

## **FC2 Dedicated Server Manager**

### **Introduction**

The FC2 Server Manager was started as a simple programming exercise that got out of hand and turned into what it is now. Much of the User Interface came later in the development, so it may seem a bit mixed up, as I never expected to release this to anyone else. So I'll just say its released AS IS, any and all responsibility is your own.

disclaimer: I just a programmer and am not connected with Ubisoft in any way whatsoever.

Note: anywhere in this readme where it says "future" or "not used" is exactly what it means. That feature may or may not be implemented in a future release.

Also, this has only been used for TeamDeath Match, its unknown how it will behave for for other game modes.

### **Features:**

Server Configuration including map rotation (writes dedicated\_server.cfg file for you)  
Raadom map serving, up to 127 maps.  
Auto banning for swearing and team killing.  
One click kick and banning.  
Player admin with separate enabling levels, also admin counts spy.  
Record player stats, totals, current, and weekly for the last six weeks.  
Auto top 200 kills with In game welcome with player score.  
Database reports with ftp upload.

### **Quick Start**

FIRST, backup your dedicated\_server.cfg file, this application WILL overwrite it!

The FC2 Server Manager (SM) has no self install program, simply unzip the files into which ever folder you wish and run from there.

The first time the program is run it will create a new database "Player.adb" if one does not exist. Everything related to a player is stored here, so it's a good idea to make a backup copy whenever the SM is not running.

Again, if you have an existing "dedicated\_server.cfg" you should make a backup copy before saving any configurations, because it will be over-written when saving.

Go to the Server config screen and set any setting you like for the game, including map rotations and save.

You should check the dedicated\_server.cfg file that is generated, just in case.

Press Launch Server, and that should be it.

You should try a LAN game for your first time to get familiar with the how thing work using this application. It will run fine in the background while you start the game and log in.

## Main Screen:

PlayerName	Team	TimesLoggedOn	CurrentSessionKills	CurrentSessionDeaths	WatchCounter	CurrentMatchWarnings
beziemienny1954	UFLL	5	4	6	0	0
bigmatt2683	UFLL	2	7	17	0	0
tkdmasse18_371	UFLL	8	9	14	0	0
stu88	APR	12	16	25	1	0
sha-sasbath	APR	4	30	11	0	1
ecook23	APR	7	6	6	0	0
quad.syber	APR	1	12	3	0	0

```
6589 - Client left (maschine951995, 0x9CD66441C05A5130, 192.168.1.2:0, PeerId: 17, Seq: 140, Data size : 4) - Session ID: 0x3A0EC70C55203909
6590 - Game message:maschine951995 left the match.
6591 - Game message:maschine951995 disconnected from the server.
6592 - Deleted game connection towards client for 192.168.1.2:0, reason ()
6593 - Game message:quad.syber killed beziemienny1954.
6594 - Current map name : Acropolis
6595 - Game message: beziemienny1954 killed ecook23.
```

The main shows the activity of the game, right clicking on a player produces a pop-up menu

Kick Player	Simply Kicks the player from game
Ban Player	Bans the player from the game
Watch Player	Increment the player watch counter
Clear Player Stats	Clears the players game stats, kills, deaths, etc.
Clear Players Data	Clears everything including admin rights.

On the right of the main screen are the configuration buttons, these open a new window  
Below the main Players window is the active log, this is a complete line for line copy of  
What the FC2ServerLauncher outputs. You can zoom the text size by holding the left mouse  
Button down and using the mouse wheel to zoom in and out.

Just below the log window is a message box, here you can send messages to players in the  
Game. Eg. "say hello" and press send. It works exactly like you were in the game.

## Server Config

The screenshot shows a window titled "Server Config" with a blue border and standard Windows window controls. The window is divided into several sections:

- Server Admin:** Contains five text input fields: "Server Name", "Remote Admin Password", "Match Password", "Server Path (exe)", and "Server Config Path (cfg)". The last two fields have file selection icons.
- Game Settings:** Contains several dropdown menus and spinners: "Game Mode" (set to "Team Death Match"), "Minimum Players" (set to "1"), "Maximum Players" (set to "16"), "Match Length (min)" (set to "15 min"), "Maximum Score" (set to "30"), and "Starting Rank" (set to "0").
- Options:** A list of checkboxes: "Ranked Match" (unchecked), "Punkbuster" (unchecked), "Hardcore Mode" (unchecked), "Team Balance" (checked), "Team Swap" (checked), "Friendly Fire" (checked), "Join in Progress" (checked), and "Allow Voting" (checked).
- Time of Day:** A dropdown menu set to "Map Default".
- Weather Type:** A dropdown menu set to "Varied".
- Map Rotation:** A button.
- Networking:** Contains two dropdown menus: "Network Type" (set to "OnLine") and "Detect Public Address" (set to "Yes").
- Buttons:** "Load" and "Save" buttons are located at the bottom center.

This is the Server Configuration Screen, here you can setup all the game settings just like you would do manually with a text editor with the file "dedicated\_server.cfg"

Note: when you Save, your existing dedicated\_server.cfg file will be overwritten.

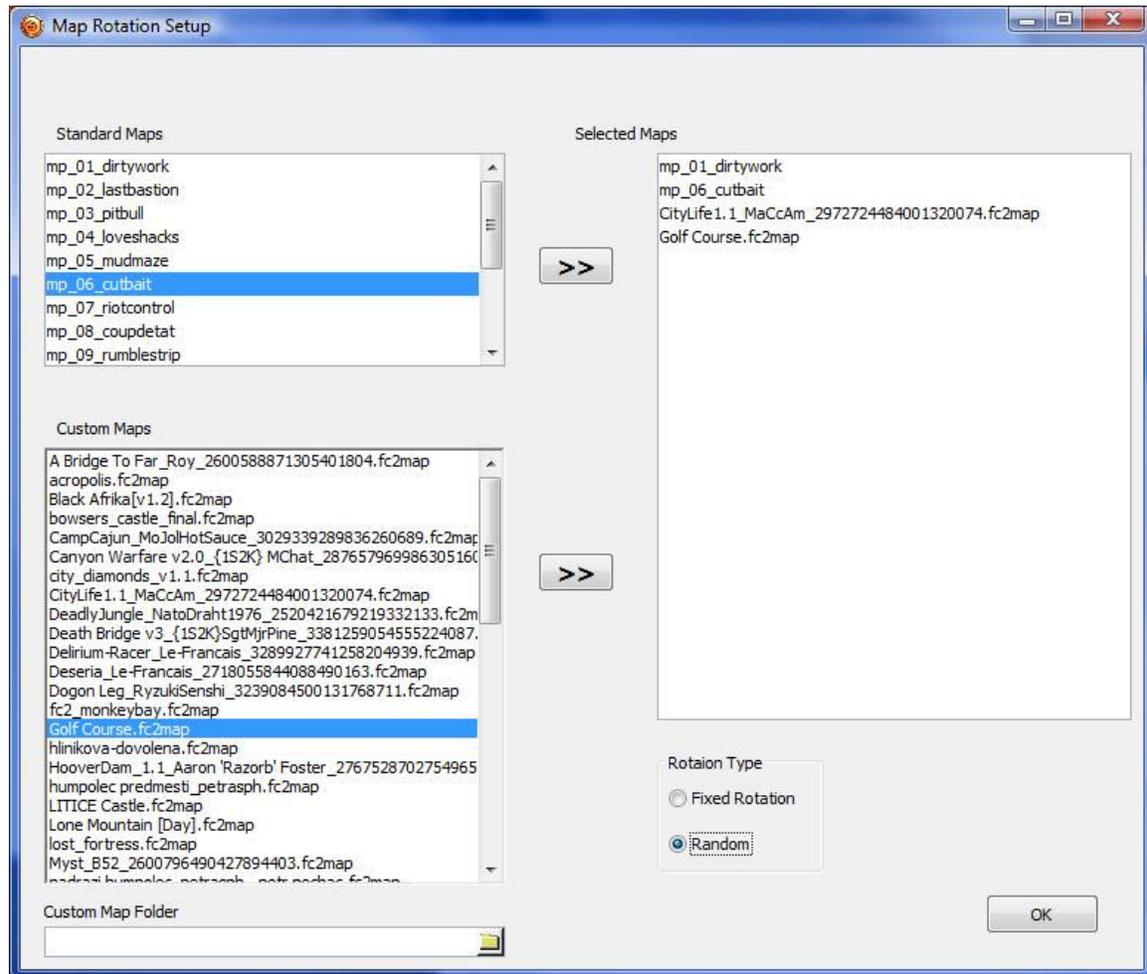
All Saving and Loading of setting is done on this screen. It will not only save the setting from this screen but all other screens as well.

When browsing for the Server path and Config Path make sure you click on the file name.

Server Path is where FC2ServerLauncher.exe is located.

Server Config Path is where dedicated\_server.cfg is located.

## Map Rotation



This sets up the Map Rotation your server will use.

Use the Custom Map Folder browser to select where your custom maps are located,

All valid maps should then appear in the window above.

You can select maps by using the Move buttons (arrow buttons in the middle)

or simple double click on the maps.

In the selected maps windows right clicking on a map will produce a pop-up menu that

Will allow you to move maps up or down in the rotation or delete the selection.

The Rotation type will set how your rotation will work, setting to a Fixed Rotation will work

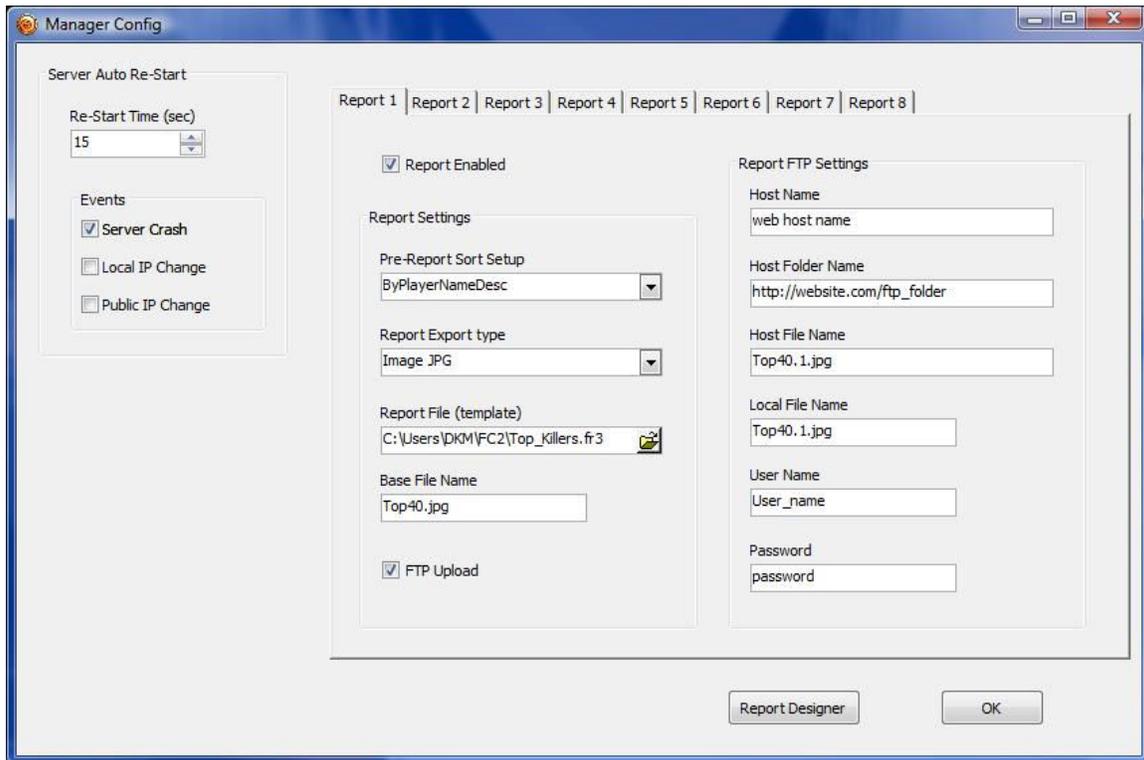
Exactly as it does with the default the dedicated\_server.cfg the game game comes with.

The maps will play in the exactly order you place them in the same order.

I'm not sure what the maximum number of maps is, I'd say no more than 15.

If you set the Rotation type to Random, that is exactly what it does. The maps will appear in a random order, there is a maximum of 127 maps using this type. Since they are random the order they appear in the window doesn't matter.

## Manager Config



The Manager Config screen is where you set various options for this application, mostly Game reports and FTP upload options.

First the Auto restart, this will restart FC2Serverlauncher.exe if it crashes for some reason, like Unisoft main server going down.

Note: the IP options currently do not work.

### Reports:

Now this is a tough one.

You can have up to eight reports as selected by the tabs, the report are generated every hour.

Use the Report Enable checkbox to enable processing of the report, this checkbox will only Generate the report to a file.

Use the Pre-report Sort to select how the database will be ordered before the report is made.

Eg. TotalKillDesc will sort all players by their kill totals in a descending order (high to Low)

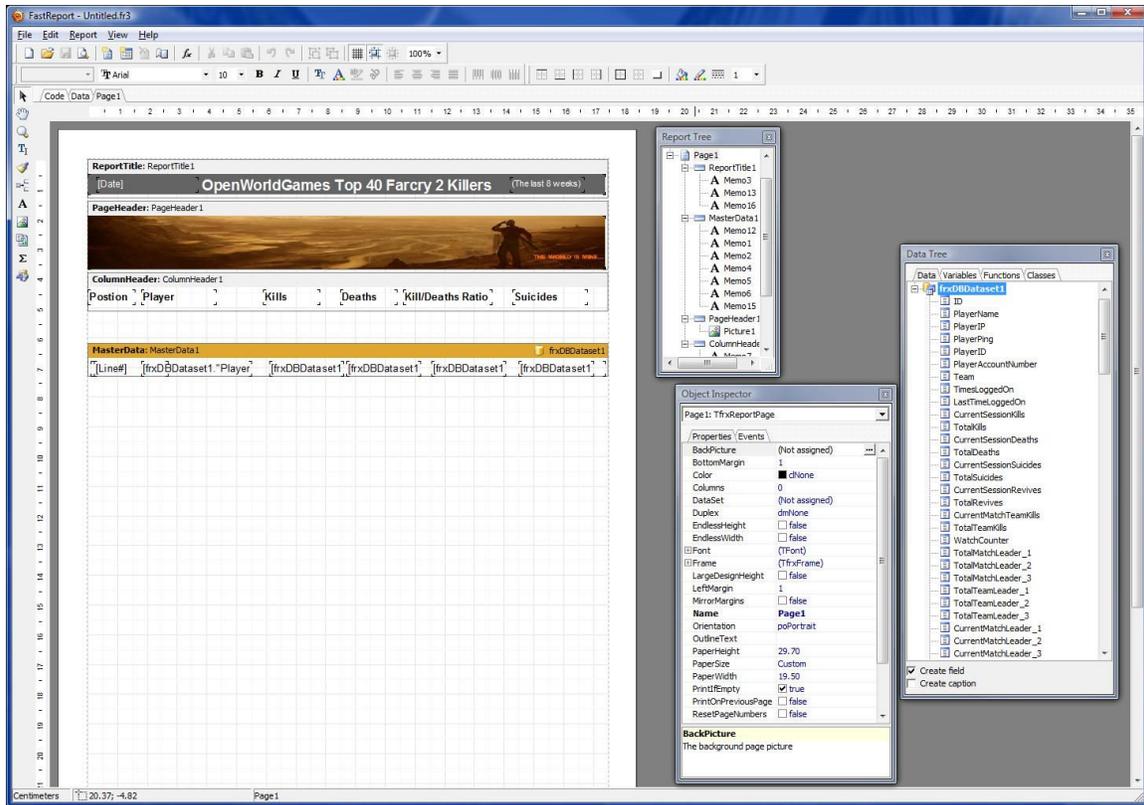
Most of the common ones are available, both ascending and descending.

The type of file generated is selected using the Report Export type box. Many type are available From various image types to html, pdf and excel.

The report template is the file where you saved your report design using the designer, see below.

The base file name is the name of the file that will be generated. When the report is made it automatically changes the name by inserting page numbers example. Top.jpg

Will change to Top.1.jpg with any other pages name Top.X.jpg etc.



The Designer is way out of bounds for this readme, I'll try and add some basic stuff later on, but you can find a User manual for using this at; <http://fast-report.com/en/documentation/> Its under Fast Report 4.0 Documentation

One thing; if you click on the MasterData object you can find in the object inspector window a field labeled Row Count. Changing this will allow more items to be printed. The default I have set is 40, so it shows the Top 40 Players, if set to 80, it will print out two pages filename.1.jpg and filename.2.jpg showing the top 80 players. Generally by clicking on an object you can change its properties using the Object Inspector window. Example Click on the Image, then look in the object inspector for a property called "Picture" double click it and a window will appear allowing you to load a different image.

### FTP Uploads:

Once you have a report file generated you can have it uploaded to a web site via ftp. Four things you will need from your web admin Host Name, Host Folder Name, UserName and Password. The Local filename is the one that is generated and saved, and the host filename is what the name will be on the web site.

## **Ban Config**

This is still a work in progress and most of the controls don't do anything.

You can change the banned words though.

The auto ban is still all hard coded, basically a player gets five warnings for using any of the banned words then they get banned for 1 hour the first time, 2 the second, 4, 8 hours, etc.

Same for team killing. The warnings are clear at the end of every match, so if someone has 3 warnings for team killing, at the start of the next match they will have zero.

This is so accidental kills don't get you banned.

Note: for the really bad players you can go to the Player Stat screen, sort the players by ban status or reason and edit their ban times.

I have a few that are banned for 9999999 hours or about a thousand years. (bad boys!)

## **Message Setup**

Another work in progress, nothing on this screen does anything.

The messages are still hardcoded.

They are the in-game messages that players see, and include;

Welcome message when a player logs on, this is also modified if the player is

In the top 200 for Weekly kills. Eg. "Welcome PlayerX, #32 on the Web Charts!"

Other messages are for Bans, Warnings, and end of match score message like  
"Status uploaded to website"

## Player Stats

PlayerName	TotalKills
BLEX77XXX	104
meds291	96
Seanothan	64
DKM2	59
robsr98	44
speedtrauma	44
sobleck	43
Set_It_Off	42
nate58	39
zicki1951	39
Andimania	37
stickman1988	36
Leprechaun9648	35
hhaammzz	31
dydydu77	27
Antroux	27
NETMANPR	27

This screen gives you full access to the entire database, you can edit any field you want here. You should be careful using this.

Use the drop down boxes to enable or disable any of the fields, and clicking on the title of Any fields will sort the database, toggling between ascending and descending.

Note: the Report Filename and Show report don't do anything, I'll be deleting those.

The pointer on the far left shows the current selected record.

The action bar at the bottom center of the screen will allow you to "post any changes you make. Even though all the actions are available, I'd hesitate against trying to manually add new records (players) the manager will do this automatically when a new player logs on and set all the defaults for you.

## Logs

This is simple a log viewer. Just browse to the /logs/ folder and open it.

It not real useful, and something like wordpad or notepad is better, with their search functions.

The logs are generated automatically and saved at midnight everyday, or whenever the server crashes.

## Admin Commands

The manager can give online players certain admin rights.

The player admin is locally protected by a password and must be entered to login as a player admin. This only protects the local player, as in guest or kids that play on the same account. Other players in the game will see it, but will not be able to use it, as it is not assigned to them, or any commands enabled.

Each command has a separate enabling field, they be assigned as a trust level, From a simple extent match time, to full banning.

This is done using the Player Stats screen

1 select the player and assign a password

2 enable the admin fields you want the player to be able to use.

All players by default are "false" to enable them to use a command change the field to "true"

And save.

Each time a player admin uses the warn, kick or Ban commands they have a counter field that gets incremented. This is so we can watch them and check for abuse of their privilege.

sa-pass <password>	Login as Player admin
sa-warn <player name>	warn player of misconduct (can result in a ban)
sa-kick <player name>	kick player from server without penalty
sa-ban <player name> <time>	Ban player from server for time = hours (blank = 2 hrs)
sa-end	end the current match
sa-rst	restart the current match
sa-ext	extend match time
sa-shuf	shuffle teams
sa-cap <team>	change team captain
sa-skip	skip the current map
sa-wat <player name>	increments watch counter for player
sa-sp <command>	Special commands, change weather etc. (future)

## Player Commands

The manager can give online players commands to access their stats

pc-kill	current session kills
pc-cdeath	current session deaths
pc-csuicide	current session suicides
pc-ckdr	current session kill/death ratio
pc-wkill	total kills for the last six weeks
pc-wdeath	total deaths for the last six weeks
pc-wsuicide	total suicides for the last six weeks
pc-wkdr	kill/death ratio for the last six weeks
pc-tkill	total kills of all time
pc-tdeath	total deaths of all time
pc-tsuicide	total suicides of all time
pc-tkdr	total kill/death ratio of all time

Pc-mwarn        current number of warnings this match  
Pc-mtk            current number of teamkill warnings this match

## Database Fields:

ID:	Internal Unique ID Number
PlayerName:	This is the players name and is also Unique.
PlayerIP:	Players current or last IP Address used
PlayerPing	Currently not used
PlayerID:	Currently not used
PlayerAccountNumber	Encoded account Number, believed to be based on CD-key
Team:	Players current Team, valid only online
TimesLoggedOn:	Number of times the Player has logged on
LastTimeLoggedOn:	Last time player on logged in
CurrentSessionKills:	Number of Kills in this log on period
TotalKills:	Players total kills since first logon
CurrentSessionDeaths	Number of Deaths in the log on period
TotalDeaths	Total Deaths since first log on
CurrentSessionSuicides	Number of Suicides in this log on period
TotalSuicides	Total Suicides sine first log on
CurrentSessionRevives	not used, server doesn't record it, hope for future patch
TotalRevives	not used, server doesn't record it, hope for future patch
CurrentMatchTeamKills	Team Kills in current match
TotalTeamKills	Total team kills since first log on
WatchCounter	admin count, watch player for hacks we can't prove yet.
TotalMatchLeader_1	all time Number of times player lead match in points
TotalMatchLeader_2	all time Number of times player #2 match in points
TotalMatchLeader_3	all time Number of times player #3 match in points
TotalTeamLeader_1	all time Number of times player lead team in points
TotalTeamLeader_2	all time Number of times player #2 team in points
TotalTeamLeader_3	all time Number of times player #3 team in points
CurrentMatchLeader_1	current log on, finished #1 in match
CurrentMatchLeader_2	current log on, finished #2 in match
CurrentMatchLeader_3	current log on, finished #3 in match
CurrentTeamLeader_1	current log on, finished #1 on Team
CurrentTeamLeader_2	current log on, finished #2 on Team
CurrentTeamLeader_3	current log on, finished #3 on Team
CurrentMatchWarnings	Warn for current match only
TotalWarnings	Total warning since first log on
TotalBans	Total bans since first log on
BanStatus	Number of hours of current Ban, 0 = not banned
BanReason	Reason for last Ban
PlayerPassword	Admin password
AdminLoggedIn	state of Admin, (password accepted)
AdminWarn	can warn players, can also result in ban
AdminKick	can drop player from server, no reason

AdminBan	can Ban player
AdminEnd	can end current match
AdminReStart	can restart current match
AdminExtend	can extend time of current match
AdminShuffle	can shuffle team of current match
AdminCaptain	can change captains of current match
AdminSkip	can skip current map
AdminWatch	can increment player watch counter
AdminWarnCnt	count of admin's use of warn command
AdminKickCnt	count of admin's use of kick command
AdminBanCnt	count of admin's use of Ban command

WeeklyKDRatio	Kills divided by deaths (last 6 weeks)
WeeklyTotalKills	Kills in the last 6 weeks
WeeklyTotalDeaths	Deaths in the last 6 weeks
WeeklyTotalSuicides	Suicides in the last 6 weeks
WeeklyTotalRevives	not used
WeeklyTotalMatchLeader_1	Times player was match leader (6 weeks)
WeeklyTotalMatchLeader_2	Times player was #2 (last 6 weeks)
WeeklyTotalMatchLeader_3	Times player was #3 (last 6 weeks)
WeeklyTotalTeamLeader_1	Times player was team leader (6 weeks)
WeeklyTotalTeamLeader_2	Times player was #2 (6 weeks)
WeeklyTotalTeamLeader_3	Times player was #3 (6 weeks)

Some Custom fields for future use  
The rest of the database is weekly sub-totals storage.

### **Known Issues:**

Ubisoft server crashes, sometimes just logs off Anonymous, restarts don't work.  
Game messages needs configuration  
Bans need a configuration setup.