SETTING UP CRYSIS2 DEDICATED SERVERS BY RENTAL CUSTOMERS, VERSION: 212

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.

RCON CONNECTIVITY

Crysis 2 supports the same HTTP/XML-RPC protocol from Crysis and Crysis Wars. Your server provider will inform you of the IP, port and password required.

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. Your server provider will inform you of the IP, port and password required.

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**

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" />
```

```xml
                    <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:

```xml
<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" />        <!-- Multiplyer (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
0	Feline	12	Gauss
1	Cell Feline	13	Cell Gauss
2	K-Volt	14	Jackal
3	Cell K-Volt	15	Marshall
4	SCAR	16	Mk60
5	Camo SCAR	17	LTag
6	Desert SCAR	18	Mike
7	Cell SCAR	19	Cell Mike
8	Grendel	20	Nova
9	SCARAB	21	Hammer
10	Cell SCARAB	22	Cell Hammer
11	DSG1	23	AY69
12	Gauss	24	Revolver

DEDICATED.CFG

It's possible for you to set up a custom level rotation file, or change CVARs directly. **Changing any of the following will result in the match being UNRANKED.** Users will be informed via in-game UI.

g_timelimit	g_allowCustomLoadouts
g_scoreLimit	g_allowSuitPerks
g_minplayerlimit	g_allowTeamPerks
g_autoReviveTime	hud_dogtagsEnable
g_roundlimit	g_allowFatalityBonus
g_numLives	g_modevarivar_proHud
g_maxHealthMultiplier	g_modevarivar_disableNanosuit
g_mpRegenerationRate	g_modevarivar_disableKillCam
g_friendlyfireratio	g_modevarivar_disableSpectatorCam
hud_radarTypeMP	g_allowExplosives
g_mpHeadshotsOnly	g_forceWeapon

The following CVARs can be safely changed without affecting whether the match is ranked or not:

g_autoAssignTeams	gl_initialTime
gl_time	sv_maxPlayers
g_gameRules_startTimerLength	

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.

Note: The minimum number of players for a ranked match is 4.

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	Vanilla	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
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)
ban <profile id> <minutes>   - bans the specified profile for the given number of minutes (see status command to get profile id of player to ban)
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.

Nickname	Level Name	InstantAction	TeamInstantAction	CrashSite	Assault	CaptureTheRelay	Extraction
Downed Bird	cw2_alien_vessel	X	X	X	X	X	X
Parking Deck	cw2_alien_vessel_small	X	X	X	X	X	X
Sanctuary	cw2_church	X	X	X	X	X	X
City Hall	cw2_city_hall	X	X	X		X	
Impact	cw2_collided_buildings	X	X				
Liberty Island	cw2_cxp_liberty				X	X	X
Evac Zone	cw2_cxp_liberty_mil	X	X	X			
Statue	cw2_cxp_liberty_statue	X	X	X			
Wall Street	cw2_downtown	X	X	X	X		X
Lighthouse	cw2_lighthouse	X	X	X		X	
Pier 17	cw2_pier	X	X	X	X		X
Skyline	cw2_rooftop_gardens	X	X	X			
Terminal	cw2_terminal	X	X				

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
sv_votingCooldown	Time in seconds	1 - 9999999	180	Controls how soon the same player can initiate another vote
sv_votingRatio	Fraction	0.0 - 1.0	0.51	The fraction of players that have to vote 'yes' in order for someone to be kicked
sv_votingTimeout	Time in seconds	1 - 9999999	60	Controls how long until the vote ends and the results acted upon
sv_votingEnable	Integer	0 / 1	1	Control whether kick voting is enabled on this server
sv_votingBanTime	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.

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.