

## SETTING UP CRYISIS2 COMMUNITY DEDICATED SERVERS, VERSION: 223

Firstly please remember that this is not Crysis, nor is it Crysis Wars. There have been significant changes made to Crysis2, so please read this documentation carefully.

### DETAILS

#### CREATING A MYCRYSIS ACCOUNT

- Install Crysis 2 as normal.
- Once the game boots for the first time users will receive a mycrisis registration dialog box. (If this is skipped, it will re-appear when the user attempts to access multiplayer)
- Follow the on screen instructions and fill out the requested information.
- Once a gamertag and password have been accepted, the user can continue into the Multiplayer section of Crysis 2.

*Note: New accounts can also be created at <http://www.mycrisis.com/register>*

#### COMMAND LINE, SYSTEM.CFG, DEDICATED.CFG AND LEVELROTATION.XML

What	Use
Command Line	For Server operator -only parameters. See tables below - settings here override all other settings
System.cfg	Server operator-only parameters; does not obey the –root command, so for common settings only <b>NOTE: recent command line changes render this file unnecessary</b>
Dedicated.cfg	Obeys –root, so one per server instance. This is for customisation by server operators.
LevelRotation.xml	Effectively a map list – we expect this will be auto-generated by your tools. Settings in here are overridden by Dedicated.cfg and the command line

#### INSTALLING THE MOD DEDICATED SERVER

1. Ensure that Crysis 2 has been updated with the latest patch 1.9.
2. Download the Crysis2\_Community\_Server.zip from <http://www.mycrisis.com/download/community-dedicated-server>
3. Extract the Crysis2\_CommunityServer.zip into the root directory of Crysis 2. This should add the following files:

- Crysis2DedicatedServer.exe to the bin32 directory
- Dedicated.cfg to the root directory
- Crysis2\_CommunityServer\_Documentation.pdf to the support directory inside Crysis 2.

4. In Dedicated.cfg (in the root directory) you should have the following:

- g\_gamespy\_unique\_nick=#UNIQUE\_NICK (#UNIQUE\_NICK needs to be replaced with the name of the gamespy account your dedicated server will use)
- g\_gamespy\_password=#PASSWORD (#PASSWORD needs to be replaced with the password of the gamespy account your dedicated server will use)
- net\_lobby\_gamespy\_online\_port=XXXX (the port the server will use - 64200 by default. The client will attempt to use one of the ports in the range specified in the user manual, so it's best to avoid this range)

**Note:** You cannot use the same account details for the dedicated server and your client at the same time - you MUST create a separate account to use both concurrently.

## COMMAND LINE – RUNNING A DEDICATED SERVER

The Command Line is where you enter all server operator-only parameters. All command line settings override those in Dedicated.cfg and LevelRotation.XML.

### Example:

```
Crysis2DedicatedServer.exe -g_gamespy_unique_nick %nickname% -g_gamespy_password %password% -net_lobby_gamespy_online_port %port% -sv_bind %external_ip% -root "C:\MyCrysis2Root"
```

**Note:** the '-' prefix is very important

**Note:** Crysis2DedicatedServer.exe is located in the Bin32 folder

**Note:** NO trailing backslash on the root folder!

**Note:** +exec is deprecated

**After launching, the dedicated server window will appear and the application loads in a few seconds. Once loaded, you'll be able to type commands to the dedicated server at the bottom of the window.**

It is recommended that the following are entered on the command line (with a '-' prefix):

Parameter & Arguments	Action
root "%userfiles\path-notrailingslash%"	Used to specify the root directory that this dedicated server instance is to use. The Dedicated.cfg and LevelRotation.xml files must be placed in this directory, and all log files will be generated here (this is the directory that you can give access to for rented servers).
g_gamespy_unique_nick%gsnick%	Unique GameSpy nickname used to create the account. <b>Note:</b> must be unique for every server instance you are running
g_gamespy_password%gspwd%	Password associated with g_gamespy_unique_nick

net_lobby_gamespy_online_port%port%	Specifies the port to use for the GameSpy service. <b>Note:</b> this port must be unique for each dedicated server instance running on the same hardware box
sv_servername %name%	Name of server – which must be compliant with EA naming conventions
sv_bind %serverip%	Binds to the correct network card. <b>Note: must be entered on the command line (or in system.cfg) - not supported via in-game console</b>

The following can be entered on the command line (with a '+' prefix), in server.cfg or via the in-game console:

sv_maxplayers %slots%	Sets the maximum number of players in a game. Note: our extensive testing shows that Assault plays best with 8 players
sv_password "%password%"	Set a password for the server – password enclosed in quotes <b>Note:</b> blank passwords are supported on the command line via empty quotes ("") <b>Note:</b> use <b>sv_password=</b> to remove a password (i.e. put '=' after <b>sv_password</b> and then press return) using the in-game console
http_password %password%	Sets the password for the HTTP/XML-RPC server
http_startserver port:%port%	Start the HTTP/XML-RPC server on given port
http_stopserver	Stop the HTTP/XML-RPC server
rcon_startserver port:%port% pass:%password%	Start the rcon server on given port with given password
rcon_stopserver	Stop the rcon server
g_gamespy_server_region %region%	Set the region location for the dedicated server, as per the following regions: Europe = 65536 North America = 2 South America = 28 Asia = 53248 Oceania = 8192 Other = 32  So if you're a North American server operator, use <code>g_gamespy_server_region 2</code>

## SYSTEM.CFG

Not expected to be used given the additional command line parameter support.

## LEVEL ROTATION.XML

Custom level rotation files can be created easily with a LevelRotation.xml file, using either built-in or custom playlists and variants. Once the LevelRotation.xml file has been created (see examples below), place it in the root of the build (the same directory as dedicated.cfg).

**Note:** If you do not intend to change a setting it doesn't need to be in the LevelRotation.xml file.

**Note:** we have provided two example LevelRotation.xml files for you to play with; one is standard and the other custom, and examples are embedded below too

### Firstly, using a standard playlist:

```
<levelRotation name="TIA">    <!-- name can be 'Custom' or one of the inbuilt ones - 'TIA', 'IA', 'ASSAULT', 'CTF', 'CRASH', 'EXTRACTION' -->
  <ServerInfo>
    <Details name="Colin's Server" motd="Welcome to the server" imageUrl="http://fake.url/please/dont/go/here.jpg" />
    <Variant name="Standard">    <!-- Can be: 'Standard', 'BeginnersPlayground', 'Pro', 'Solo', 'Vanilla', 'SingleLife', 'FastRounds'
or 'Custom' - If custom, need to define list of options as shown below -->
    </Variant>
  </ServerInfo>
</levelRotation>
```

### Secondly, using a custom playlist:

```
<levelRotation name="Custom">    <!-- name can be 'Custom' or one of the inbuilt ones - 'TIA', 'IA', 'ASSAULT', 'CTF', 'CRASH', 'EXTRACTION' -->
  <ServerInfo>
    <Details name="Colin's Server" password="abc" motd="Welcome to the server" maxPlayers="8" imageUrl="http://fake.url/please/dont/go/here.jpg" />
    <Variant name="Custom">    <!-- Can be: 'Standard', 'BeginnersPlayground', 'Pro', 'Solo', 'Vanilla', 'SingleLife', 'FastRounds' or 'Custom' - If custom,
need to define list of options as shown below -->

<Option setting="g_maxHealthMultiplier 1.0" />    <!-- Multiplier (default=1.0) -->
<Option setting="g_mpRegenerationRate 1" />    <!-- 0=slow, 1=normal, 2=fast (default=1) -->
<Option setting="g_friendlyfireratio 0.0" />    <!-- fraction of damage dealt to friendlies - can go negative to deal damage back to the person firing (default=0.0) -->
<Option setting="hud_radarTypeMP 1" />    <!-- 0=off, 1=normal, 2=always on (default=1) -->
<Option setting="g_mpHeadshotsOnly 0" />    <!-- 0=off, 1=only headshots (default=0) -->
<Option setting="g_allowCustomLoadouts 1" />    <!-- 0=no custom loadouts, 1=allow loadout (default=1) -->
<Option setting="g_allowSuitPerks 1" />    <!-- 0=no suit perks, 1=allow suit perks (default=1) -->
<Option setting="g_allowTeamPerks 1" />    <!-- 0=no team perks, 1=allow team perks (default=1) -->
<Option setting="hud_dogtagsEnable 1" />    <!-- 0=disable dogtags, 1=enable dogtags (default=1) -->
<Option setting="g_allowFatalityBonus 1" />    <!-- 0=disable fatality bonus,1=allow fatality bonus (default=1) -->
<Option setting="g_autoAssignTeams 1" />    <!-- 0=allow users to pick their team, 1=auto assign teams (default=1) -->
<Option setting="g_modevarivar_proHud 0" />    <!-- 0=use normal hud, 1=use pro hud (default=0) -->
```

```

<Option setting="g_modevarivar_disableNanosuit 0" />      <!-- 0=use suit, 1=disable suit (default=0) -->
<Option setting="g_modevarivar_disableKillCam 0" />      <!-- 0=allow killcam, 1=disable killcam (default=0) -->
<Option setting="g_modevarivar_disableSpectatorCam 0" /> <!-- 0=allow spectator camera, 1=disable spectator camera (default=0) -->
<Option setting="g_allowExplosives 1" />                <!-- 0=disable explosives,1=allow explosives (default=1) -->
<Option setting="g_forceWeapon -1" />                  <!-- -1=allow all weapons, otherwise this is the index of the weapon that all players will be given (default= -1) -->
<Option setting="gl_time 45.0" />                       <!-- Time spent in the lobby between games (default=45.0) -->
<Option setting="g_gameRules_startTimerLength 15.0" /> <!-- Time from first player loading to the game starting (default=15.0) -->
<Option setting="g_minplayerlimit 1" />                <!-- Number of required players for a game to start (default=6) -->

```

```

</Variant>

```

```

</ServerInfo>

```

```

<level name="Wars/cw2_alien_vessel" gameRules="InstantAction" />
<level name="Wars/cw2_alien_vessel_small" gameRules="TeamInstantAction" />
<level name="Wars/cw2_church" gameRules="Extraction" />
<level name="Wars/cw2_city_hall" gameRules="CaptureTheFlag" />
<level name="Wars/cw2_collided_buildings" gameRules="TeamInstantAction" />
<level name="Wars/cw2_cxp_liberty" gameRules="CaptureTheFlag" />
<level name="Wars/cw2_cxp_liberty_mil" gameRules="TeamInstantAction" />
<level name="Wars/cw2_cxp_liberty_statue" gameRules="CrashSite" />
<level name="Wars/cw2_downtown" gameRules="Extraction" />
<level name="Wars/cw2_lighthouse" gameRules="CaptureTheFlag" />
<level name="Wars/cw2_pier" gameRules="Assault" />
<level name="Wars/cw2_rooftop_gardens" gameRules="CrashSite" />
<level name="Wars/cw2_terminal" gameRules="InstantAction" />

```

```

</levelRotation>

```

**Note:** In the line `<Details name="Colin's Server" password="abc" motd="Welcome to the server" maxPlayers="8" />`, `maxPlayers` can only be specified if `levelRotation="Custom"`, and must be between 2 and 16 inclusive.

**Weapon Indices for g\_forceWeapon (-1 means players choose weapons as normal):**

Index	Weapon	Index	Weapon
1	Feline	13	Gauss
2	Cell Feline	14	Cell Gauss
3	K-Volt	15	Jackal
4	Cell K-Volt	16	Marshall
5	SCAR	17	Mk60
6	Camo SCAR	18	LTag
7	Desert SCAR	19	Mike
8	Cell SCAR	20	Cell Mike
9	Grendel	21	Nova
10	SCARAB	22	Hammer
11	Cell SCARAB	23	Cell Hammer
12	DSG1	24	AY69
13	Gauss	25	Revolver

**DLC2 Weapon:**

71	FY71
----	------

## DEDICATED.CFG

It's possible for you to set up a custom level rotation file, or change CVARs directly.

<code>g_timelimit</code>	<code>g_allowCustomLoadouts</code>
<code>g_scoreLimit</code>	<code>g_allowSuitPerks</code>
<code>g_minplayerlimit</code>	<code>g_allowTeamPerks</code>
<code>g_autoReviveTime</code>	<code>hud_dogtagsEnable</code>
<code>g_roundlimit</code>	<code>g_allowFatalityBonus</code>
<code>g_numLives</code>	<code>g_modevarivar_proHud</code>
<code>g_maxHealthMultiplier</code>	<code>g_modevarivar_disableNanosuit</code>
<code>g_mpRegenerationRate</code>	<code>g_modevarivar_disableKillCam</code>
<code>g_friendlyfireratio</code>	<code>g_modevarivar_disableSpectatorCam</code>
<code>hud_radarTypeMP</code>	<code>g_allowExplosives</code>
<code>g_mpHeadshotsOnly</code>	<code>g_forceWeapon</code>
<code>g_autoAssignTeams</code>	<code>gl_initialTime</code>
<code>gl_time</code>	<code>sv_maxPlayers</code>
<code>g_gameRules_startTimerLength</code>	<code>g_tk_punish</code>
<code>g_pinglimit</code>	<code>g_tk_punish_limit</code>
<code>g_pinglimittimer</code>	<code>g_idlekicktime</code>
<code>g_punishfriendlydeaths</code>	

All these CVARs may be set in the **dedicated.cfg** file, or in the **LevelRotation.xml** file. If they're specified in multiple places, **dedicated.cfg** takes priority, followed by **LevelRotation.xml**.

For example, if you have:

```
sv_maxPlayers=10 in dedicated.cfg, and  
<Details name="Colin's Server" password="abc" motd="Welcome to the server" maxPlayers="8"/> in LevelRotation.xml
```

Since **dedicated.cfg** takes priority, `sv_maxPlayers` would be 10. If it wasn't specified in **dedicated.cfg** the **LevelRotation.xml** setting of 8 would be applied.

## ADDITIONAL COMMANDS FOR CONTROLLING A DEDICATED SERVER

**sv\_gamerules**<mode> - allows you to run a specific game variation:

Full Name	Alias	Alternate Alias
Instant Action	IA	DM
Team Instant Action	TIA	TDM
Capture The Flag	CTF	
Crash Site	CS	
Assault	AS	
Extraction	EXT	

**Note:** If you're starting the server using the **startplaylist** command (below), there is no need to set the game rules as the server will use whatever is specified in the playlist

**Note:** **sv\_gamerules** accepts the full name, alias or alternate alias as a parameter

**INSTANT ACTION** – Free-for-all deathmatch where everyone is an enemy. Whoever scores the most kills within the time limit, wins. You'll need to push the Nanosuit to its limit swapping between armor mode and stealth as the action comes fast and heavy.

**TEAM INSTANT ACTION** – Two teams go head to head in this deathmatch mode. Your objective is to score more points than the opposing team within the time limit by eliminating as many opponents as you can. Utilize the power of the Nanosuit, and good teamwork, to win!

**CRASH SITE** – This team-based mode sees two teams fight for control of alien pods. Alien ships will launch pods at various locations. Secure and hold the alien pod sites to score points. Pods will expire over time so watch the skies and be ready to move on the next location!

**CAPTURE THE RELAY** – Two teams face off and try to capture one another's relays. Each team possesses a relay at their base which must be defended. To score you must capture your enemies relay and deliver it to your base. Use the Nanosuit tactically to armor up and defend your base, or take the stealth approach and sneak in to grab the enemy relay.

**EXTRACTION** – In this round-based mode one team must locate alien creatures called Ticks which are being guarded by the defending team, and bring them back to the extraction point where an escape helicopter awaits. Extracting a tick gives the team an energy upgrade to the Nanosuit which can be used tactically to capture the remaining ticks. There are two Ticks: an armor Tick and a stealth Tick

**ASSAULT** – An asymmetrical game mode where one team play equipped with Nanosuits, attempting to infiltrate the enemy stronghold and download the vital blueprints from terminals. The other team play as special force soldiers with brutal weaponry but without the dynamic abilities of the Nanosuit. Four rounds and only one life per-player per-round. The team that manages to download the most data across the rounds wins

**startplaylist**<mode>\_\_<modifier> - runs through all the maps of a particular mode and modifier

Mode	Solo	Standard	Pro	Classic	SingleLife	BeginnersPlayground	FastRounds
Assault	X	X					
Crash	X	X	X	X			
CTF		X	X	X			
Extraction	X	X	X		X		
IA		X	X	X		X	
TIA	X	X	X	X		X	X

e.g. **startplaylist IA\_\_BeginnersPlayground**

**STANDARD** – Regular version of the game mode for players of any rank. Supported on all game modes

**BEGINNER'S PLAYGROUND** – This mode is tailored for newcomers to the game, with participants limited to those of rank 10 and under. Supported on Instant Action and Team Instant Action only

**PRO** – Pro mode allows hardened veterans to battle with reduced health, limited HUD and without support bonuses. Supported on Instant Action, Team Instant Action, Crash Site, Capture the Relay and Extraction only

**CLASSIC** – In Classic mode players battle it out as standard soldiers, without access to the power of the Nanosuit. Supported on Instant Action, Team Instant Action, Crash Site and Capture the Relay only

**FAST ROUNDS** – The Fast Rounds modifier will dramatically shorten the intermission time between rounds to keep the action moving. Supported on Team Instant Action only

**SOLO** – For individual players only. Squads are not allowed to participate. Supported on Team Instant Action, Extraction, Crash Site and Assault only

**SINGLE LIFE** – With the Single Life modifier active there are no respawns during rounds. Once players are killed they remain eliminated until a new round begins. This modifier brings tension and excitement to each round, so use tactics and the Nanosuit to achieve victory. Supported on Extraction only.

**map** <map> - start a map that you specify (see the table below; prefix all map names with "Wars/", e.g. Sanctuary is "Wars/cw2\_church")

**gl\_map** <map> - switch to the specified map with rules set by gl\_gamerules (will end the current game if one is in progress).

**gl\_gamerules** <mode> - as sv\_gamerules but affects the next map in the playlist.

**g\_timelimit**<number> - sets the time limit for each round (in minutes, 0 = infinite time)

**g\_scorelimit**<number> - sets the score need to finish the round (0 = infinite score)

**gl\_time**<number> - sets the time between rounds (in seconds)  
**gl\_initialtime**<number> - sets the time until a round starts when the minimum number of players join  
**gl\_StartGame** - force start a game  
**g\_multiplayerDefault** - enable multiplayer gameplay by default  
**g\_minplayerlimit**<number> - sets the minimum number of players required to start the match  
**g\_autoReviveTime** <time> - amount of time between spawns in seconds  
**g\_gameRules\_startTimerLength** <time> - amount of time spent in pre-game after loading a map  
**g\_numLives** <number> - number of lives for life based game modes (Extraction & Assault only; 0 = infinite) Extraction defaults to 0 and Assault defaults to 1.  
**gl\_startgame** - starts the server, ignoring the minimum number of players and initial time.  
**status** - shows the status of the running server (see FAQ at the end of this document for details)  
**kick** <name> - kicks the named player from the server  
**sv\_password** <password> - sets the password on the server. Clients will be challenged for the password when trying to join.  
**sv\_servername** <name> - the name as advertised in the client server browser. This only takes effect before a server starts a playlist/map.  
**g\_messageoftheday**<message of the day> - used to display a message on the loading screen (maximum of 165 characters). See example screenshots at the end of the document.  
**g\_serverimageurl**<URL to the server image> - should be 128x128, and either jpg or png (though png is preferred due to it supporting transparency). See example screenshots at the end of the document.  
**g\_pinglimit** - Max ping a player can have before being kicked (0 = disabled) / Default: 0  
**g\_pinglimittimer** - Time after which a player will be kicked if they are over the specified ping limit / Default: 15  
**g\_tk\_punish** - Turns on punishment for team kills / Default: 1  
**g\_tk\_punish\_limit** - Number of team kills user will be banned for / Default: 5  
**g\_idlekicktime** - Time to wait before kicking a player for being idle for too long (in seconds) / Default: 120  
**g\_punishfriendlydeaths** - The player gets punished by death when killing a friendly unit / Default: 1  
**g\_quitOnNewDataFound (default: 1)** - Close the server down if a new data patch is found on the web server  
**g\_quitNumRoundsWarning (default: 3)** - Number of rounds to wait before closing the server down when a new data patch is available (only applicable if g\_quitOnNewDataFound = 1)  
**g\_allowedDataPatchFailCount (default: 1)** - Number of times downloading of data patch can fail before restarting the server (only applicable if g\_quitOnNewDataFound = 1)  
**g\_shutdownMessageRepeatTime (default: 60.0f)** - Frequency (in seconds) at which messages are sent out to clients warning them of server shutdown (only applicable if g\_quitOnNewDataFound = 1)  
**g\_shutdownMessage (default: "Server shutdown in \1 rounds")** - Server shutdown message (\1 will be replaced with the number of rounds remaining)  
**g\_dataRefreshFrequency (default: 1.0f)** - How many hours to wait before refreshing data from web server (This applies to both the AntiCheatConfig and the DataPatch)  
**log\_IncludeTime** - 0 = off (default), 1 = current time, 2 = relative time, 3 = current + relative time, 4 = absolute time in seconds since this mode was started  
**log\_tick** - when not 0, writes tick log entry into the log file, every N seconds  
**log\_Verbosity** - defines the verbosity level for log messages written to console. -1 = suppress all logs (including eAlways), 0 = suppress all logs (except eAlways), 1 = additional errors, 2 = additional warnings, 3 = additional messages, 4 = additional comments

**log\_WriteToFile** - toggle whether to write log to file (game.log)

**log\_WriteToFileVerbosity** - defines the verbosity level for log messages written to files. -1 = suppress all logs (including eAlways), 0 = suppress all logs (except eAlways), 1 = additional errors, 2 = additional warnings, 3 = additional messages, 4 = additional comments

**net\_add\_reserved\_slot** - adds user id and/or name to reserved slots list

**net\_list\_reserved\_slot** - displays reserved slots list

**net\_log** - logging level of network system

**net\_remove\_reserved\_slot** - removes user id and/or name to reserved slot list

**net\_reserved\_slot\_system** - turns reserved slot system on/off

**rcon\_password** - sets password for the RCON system

**rcon\_startserver** - starts a remote control server

**rcon\_stopserver** - stops a remote control server

**sv\_bind** - bind the server to a specific IP address

**sv\_maxPlayers** - maximum number of players allowed to join server

**sv\_votingBanTime** - the duration of the kickban in minutes

**sv\_votingCooldown** - voting cooldown

**sv\_votingEnable** - part of team member's votes needed for successful vote

**sv\_votingRatio** - part of player's votes needed for successful vote

**sv\_votingTimeout** - voting timeout

Nickname	Level Name	InstantAction	TeamInstantAction	CrashSite	Assault	CaptureTheRelay	Extraction
<b>Downed Bird</b>	cw2_alien_vessel	X	X	X	X	X	X
<b>Parking Deck</b>	cw2_alien_vessel_small	X	X	X	X	X	X
<b>Sanctuary</b>	cw2_church	X	X	X	X	X	X
<b>City Hall</b>	cw2_city_hall	X	X	X		X	
<b>Impact</b>	cw2_collided_buildings	X	X				
<b>Liberty Island</b>	cw2_cxp_liberty				X	X	X
<b>Evac Zone</b>	cw2_cxp_liberty_mil	X	X	X			
<b>Statue</b>	cw2_cxp_liberty_statue	X	X	X			
<b>Wall Street</b>	cw2_downtown	X	X	X	X		X
<b>Lighthouse</b>	cw2_lighthouse	X	X	X		X	
<b>Pier 17</b>	cw2_pier	X	X	X	X		X
<b>Skyline</b>	cw2_rooftop_gardens	X	X	X			

<b>Terminal</b>	cw2_terminal	X	X				
-----------------	--------------	---	---	--	--	--	--

**DLC Maps:**

Nickname	Level Name	InstantAction	TeamInstantAction	CrashSite	Assault	CaptureTheRelay	Extraction
<b>Park Avenue</b>	cw2_central_station	X	X	X		X	
<b>Transit</b>	cw2_subway	X	X	X		X	X
<b>Shipyards</b>	cw2_tanker	X	X	X		X	
<b>Compound</b>	cw2_compound	X	X	X	X		X

**DLC 2 Maps:**

Nickname	Level Name	InstantAction	TeamInstantAction	CrashSite	Assault	CaptureTheRelay	Extraction
<b>5th Avenue</b>	cw2_bryantpark	X	X	X		X	
<b>Chasm</b>	cw2_flooded_streets	X	X	X			
<b>Plaza</b>	cw2_streets	X	X	X	X	X	X
<b>Prism</b>	cw2_prism	X	X	X		X	
<b>Apartments</b>	cw2_gould	X	X	X	X		X

**PROTECTDEDICATED.XML**

ProtectDedicated.xml contains a list of files/folders which should be the same between the client and server. If the client is found to have a different version of any of the files listed he will be kicked and banned from the server. This is to prevent clients from cheating by modifying assets locally to gain an unfair advantage. The XML file should contain a root node named "protect" and child nodes named "add". The child nodes may contain the following attributes (file & folder are mutually exclusive):

level (default=1): This indicates the importance of the file check, any files with a value greater than "sv\_cheatprotection" cvar will be ignored.

file: The path to the file to be checked (e.g. "%GAME\_FOLDER%/Scripts/Entities/actor/player.lua", %GAME\_FOLDER% will be replaced with the path to the user's game folder).

folder: The path to a folder to be checked, all files within the folder are verified (e.g. "%GAME\_FOLDER%/Scripts/Entities/NanoSuit").

recurse (default=1): To be used with the folder attribute, if recurse is set to 1 all subfolders will be checked as well recursively.

## RCON CONNECTIVITY

Crysis 2 supports the same HTTP/XML-RPC protocol from Crysis and Crysis Wars. In order to get it functioning you would need to know the external IP address of the server machine.

Once started, you can use a third party HTTP/XML-RPC client. Please note that any clients written for Crysis or Crysis Wars will not have knowledge of the levels and modes available in Crysis 2, but player administration should still be possible. There is no internally developed HTTP/XML-RPC client available at this time.

Crysis 2 also supports the same rcon protocol from Crysis and Crysis Wars. In order to get it functioning you would need to know the external IP address of the server machine.

Clients will be able to connect to the dedicated server by using the following command on their in-game console:

**rcon\_connect** **addr**:%external IP of the dedicated server% **port**:%port as specified on the dedicated server% **pass**:%password as specified on the dedicated server%

Once connected, commands may be issued to the dedicated server by using the following command on their in-game console:**rcon\_command** %command% where %command% is the remote command that they wish to execute on the dedicated server, e.g. **rcon\_command sv\_maxplayers 8**

Clients may disconnect from the rcon server by using the following command on their in-game console:**rcon\_disconnect**

## SET UP RCON CONNECTIVITY

---

- Create a shortcut of the Crysis2DedicatedServer.exe which is located in ..\Crysis2\Bin32\.
- Right click on the shortcut, click on properties and type in the following information at the end of the target line:  
[space]+rcon\_startserver port:%port%  
  
Target:
- It is recommended to use the same port as defined in the dedicated.cfg file under "net\_lobby\_gamespy\_online\_port"
- Set the password with rcon\_password = password in your dedicated.cfg

## SET UP HTTP CONNECTIVITY

---

- Create a shortcut of the Crysis2DedicatedServer.exe which is located in ..\Crysis2\Bin32\.

- Right click on the shortcut, click on properties and type in the following information at the end of the target line:  
[space]+http\_startserver port:%port%

Target: `dedicatedServer.exe" +http_startserver port:64111`

- Make sure to use a different port than defined in the dedicated.cfg file under “net\_lobby\_gamespy\_online\_port”
- Set the password with http\_password = password in your dedicated.cfg
- Now you can launch your external tool and connect with the details entered above

## GENERAL CONNECTIVITY TIPS

---

- If rcon\_password is not set, rcon will try to use http\_password.
- If you're intending to use the same password for http and rcon, then you only need to start rcon with rcon\_startserver port:xxxx
- You can setup rcon and HTTP/XML-RPC connectivity at the same time, just make sure to use a different port for each. The shortcut then would look like the following:

`"..\bin32\Crysis2DedicatedServer.exe" +rcon_startserver port:%port% +http_startserver port:%port%`

## SERVER KICK VOTE SYSTEM

### Usage (Client):

#### INITIATING A VOTE

---

- Bring down the console
- Type '**votekick <playername>**', and hit enter

The server will then respond with a string over text chat "Vote to kick <playername> initiated"

#### CASTING A 'YES' VOTE

---

- Bring down the console
- Type '**vote**', and hit enter

#### CASTING A 'NO' VOTE

---

- Do nothing; anyone failing to vote will have counted as a 'no'

### Usage (Server):

CVar Name	Value Type	Valid Values	Default Value	Comments
<b>sv_votingCooldown</b>	Time in seconds	1 - 9999999	180	Controls how soon the same player can initiate another vote
<b>sv_votingRatio</b>	Fraction	0.0 - 1.0	0.51	The fraction of players that have to vote 'yes' in order for someone to be kicked
<b>sv_votingTimeout</b>	Time in seconds	1 - 9999999	60	Controls how long until the vote ends and the results acted upon
<b>sv_votingEnable</b>	Integer	0 / 1	1	Control whether kick voting is enabled on this server
<b>sv_votingBanTime</b>	Float	0.1 - 999999	10	Time in minutes for which the user is kickbanned when kicked of the server by a vote

## SERVER BAN SYSTEM

### OVERVIEW

---

Dedicated server host can now choose to ban people permanently or for specific periods of time. This ban will persist over server restarts.

### USAGE

---

There are four main commands to administer player bans

- **ban <playername>** - bans player for whatever the timeout is currently
- **ban\_timeout <minutes>** - Sets the ban time. A time of 0 is permanent
- **ban\_remove <playername>** - Removes the ban
- **ban\_status** - Lists the currently banned players and times

## SERVER RESERVED SLOTS SYSTEM

### OVERVIEW

---

The system is designed to allow server administrators to create and maintain a list of reserved users that have priority over non-reserved users. For example, clan members may wish to allow their rented server to be used by the public, but also that they can play on it whenever they wish.

### USAGE

---

There are four commands used to administer the reserved slots system:

- **net\_reserved\_slot\_system** <1 | 0> - turns the reserved slot system on/off
- **net\_add\_reserved\_slot** <name> - adds the named player to the reserved slots system
- **net\_remove\_reserved\_slot** <name> - removes the named player from the reserved slots system
- **net\_list\_reserved\_slot** - lists all players in the reserved slots system

All these commands must be entered on the server either directly, or via RCON or HTTP XML-RPC.

### ADDITIONAL INFORMATION

---

The system persists the reserved slots list to the file *reservedslots.cfg* in the root of the dedicated server instance (the location specified by **-root** on the command line). It is loaded and parsed regardless of whether the system is turned on or off, but is only acted upon when the system is on.

If a lobby or game is full, and a reserved user tries to join, a non-reserved user will be kicked with the message "*Kicked in favour of a priority user*", and the reserved user will take their place.

The reserved slots system works strictly with the players named in the list. If a reserved user creates a squad that includes non-reserved users, and there is insufficient space on the server for the entire squad, then the join will fail even for the reserved user as preserving the squad integrity is deemed more important. It is up to the server administrator to add squad members to the reserved slots list in order to allow them to join a full server, if desired.

The reserved slots list is dynamic and can be changed at any point, even mid-game.

## MESSAGE OF THE DAY & SERVER IMAGE



Server Info Screen showing MOTD and Server Image



Loading Screen showing MOTD and Server Image

## FREQUENTLY ASKED QUESTIONS

Q: Is there a way for me to check if a server is up or not?

A: Yes, use the 'status' command

When in the lobby you'll see something like this:

```
-----  
Server Status:  
name: <nickname of the account used to start the dedi>  
ip: <host name>  
version: x.x.x.x  
level: lobby  
gamerules: unknown  
players: 0/16  
time remaining 0:00  
-----
```

```
Connection Status:  
<any players get listed here>
```

**N.B. you'll always see gamerules: unknown, max players as 16 and 0:00 time when in the lobby. When in the game you'll see something like this:**

```
-----  
Server Status:  
name: <nickname of the account used to start the dedi>  
ip: <host name>  
version: x.x.x.x  
level: Wars/cw2_rooftop_gardens  
gamerules: InstantAction  
players: 1/16  
time remaining 9:57  
-----
```

```
Connection Status:  
<any players get listed here>
```

Q: I can't see my server in the client's game browser. I'm using the supplied LevelRotation.xml file...what's wrong?

A: The LevelRotation.xml file supplied should work 'out of the box', but if you've edited it, please check that you've not inadvertently broken the XML formatting. The easiest way to check if the file is still valid is to open it in Internet Explorer - if it's a valid XML file, it'll be displayed. If you get errors about invalid characters, it's probably a white space issue (it's better to use spaces rather than tabs to indent the various sections). If the XML looks correct, please check that you've specified a valid map/mode/variant according to the tables in this document.

Q: My dedicated server just shut down unexpectedly/crashed, when I launched the client - what happened?"

A: Check the server.log which will be in the dedicated server root directory (specified with -root or the folder containing the Bin32 folder - see the instructions at the top of this document for details)

If you see two lines near the end of the file like this:

```
<14:14:38> We've lost our session, bailing
```

```
<14:14:38> We've been signed out of gamespy, reason=78, bailing
```

It means you've used the same credentials on both the client and the dedicated server.

Q: I need to completely restrict the equipment available to experienced players with lots of achievements so that the playing-field is level for all players. Which settings are required for this?

A: To get a level playing field you probably only need 2 cvars:

**g\_allowCustomLoadouts=0** - will disable custom loadouts - i.e. players will not be able to create and use their own loadouts and will be stuck with the standard pre-defined ones

**g\_allowSuitPerks=0** - will remove player perks

Perks only need removing because they level up with experience, removing team perks can also be done but these don't level up so everyone will be on the same level either way.

Removing the nanosuit is not recommended as it doesn't change with experience and is fundamental to the gameplay.