manager duplicates all of the functions of Server Manager so you can manage your game server the same as if you were at the server itself.

BFSM and BFRM are client-server applications which mean you are required to use BFSM 2.0 on your server if you wish to administer it remotely using BFRM 2.0. You cannot administer your server remotely using BFRM 2.0 without running BFSM 2.0 on the server computer.

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



BFRM communicates with BFSM which in turn communicates with the BF1942 server via a Remote Console connection. Up to 16 remote BFRM clients can connect to BFSM simultaneously and manage the server. You can also choose to manage your BF1942 server with BFSM alone, BFRM is not required.

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!

System Requirements

Server Manager is compatible with Windows 2000/XP/2003 Server and most Linux distros.

Remote Manager is compatible with Windows 95*/98/Me/NT/2000/XP/ 2003 Server.

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

Program Features

BFSM offers many powerful features for administrating BF1942 game servers;

- Set all known server settings via a clean, functional graphical-user-interface
- Each control has a ToolTip balloon that tells you clearly what each setting does
- Change and update server settings on a running server
- Start and stop the server remotely
- Hide the server window off the desktop
- Automatically detects third-party mods and maps
- Create dedicated servers using the retail game or stand-alone server application
- Create map rotations easily using the mouse with drag-and-drop
- Export and import your map rotations to and from files for later use
- Change maps and set the next map on a running server using the GUI
- Manage players using a powerful & customisable Player Menu
- Kick and ban players with a custom message in a single action
- Ban players for an arbitrary length of time and automatically "un-ban" them (timed-bans)
- Issue custom messages & warnings easily using the Player Menu
- Manage the server banlist whether the server is running or not
- Export and import the server banlist to and from files
- Farm out admin responsibilities with restricted user accounts
- Allow remote clients to manage the server using restricted user accounts
- Schedule server starts, stops, config and map rotation changes
- Schedule events to recur daily, on weekdays, weekends or on specific days of the week
- Server starts/stops can be scheduled to occur at the end of a running game
- All server setting changes are centrally logged
- View Remote Manager client activity via the central log file
- Automatically restart a server in the event of a crash / hang / or popup window
- Log player statistics at the end of each game (for use with third-party webpages)
- Start and stop servers with command-line options (for use in server scripts)
- Run Server Manager as a service using FireDaemon www.firedaemon.com or SrvAny
- Maintain multiple server configurations and easily switch between them
- Run and manage multiple server instances on a single computer
- Automatically kick players at a nominated minus score
- Automatically ban players after X kicks for minus score
- Automatically kick players with high pings
- Automatically kick players with banned names
- Force team balance only when required using smart-team-balance
- Make periodic announcements using a customisable message file
- Issue console commands to the server in the Console window

The Black Bag Operations BF1942 Server Manager utilities are proudly made in Australia.

Getting started with BFSM for Windows

This section will take you through the steps of installing Server Manager and starting a server.

Installing Server Manager for Windows

To install BFSM you must first install the BF1942 stand-alone server application on your server computer. The dedicated server does not require a BF1942 game CD-ROM disc to run.

To install the stand-alone server application:

- 1 Download the stand-alone server application installer from the official BF1942 website; <http://www.eagames.com/official/battlefield/1942/us/gamedemo.jsp>
- 2 Execute the installer and follow the instructions to complete installation.

Note: *The Battlefield 1942™ game is not required to be installed on the server and you can safely uninstall it without affecting the dedicated server application if the latter is already installed.*

When the server application is installed you can install Server Manager.

To install Server Manager for Windows:

- 1 Download the BFSM distribution archive from the Black Bag Operations website; <http://www.blackbagops.com/bf1942/index.shtml>
- 2 Extract *BFServerManager.exe* to the folder where you installed the dedicated server application (by default *C:\Program Files\EA GAMES\Battlefield 1942 Server*).

Note: *BFSM must reside in the same folder as bf1942_w32ded.exe (the server application).*

Server Manager is now installed and can now be used to configure and start a game server.

Starting a game server

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

To start a dedicated server:

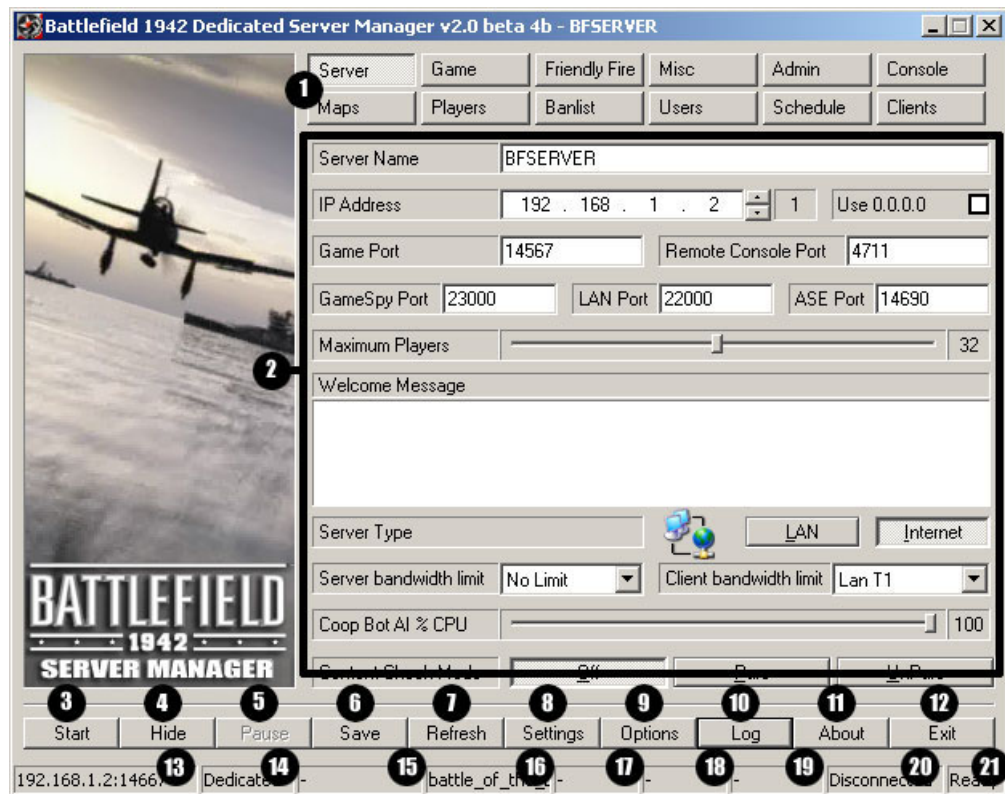
- 1 Execute *BFServerManager.exe* in the server folder to begin configuring the server.
- 2 Enter a name for your server in the *Server Name* field on the *Server* dialog page.
- 3 Enter the IP address of your server (see "Setting the server IP address" below).
- 4 Use the various controls on each dialog 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 at least one map in the list on the *Maps* dialog page by checking one of the boxes.
- 6 When you're ready to start the server, click the *Start* button.

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

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

Understanding the Server Manager Interface

The following diagram illustrates the various components of the Server Manager interface.



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 Server Manager.
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. **Current map** Indicates the current map/mode/mod (hover mouse pointer to see all).
16. **Next map** Indicates the map/mode/mod that will play next (hover mouse pointer to see all).
17. **Player totals** Displays allied/axis/total players.
18. **Score totals** Displays allied/axis/total scores.
19. **Remaining tickets** Display the allied/axis remaining tickets.
20. **Connection status** Indicates the status of Server Manager's connection to the server.
21. **Application status** Indicates when the program is busy performing a task.

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. You can also choose to bind the server to all active local IP interfaces by checking the "Use 0.0.0.0" checkbox. However, you must still always select a local IP interface address through which Server Manager can connect to the server's Remote Console.

Note: Always check the "Use 0.0.0.0" checkbox when configuring a Linux LAN server to make the server visible in the in-game server browser.

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

Server Manager uses its own list of user accounts to authenticate Remote Manager clients. These user accounts are not related to Windows user accounts or the Remote Console or Remote Admin usernames and passwords.

If you plan to use Remote Manager to administer your server remotely you must create at least one user account 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.

Note: You cannot use the Remote Console username and password to connect with BFRM.

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 intructions 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 computer 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.

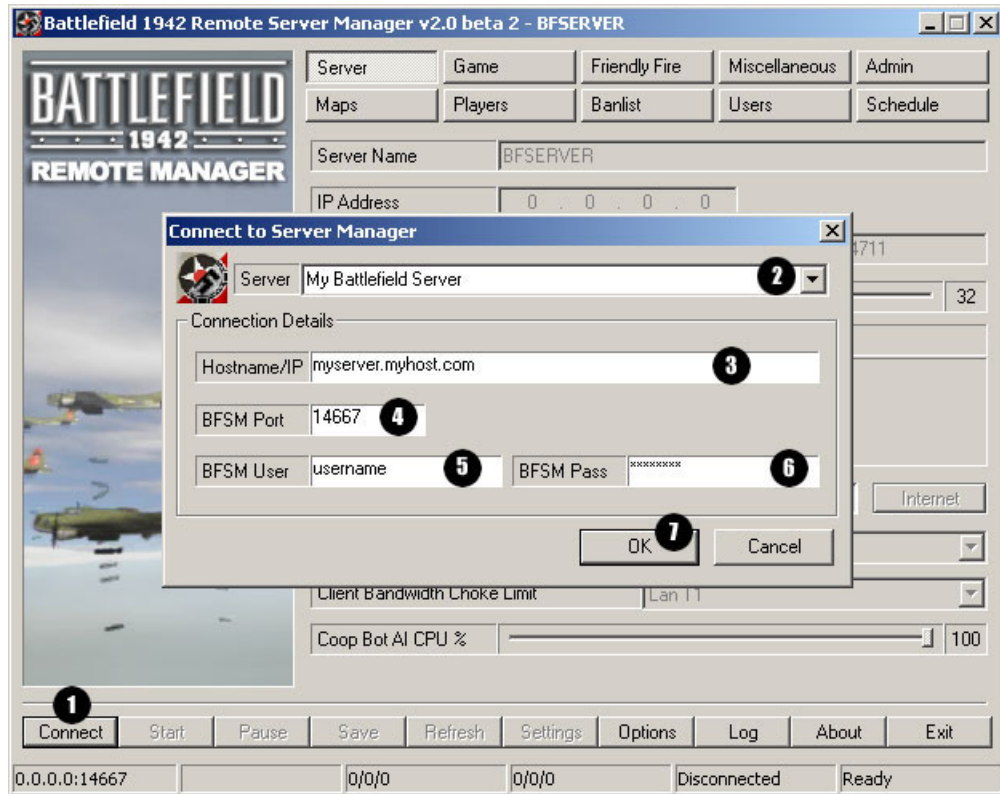
The following server ports also need to be forwarded for your game server to be visible on the Internet; Game Port (14567 UDP incoming), GameSpy master server port (28900 TCP outgoing), GameSpy query port (23000 UDP incoming), and All-Seeing-Eye query port (14690 UDP incoming).

Getting started with Remote Manager

This section will take you through the steps of installing Remote Manager and connecting to a BFSM server.

Installing 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.

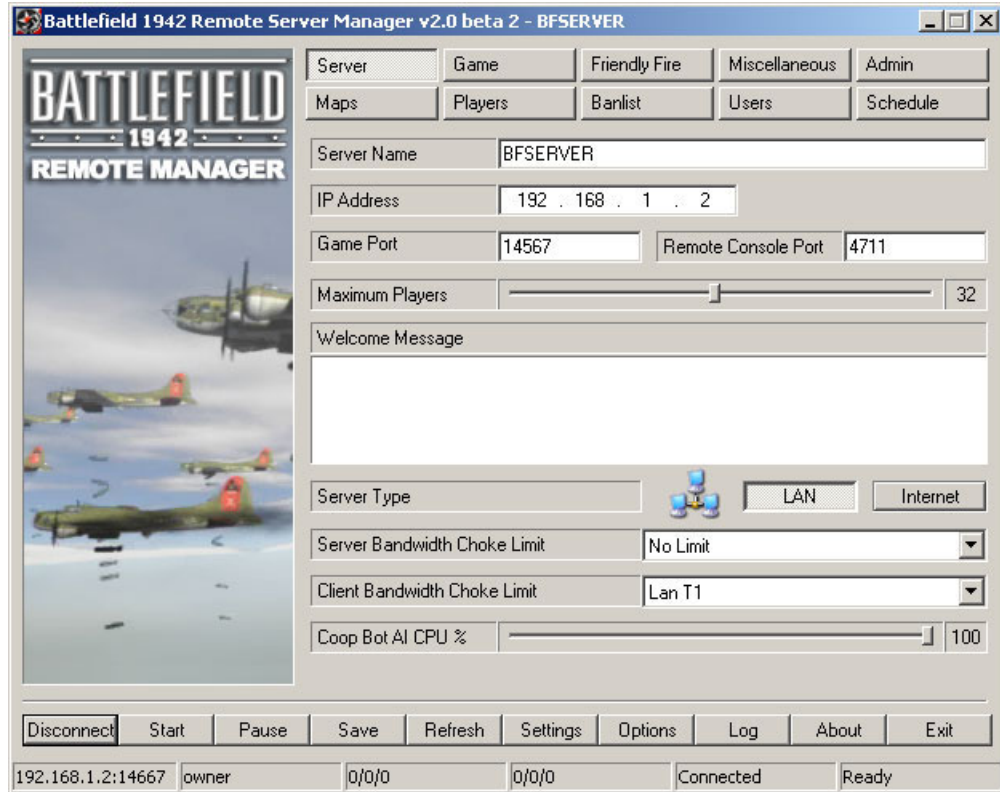


To connect to a BFSM server:

- 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 in Remote Manager perform the same functions as those in Server Manager. 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.

Getting started with BFSM for Linux

This section will take you through the steps of installing Server Manager under Linux and starting a server.

Installing Server Manager for Linux

An example command is given with each step to illustrate the process (the actual command you will need to use may vary from what is shown here).

To install server manager under Linux:

- 1 Download the Linux stand-alone server application from the [official site](#) to /usr.

```
[/usr]# wget http://www.bf1942.lightcubed.com/dist/bf1942_lnxded-1.6-rc2.run
```

- 2 Execute the installer and follow the instructions to complete installation.

```
[/usr]# ./bf1942_lnxded-1.6-rc2.run
```

- 3 Download BFSMD from [Black Bag Operations](#) to /usr.

```
[/usr]# wget http://www.blackbagops.com/files/BFServerManager20beta4b.tgz
```

- 4 Extract BFSMD from the distribution archive.

```
[/usr]# cd bf1942
[/usr/bf1942]# tar xvzf ../BFServerManager20beta4b.tgz
```

- 5 Install BFSMD and the default BFSMD config files.

```
[/usr/bf1942]# mv bfsmd /usr/bin
[/usr/bf1942]# chmod 755 /usr/bin/bfsmd
[/usr/bf1942]# mv useraccess.con mods/bf1942/settings
[/usr/bf1942]# mv servermanager.con mods/bf1942/settings
```

- 6 Verify the server works correctly on your system.

```
[/usr/bf1942]# ./start.sh +statusMonitor 1
```

The server should start and you should see the server status monitor.

```
Battlefield 1942 Dedicated Server v1.6
BF1942 (Ver: Mon, 26 Jan 2004 11:46:25/dep@mayall.internal.dice.se)
"BFSERVER"                               Average FPS: 49
IP: 192.168.1.1 Port: 14567                Map: midway
GPM: COOP                               Mod: desertcombat   Map mod: DesertCombat
Players: 0/32(0)                          Round: 1/3          Tickets: Axis 200, Allies 200

XML Log: disabled                          PunkBuster: 1
Pure: 0                                    OS:0 SK:0 Util%: 29.51 [playing]
```

If you see "Segmentation fault" or any other error then your system does not meet the requirements of the BF1942 linux server. See the "Troubleshooting Server Problems" section below for more information.

- 7** Enter the command "quit" at the server console to terminate the server.
- 8** Start BFSMD in the server directory.

```
[/usr/bf1942]# bfsmd
```

```
2003-02-09 21:42:22 : Battlefield 1942 Dedicated Server Manager v2.0 beta 4b
2003-02-09 21:42:22 : Started under Linux redhat8 2.4.18-14 #1 Wed Sep 4 12:13:11
2003-08-13 21:42:22 : Listening on 0.0.0.0:14667.
```

BFSMD will display its log in the terminal so you can see any errors when they occur. At this point you should see BFSMD in netstat;

```
[/usr/bf1942]# netstat -nluta
```

```
Active Internet connections (only servers)
Proto Recv-Q Send-Q Local Address           Foreign Address         State
tcp        0      0 0.0.0.0:14667           0.0.0.0:*               LISTEN
```

- 9** Connect to BFSMD using BFRM.

Start Remote Manager under Windows and click the *Connect* button. Enter the following settings in the BFRM Connection dialog box and click *Ok* to connect with BFSM.

```
Hostname/IP: <your server's IP address goes here>
BFSM Port: 14667
BFSM User: admin
BFSM Pass: password
```

- 10** Configure the server's settings using BFRM.

The first thing you should do is change the admin user account password!

- 1** Go to the *Users* dialog page in BFRM.
- 2** Select the "admin" user in the list.
- 3** Type a new password in the Password field.
- 4** Click the user *Save* button (above the Delete button).
- 5** Click the main *Save* button (in the main row of buttons down below).

The second thing to do is configure the server's IP address;

- 1** Go to the *Server* dialog page in BFRM.
- 2** Type the IP address of your server in the *IP Address* field.
- 3** Click the main *Save* button.

Configure the remaining server settings according to your preferences and click the main *Save* button when you are done.

- 11** Start the server.

Click the Start button in BFRM to start the server. Watch the terminal window on the Linux server and you should see the server's status monitor appear. At this point you should be able to join the server and play.

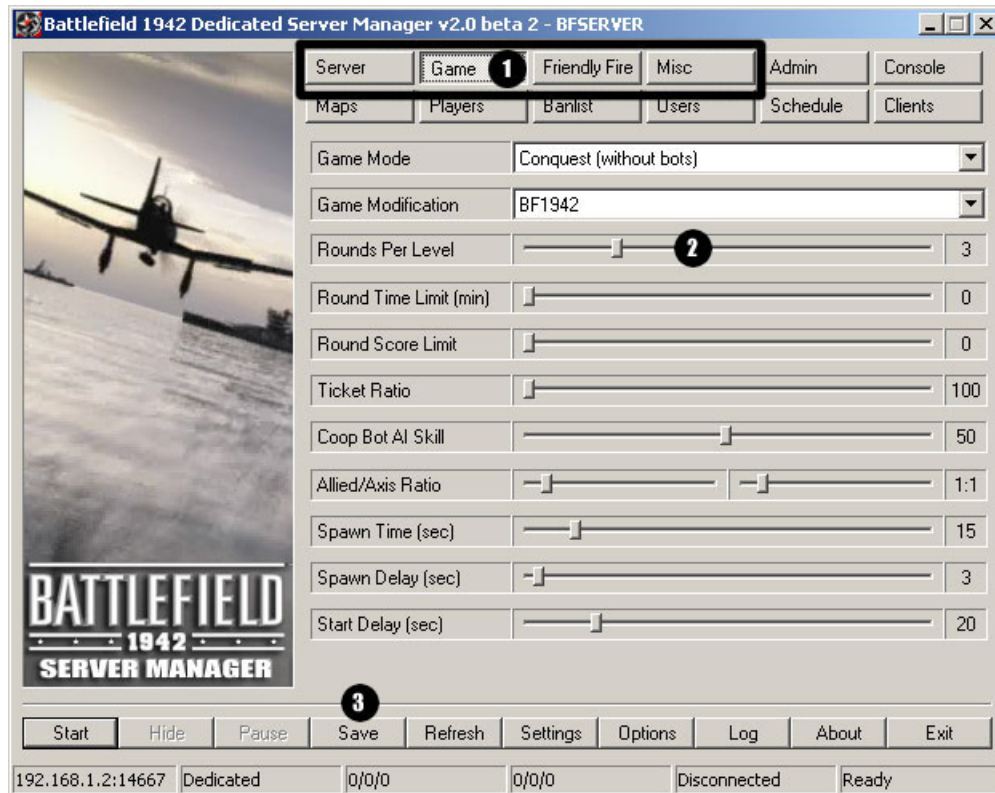
If the server fails to start, check the bfsmd log for error messages. Once you have verified the server starts correctly on your system, you can start BFSMD as a daemon using -daemon.

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:

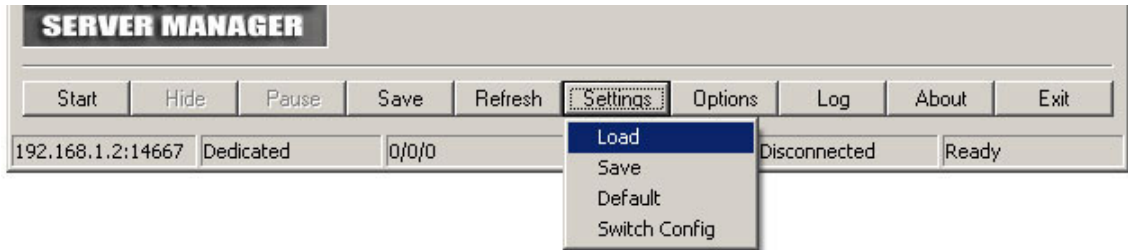
- 1** Select the dialog page containing the setting you want to change.
- 2** Use the control to select the value you want (e.g. Rounds Per Level).
- 3** Click the *Save* button to save the server configuration to disk.

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 can be updated (see Appendix B).

Note: Any setting changes that you make will not be reflected in the server configuration files until you (re)start the server. Changes to the server map rotation also require a server restart to activate the new rotation.

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.

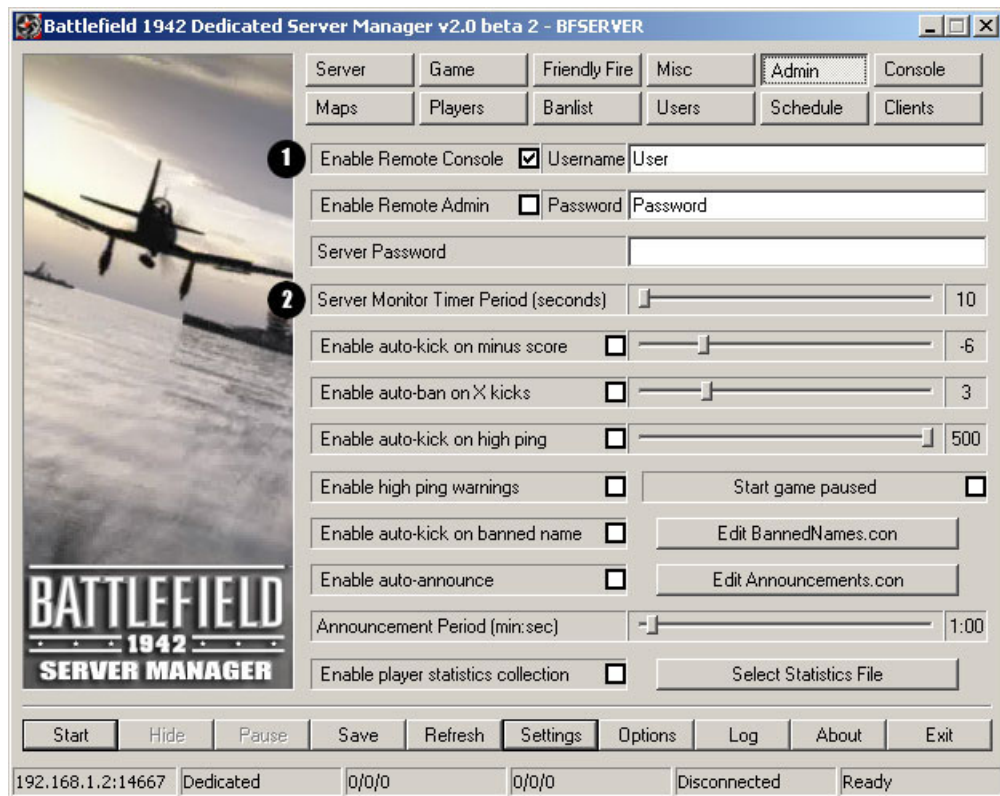
Note: The *Switch Config* command requires admin access to be used in Remote Manager.

To return all server settings to their default values:

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

About administration settings

The *Admin* page contains two 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 1 minute. 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 auto-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.

EnableCSV stats logging

This option will write the score, kills, deaths, ping, IP address, CD-keyhash and PunkBuster GUID 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. You can select the name and location of the saved CSV file by clicking the *Select Statistics File* button.

Note: *The dates/times in the CSV file are recorded in UTC.*

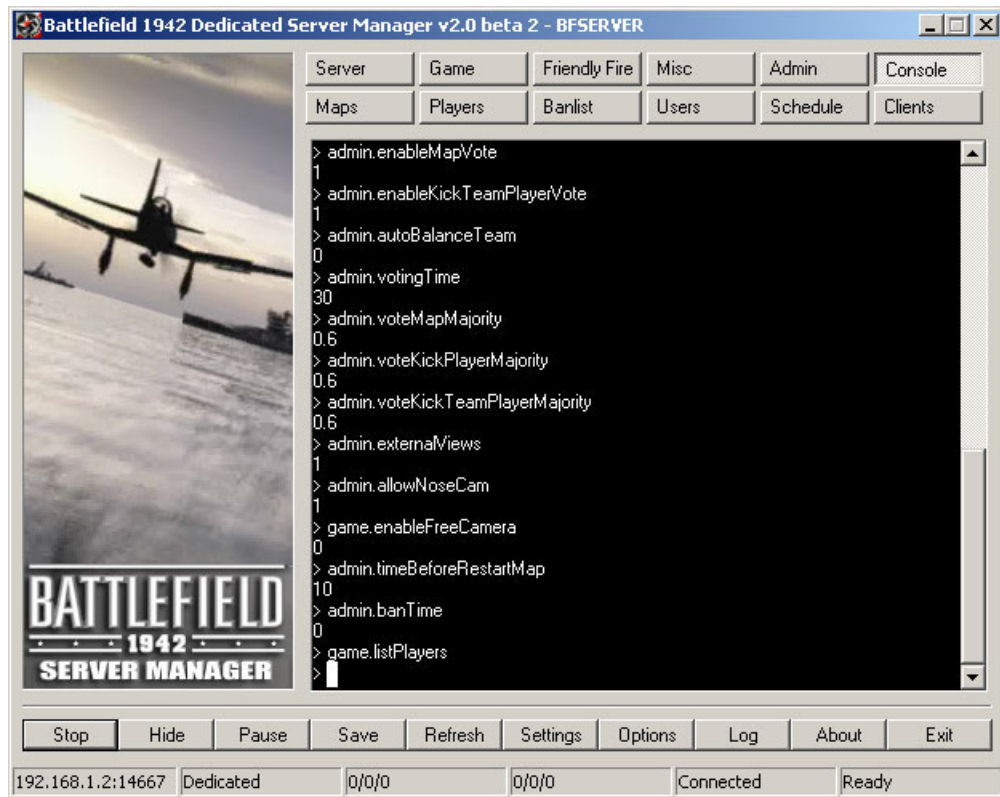
In addition you can configure the following administration setting on the *Misc* dialog page;

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. BFSM will automatically turn off auto-team-balance when the team player numbers return to a difference of 1 or less.

Using the Console page

The *Console* dialog page is used to issue console commands to the server. You can find a list of admin commands you can use at the console prompt in Appendix B.

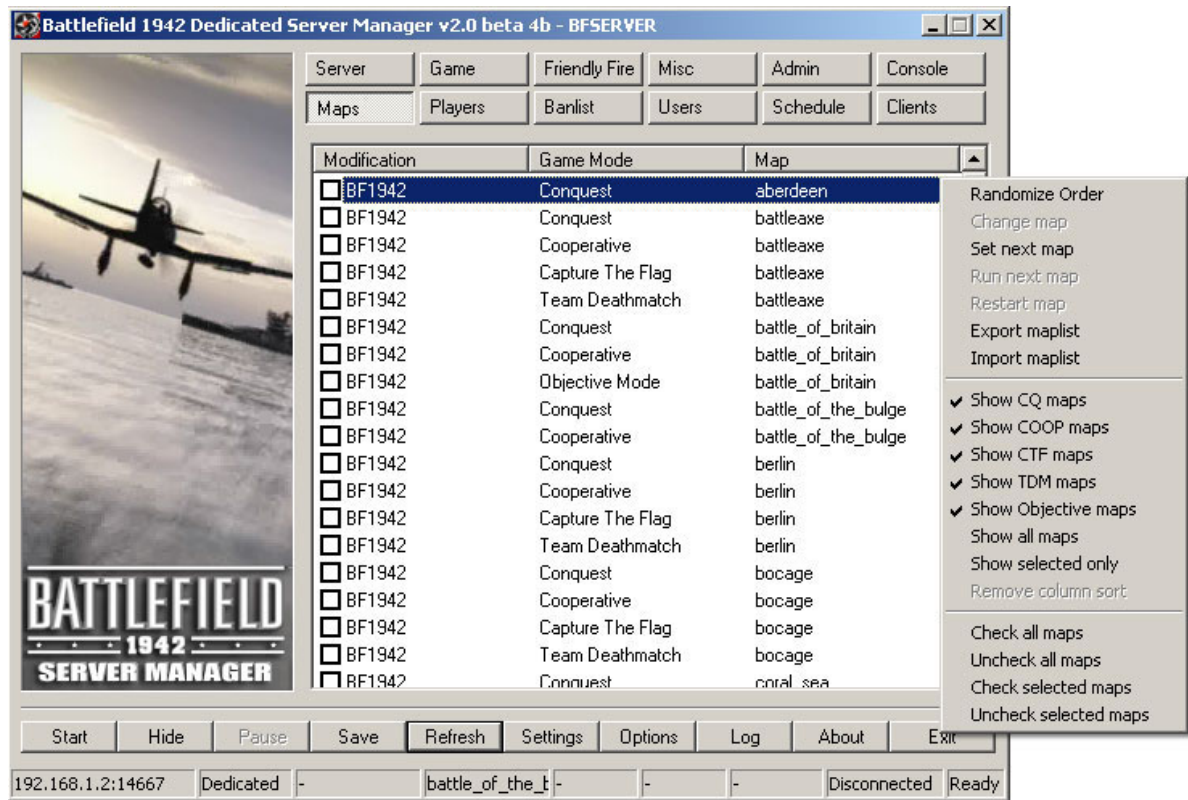


Note: The console window will not become active unless you start the server with the Remote Console function enabled. Check the "Enable Remote Console" setting on the Admin dialog page to enable it.

Issuing commands to the server via the console window in BFSM has the same effect as issuing them at the main server console.

Using the Maps page

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



All of the available maps and their supported game modes are listed for each mod installed on the server. Simply check all of the map/mode/mod combinations that you want to play.

You can filter the displayed maps using the filter menu options in the right-click menu. To filter out unwanted game modes simply uncheck the unwanted game modes in the menu by choosing the corresponding "Show" menu option.

Maps are played in the order they are listed and repeat in an endless cycle. To change the order of maps in the rotation simply drag-and-drop a map to a new location in the list.

To set the map that will be played first when the server starts, right-click the desired map and choose *Set next map* from the menu. Your selection will be indicated in the status bar.

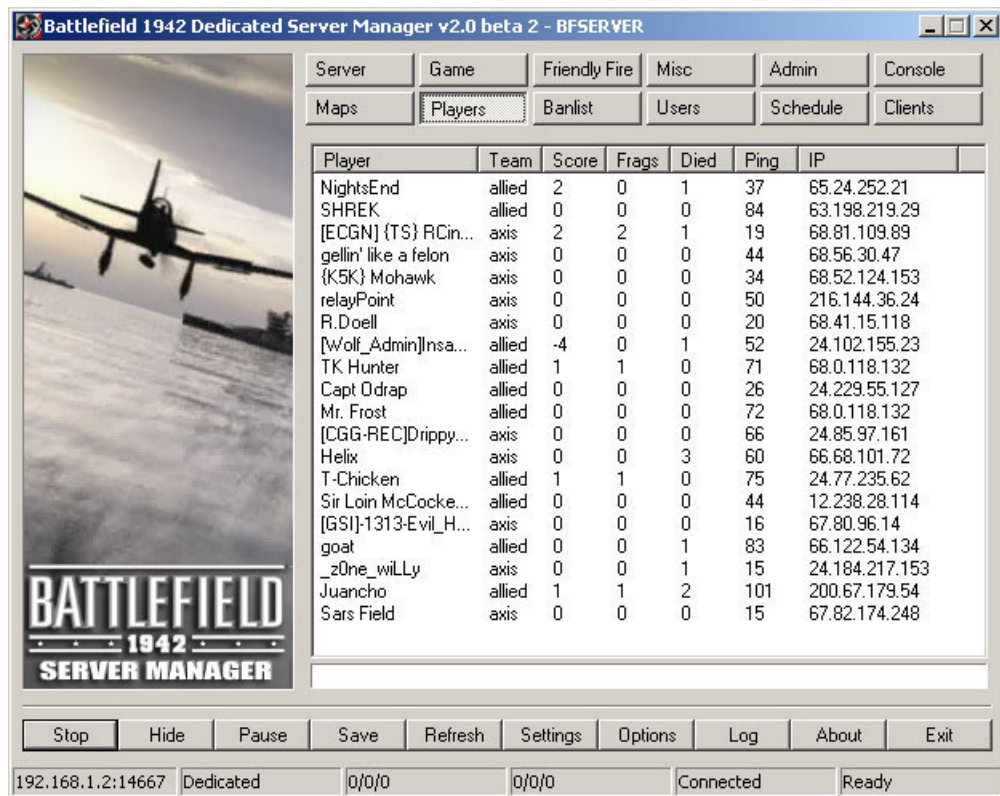
When the server is running you can use the following menu functions to modify the rotation;

- **Change map** Loads the selected map immediately.
- **Set next map** Loads the selected map when play on the current map has ended.
- **Run next map** Loads the next map in the rotation immediately.
- **Restart map** Restarts play on the current map.

Use the *Export maplist* and *Import maplist* menu functions to save and load a map rotation from a file on disk.

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 player menu respectively.

When a player is banned from the server his or her CD-keyhash is added to the server's banlist. To un-ban the player you must remove his or her CD-keyhash from the banlist using the controls on the *Banlist* dialog page.

Note: The CD-keyhashes of banned players are recorded in the log for future reference.

When administrating players it is often useful to send messages to them.

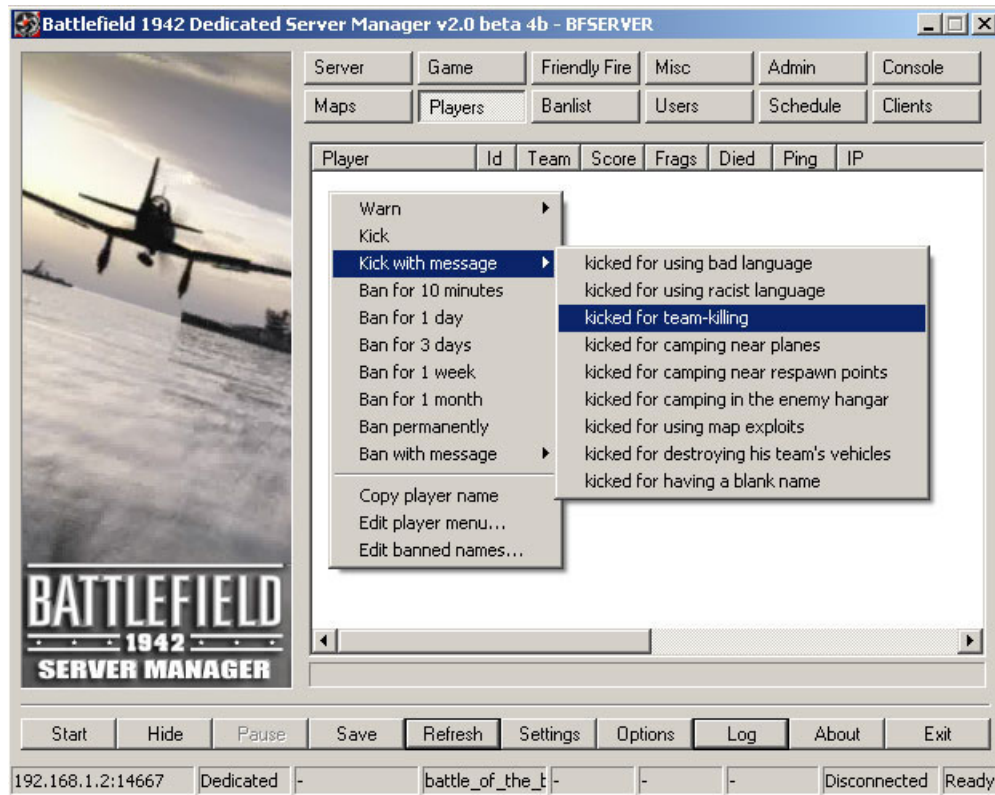
To send a chat message to the players:

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

Note: You can see what players are saying in-game by viewing the Log window.

About the player menu

The menu you see when you right-click on the player-list is configurable. Server Manager creates a default player menu when BFSM is run for the first time. You can customise the menu by editing the *PlayerMenu.con* file in the server's "Settings" folder in a text-editor like NotePad.



The player menu is ideal for configuring various custom warning, kicking and banning messages. These messages are sent as chat messages in-game when you select an item from the menu. If you right-click on a player in the list when choosing a menu option, the message will be directed at the selected player by name when sent.

Each menu item in the player menu can also be made to kick or ban a player when selected. You can also ban players for an arbitrary length of time using "timed-bans". Timed-bans are automatically lifted when the ban time has expired (unlike permanent bans).

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 *PlayerMenu.con* file.

Menu text enclosed in quotes will be broadcast as a chat message when the menu item is selected. Server Manager 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.

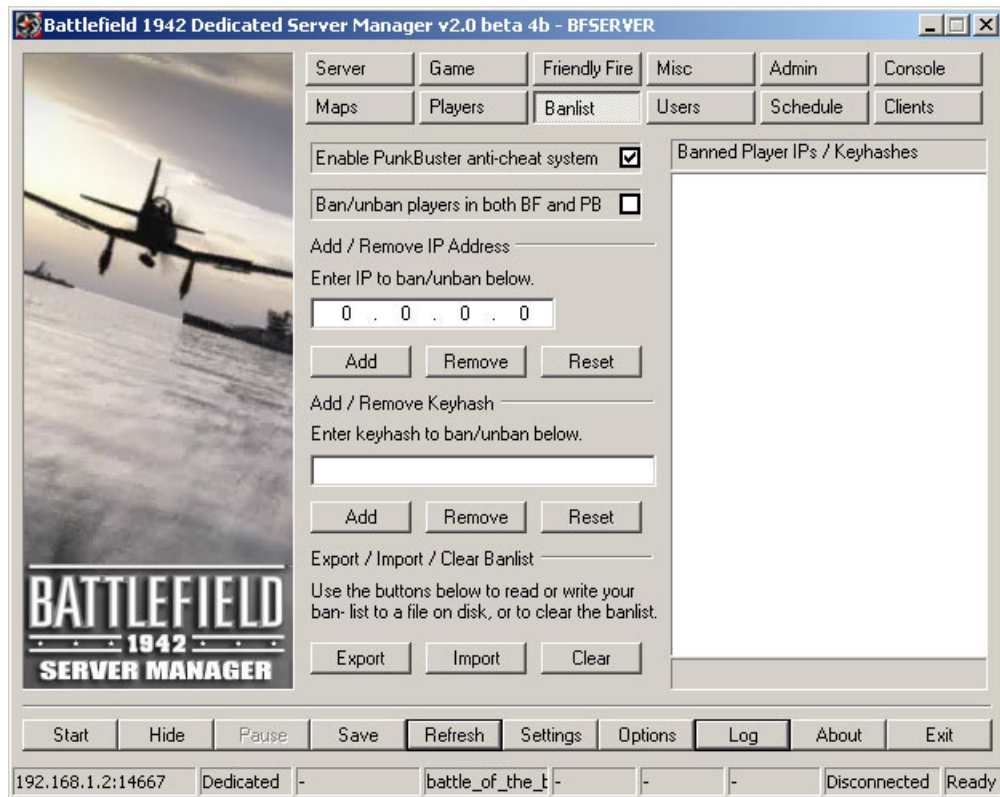
The following is the *PlayerMenu.con* file used in the screenshot on the previous page;

```
// 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
Ban with message>"banned for using bad language"|ban
Ban with message>"banned for using racist language"|ban
Ban with message>"banned for team-killing"|ban
Ban with message>"banned for camping near planes"|ban
Ban with message>"banned for camping near respawn points"|ban
Ban with message>"banned for camping in the enemy hangar"|ban
Ban with message>"banned for using map exploits"|ban
Ban with message>"banned for for destroying his team's vehicles"|ban
Ban with message>"banned for having a blank name"|ban
```

Note: You can copy & paste this player menu config file using Adobe Acrobat's Text Selection Tool.

Using the Banlist page

The banlist is a record of the IP addresses and CD-keyhashes 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 CD-keyhash is added to the banlist. To "unban" the player you must remove his or her keyhash from the banlist.

Note: A CD-keyhash is a unique identifier generated from a player's CD-key. Keyhashes are 32-digit hexadecimal numbers (numbers 0 – 9 and letters a – f).

To manually add an IP address or CD-keyhash to the banlist:

- 1 Type the IP address or CD-keyhash you want to ban in the respective edit control.
- 2 Click the respective *Add* button to add the address/keyhash to the banlist.

To remove an IP address or CD-keyhash from the banlist:

- 1 Select the IP address or CD-keyhash you want to remove in the list.
- 2 Click the respective *Remove* button to remove the address/keyhash from the banlist.

To remove all IP addresses and CD-keyhashes from the banlist:

- 1 Click the *Clear* button.

Use the *Export* and *Import* buttons to save and load the current banlist to a file on disk.

PunkBuster Support in Server Manager

Server Manager can also ban players in PunkBuster's banlist in addition to the BF1942 banlist.

Enabling PunkBuster

Check the *Enable PunkBuster anti-cheat system* checkbox on the *Banlist* dialog page to enable PunkBuster on your server (PunkBuster only works with Internet servers). This setting must be checked to ban players in both BF1942 and PunkBuster banlists.

Banning players in PunkBuster using Server Manager

Server Manager can also ban players in PunkBuster's banlist if you check the *Ban/unban players in both BF and PB* checkbox on the *Banlist* dialog page. This will cause any player banned using the player menu in BFSM or BFRM to also be banned using their GUID (globally unique identifier) in PunkBuster.

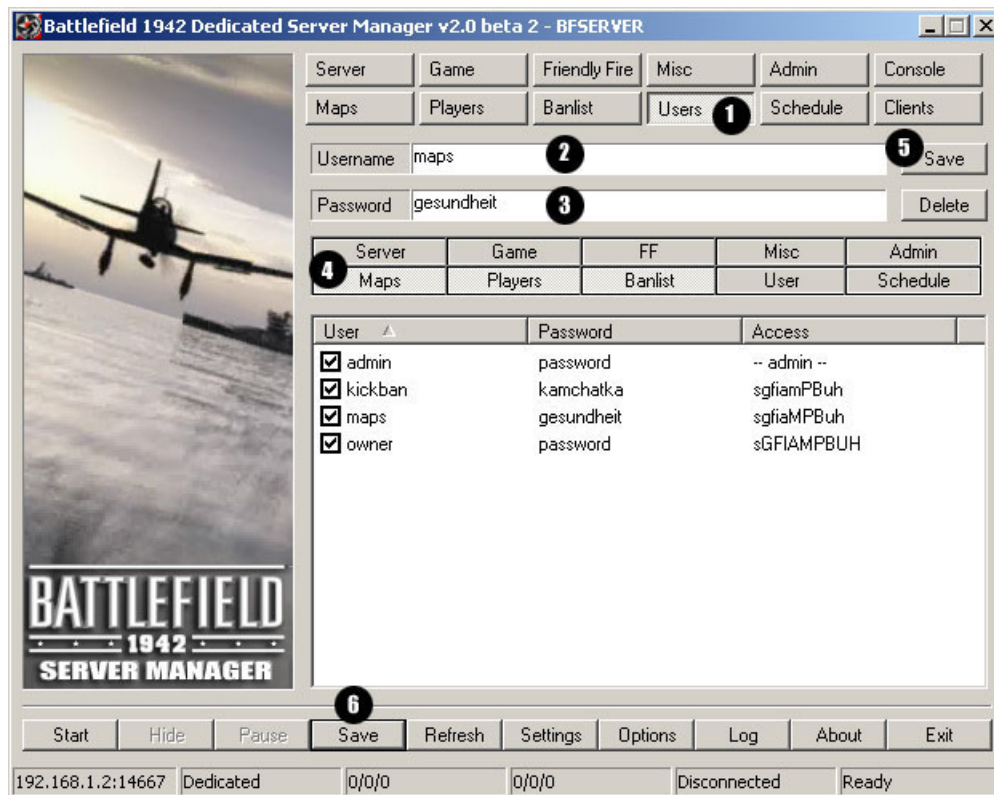
Note: Only temporary PB bans will be automatically lifted by BFSM. Permanent PB bans must be removed by a server admin using the `pb_sv_unban <guid>` command or the PB web-interface.

For more information about PunkBuster see the EvenBalance website at www.evenbalance.com.

Using the Users page

Server Manager requires you to create at least one user account before clients can connect and manage the server remotely using Remote Manager.

Note: You cannot use the Remote Console username and password to connect with BFSM.



To create a new 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 user *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 master *Save* button at the bottom of the main dialog to save your user account configuration to disk.

About user accounts

Server Manager user accounts can be *active* or *inactive*. 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 user account or all use separate user accounts to connect.

Note: *BFSM for Linux is limited to 64 user accounts.*

To modify user account settings:

- 1 Select the user account you want to modify in the list.
- 2 Change the user password and/or access as desired.
- 3 Click the user *Save* button to apply the changes.

To enable or disable a user account:

- 1 Check/uncheck the user account you want to enable/disable.

To delete a user account:

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

To assign a random password to a user account:

- 1 Right-click the user account you want to password in the list.
- 2 Choose *Random Password* from the menu.

When you have made all desired changes to user accounts remember to click the master *Save* button to save all of your changes to disk.

Server Manager allows you to restrict what changes remote users can make by limiting what dialog pages they can see in Remote Manager. The following section describes *user access* and how you can use it to give remote users restricted access.

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 **T** Start/stop server
M Maps **P** Players **B** Banlist **U** Users **H** Schedule **L** View server log

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 lost 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	sGFIAmPBuHTL
<input checked="" type="checkbox"/> level1	password	sGFIAmPBuHTL
<input checked="" type="checkbox"/> level2	password	sGFIAmPBuHTI
<input checked="" type="checkbox"/> level3	password	sgfiaMPBuhtl

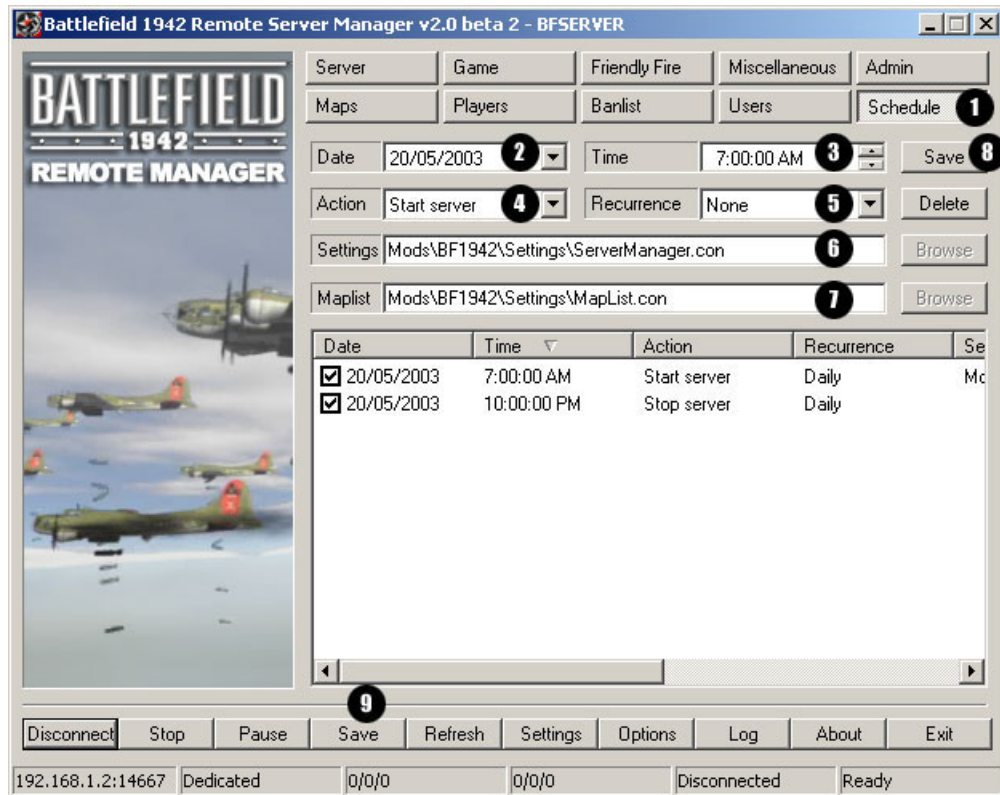
The 'owner' user account has admin access and global control. The 'owner' user alone can determine server settings like IP address and port settings.

The 'operator' user account is excluded 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 also 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 *Export maplist* menu function on the Maps page.

About scheduled events

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.

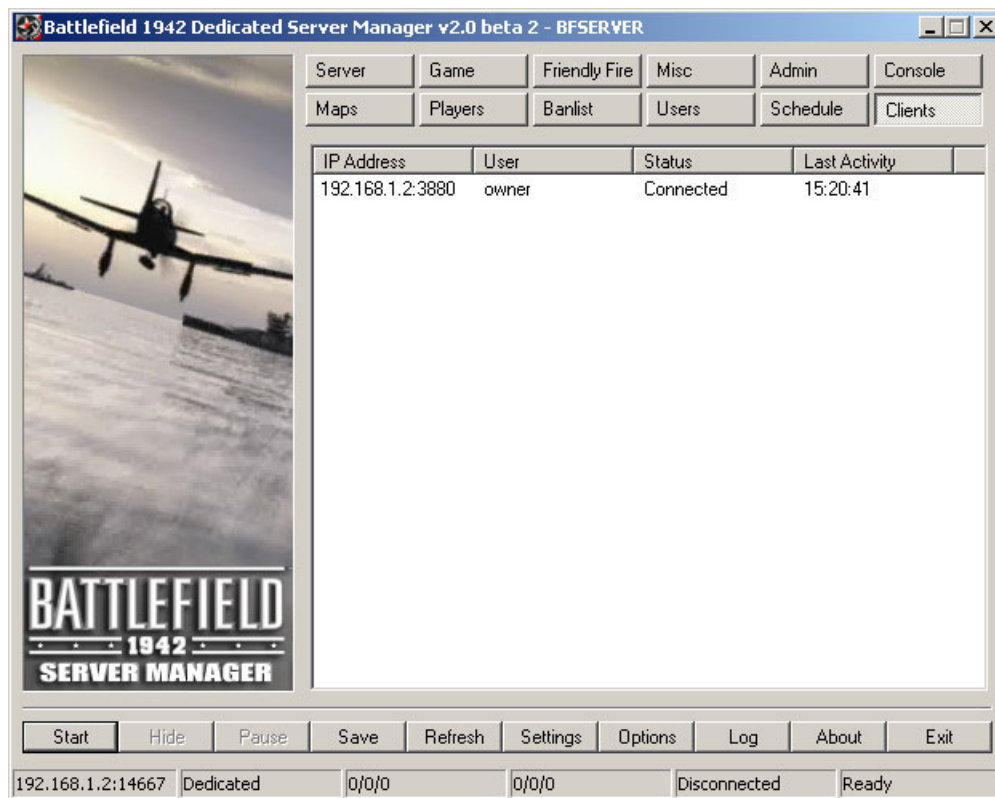
The time and date for an event must represent a future point in time when an event is created.

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.

Note: *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.

Note: 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 menu from the server when you connect. Enable this option to share a single *PlayerMenu.con* file on the server with all clients.

Note: If you enable this option the Edit player menu command in the player menu will be hidden.

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 appear above all other windows on the desktop.

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

Check this option to record server crashes/restarts, errors, kicks/bans and other important information to a log file. Use the search control in the Log window to search the log file.

Enable auto-refresh of current dialog page (BFSM)

When enabled this option will cause the settings on the current dialog page to be refreshed every server monitor pulse. This option should not be left permanently enabled as it will cause unnecessary CPU utilisation on the server.

Enable auto-refresh on Players page (BFRM)

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

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

About the Remote Console

The Remote Console feature allows server administrators 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 remotely administer a dedicated server using the *RemoteConsole.exe* tool supplied in the Admin Tool folder with BF1942.

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* and *password* are the remote console username and password you specified on the *Admin* dialog page in BFSM, and *port* and *ip* are the remote console port address and server IP address you specified on the *Server* page in BFSM.

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. See Appendix B for a list of admin commands that you can use at the console.

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 via Remote Console. However, this option is disallowed when creating an Internet server to prevent unauthorised 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.

Multiple servers on a single computer

Server Manager supports running multiple BF1942 game servers on a single computer. 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 run multiple Windows servers on a single computer:

- 1 Copy the dedicated server program folder to another location on your hard disk.
- 2 Delete the *bf1942.pid* file in the copied server folder (if present).
- 3 Configure each server to use unique server port addresses on the *Server* dialog page in BFSM. Hover your mouse over a port address control to see the default port address in the tooltip.
- 4 Configure each instance of BFSM to use a unique server port address using the `-port` command-line option (see "Command-line options" for more information).
- 5 Server configuration is now complete and each server can be started.

To run multiple Linux servers on a single computer:

- 1 Create a new directory called "configs" under `/usr/bf1942/`. This directory will be used to store configuration files for each server instance.
- 2 Create a directory for each server that you want to run under `/usr/bf1942/configs/`. For example; `/usr/bf1942/configs/bf1942/`, `/usr/bf1942/configs/dc` and `/usr/bf1942/configs/eod`.
- 3 Start each instance of BFSMD with a unique BFSM server port address and `+overlayPath` with the corresponding config directory;

```
# bfsmd -port 14667 -path /usr/bf1942 +overlayPath /usr/bf1942/configs/bf1942
# bfsmd -port 14668 -path /usr/bf1942 +overlayPath /usr/bf1942/configs/dc
# bfsmd -port 14669 -path /usr/bf1942 +overlayPath /usr/bf1942/configs/eod
```

Note: Always use fully-qualified paths with `+overlayPath` (fully-qualified paths start at the root directory) otherwise `bfsmd` will not correctly monitor server processes (detect false server crashes).

- 4 Connect to each instance of Server Manager with BFRM and configure each server to use unique server port addresses on the *Server* dialog page.
- 5 Server configuration is now complete and each server can be started.

The Linux BF1942 server will store server settings in a directory called "settings" in the `+overlayPath` directory. For example, if your overlay path directory is `/usr/bf1942/configs/dc`, the server's config files will be stored in `/usr/bf1942/configs/dc/settings`.

About server port addresses

You must ensure that each server instance is configured to use unique port addresses on the *Server* dialog page in BFSM/BFRM and that each instance of BFSM(D) also uses a unique port.

Use the default port address for each server port and BFSM on the first server and then keep incrementing the default port address by one for each new server that you add. For example;

```
/usr/bf1942/configs/bf1942 14567, 4711, 14690, 22000, 23000, 14667
/usr/bf1942/configs/dc      14568, 4712, 14691, 22001, 23001, 14668
/usr/bf1942/configs/eod    14569, 4713, 14692, 22002, 23002, 14669
```

Command-line options

BFSM and BFRM will display a list of supported command-line options when started with the `/?` command-line switch (in Windows) and `-?` command-line switch (in Linux).

Server Manager for Windows

Server Manager for Windows supports the following command-line options:

`BFServerManager.exe [-ip <ip>] [-port <port>] [-start] [-stop]`

- `<ip>` is the desired IP address of the server. This must correspond the IP address of an active network interface in the server computer.
- `<port>` is the desired TCP port address of the BFSM server. The default port address is 14667.
- `-start` causes BFSM to start the dedicated server when it starts. Server Manager itself remains running to monitor and manage the server.
- `-stop` causes BFSM to stop the running server and exit. This also terminates any instance of BFSM monitoring the server.

Server Manager for Linux

Server Manager for Linux supports the following command-line options:

`bfsmd [-path <srvpath>] [-ip <ip>] [-port <port>] [-pid <pidpath>] [-daemon] [-start] [-stop] [-restart] [-priority <#>] [-syslog <#>] [-quit] [-license] [+server args] [@server cmds]`

- `<srvpath>` is the `/path/to/server/directory` (no trailing slash)
- `<ip>` sets the server and `bfsmd` TCP/IP address (cannot be 0.0.0.0)
- `<port>` sets the TCP port address of the `bfsmd` listen server (default 14667)
- `<pidpath>` creates `/path/to/pid/filename` containing the `bfsmd` instance `pid`
- `-daemon` daemonizes the `bfsmd` process
- `-start` starts the server when `bfsmd` starts
- `-stop` stops the server when `bfsmd` starts
- `-restart` restarts the server process automatically after a crash
- `-priority <#>` will renice the server to the given priority
- `-syslog <#>` logs to specified syslog local facility 0-7 instead of `bfsmd.log`
- `-quit` terminates `bfsmd` when the server process terminates unexpectedly
- `-kill` terminates the instance of `bfsmd` referenced by the `pid` file given with `-pid`
- `-license` displays software license agreement
- `[+server args]` will be passed to the server process command-line e.g. `+statusMonitor 0`
- `[@server cmds]` will be appended to `serversettings.con` e.g. `@game.gameSpyPort 23000`

Remote Manager for Windows

Remote Manager supports the following command-line options:

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

- `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 command-line BFRM will connect to the server immediately at startup.

Configuration files

The BF1942 server config files live in Mods\BF1942\Settings under the main BF server program folder. They are plain-text files with the extension .con which is short for 'console script'.

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.

KickList.con

Contains a list of player keyhashes that have been kicked by auto-kick for minus score function.

MapList.con (required)

Contains a list of maps in the server map rotation.

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.

PlayerMenu.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.

ServerMaplist.con

Contains BFSM's default server map rotation.

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.

Known issues

Issue #1 – Write permissions on server config files

Server Manager requires you to logon using a Windows user account that has write-access to the config files in the server's "Settings" folder. Server Manager will not run if it cannot write to these files. See Windows Help for more information about changing user and file permissions.

Issue #2 - Server settings change values across a map change

The BF1942 dedicated server does not remember the values of changed server settings across a map change. These settings will revert to their default values or to the values specified in the server config files when the server restarts after a map change. To make setting changes permanent you must restart the server.

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 kevlar@blackbagops.com or <http://www.blackbagops.com/forums/>.

Please make sure that you are running the latest version of BFSM before submitting bug reports.

Download the latest version of the Battlefield 1942™ Server Manager utilities from <http://www.blackbagops.com/bf1942/index.shtml>.

Read the answers to Frequently Asked Questions about the Server Manager server utilities at <http://www.blackbagops.com/bf1942/bfsm/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

Battlefield 1942™ Server Manager was designed and coded by Kevin Lockitt.

Thanks to [DICE](#) for creating an amazing game and supporting the BF server admin community.

Thanks to Andreas Fredriksson at [DICE](#) for answering my st00pid 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.

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.gameSpyLANPort 22000

Address of the GameSpy LAN query port.

game.gameSpyPort 23000

Address of the GameSpy Internet query port.

game.ASEPort 14690

Address of the All-Seeing-Eye query 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.serverEventLogging 0 or 1

Enables server XML game event logging.

game.serverEventLogCompression 0 or 1

Enables compression of server XML game event logs.

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.objectiveAttackerTicketsMod 0 - 100

Sets the modifier applied to the attacking team's starting ticket values in Objective Mode games.

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.

game.serverPunkBuster 0 or 1

Enables PunkBuster anti-cheat system.

game.serverUnpureMods ""

Contains a list of mods that should always be run in "unpure" mode by the server.

physics.gravity -1 to -12

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

Appendix B: Console admin 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.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.changeMap <map name> <game mode> <mod 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.banPlayerKey <player id#>

Bans the player referred to by id number from the server and adds their keyhash to the banlist.

admin.addAddressToBanList <ip address> [timeout]

admin.addKeyToBanList <keyhash> [timeout]

Adds the given IP/keyhash to the server's banlist. A ban timeout can also be specified as 'perm' (permanent ban), an integral number of seconds, 'round' (end of current round) or an integral epoch time (number of seconds since 1 Jan 1970).

admin.removeKeyFromBanList <keyhash>

Removes the given keyhash from the server's banlist.

admin.listBannedKeys

Displays a list of banned keyhashes.

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> <game mode> <mod 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.