

## Introduction

I will be explaining how the servers work in this document.

In my opinion this is a must-have for all players ever going to use server admin on CU servers. I do this because I regularly get people knocking on my virtual door asking me if I can change a setting for them. And if I am not there, hell breaks loose.

This hopefully small enough document is going to help you (and me) to manage the Clans United servers more easily. Also I would like to tell you not to shoot me for my non-perfect English language. This is because I am NOT English, but Dutch (yes, that small country with windmills, tulips and wooden shoes ;).

*Also if you think I missed something useful to add into this doc, tell me (Dr. Box) or edit it and send it back to me using pm or email (no mail address shown here. Look in the forums).*

In this document I will format text so you can easily see what each format means. Example:

**rcon g\_teamdamage 1** This is the command you type into the console, formatted as bold, red text.

*Cvar\_Set2: g\_teamdamage 1*

Above is the output of the server formatted in blue italics.

When this appears after the command, you know that the server got your message.

Sometimes the server ignores a command for any particular reason, just send the command again until the server does. *Note, when you enter a wrong command the server also may ignore your message.*

***I use bold italics to tell you something important.***

And to start with something important:

***This document expects you to have entered the RCON password into the console first:***

**rconpassword myrconpassword** (where myrconpassword is the rconpassword given)

This is so you do not need to enter it again in the same game session anymore.

***Please keep in mind that all RCON commands are logged, and the log back-ups are saved in case of a dispute or regular check-up.***

Enough chit chat, lets go to the business end of this document.



## The Manual

For the ones that like to skip the first page:

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To change these game types, use the following configuration files

```
ft      - Freeze Tag
ftobj   - Freeze Tag/Objective
obj     - Plain Objective
ctf     - Capture The Flag
ctfobj  - Capture The Flag (using an objective map)
tdm     - Team Death Match
rbm     - Round Based Match
```

To change the server to Freeze Tag in this example:

**rcon exec ft**

*execing ft*

after that, load the map. example:

**map dm/mohdm7**

```
<MAP GIBBERISH ABOVE>
soundtrack switched to music/mohdm7.mus.
playing music/mohdm7.mus
music set to normal with fallback normal
Loading Ambient.scr
```

## Forced Models

Forced models can be enabled (if the other clan agrees only) by entering the command:

**rcon exec fmon**

*execing fmon*

This Enables the Forced Models Mod and puts a message, as well as a property setting into All Seeing Eye called *.ForcedModels Enabled.*



## Rifle/Sniper Only

From now on the rifle/sniper only can be enabled on all normal battle servers. This used to be a separate server, but I have spent some time and effort into it and is available on all servers, so we can save resources.

Here a small list of aliases:

```
allweapons      - All weapons enabled
rifleonly      - Axis Kar 98 Rifle
alliedsniperonly - Allied Springfield Sniper
axissniperonly - Axis Kar 98 Sniper
```

You wish to enable a sniper only server using only axis sniper rifles?  
Then you want to enter the following command:

```
rcon exec axissniperonly
```

```
execing axissniperonly
```

Now the server has been set to Sniper Only with axis sniper rifle.

```
rcon exec allweapons
```

```
execing allweapons
```

## Restart Round

During the game you restart the round so the scores are reset and to draw everyone's attention that the game has gone "Live".

The following simple command will restart the round (not the server or map).

```
rcon restart
```

```
<NO SERVER OUTPUT>
```

There is NO server output, but you will notice it works because you see that the round has restarted in game (everyone respawns and scores are set to 0).



## Brief list of available commands

### General Commands:

**rconpassword <password>** - Use this command before any other commands  
 rcon restart - Restart round (to reset scores on rb matches)

### GameType Commands:

rcon exec tdm - Team Match Gametype  
 rcon exec ft - Freeze Tag Gametype  
 rcon exec ftobj - Freeze Tag/Objective Gametype  
 rcon exec obj - Objective Gametype  
 rcon exec rbm - Round Based Match Gametype  
 rcon exec ctf - Capture The Flag Gametype  
 rcon exec ctfov - Capture The Flag (Objective Map) Gametype

### Game Setting Commands:

rcon exec ffon - Friendly Fire On  
 rcon exec ffoff - Friendly Fire Off  
 rcon exec fmon - Forced Models Enabled (allowed)  
 rcon exec fmo - Forced Models Disabled (disallowed)  
 rcon exec allweapons - Allow All Weapons  
 rcon exec rifleonly - Axis Rifle Only  
 rcon exec alliedsniperonly - Allied Sniper Only  
 rcon exec axisniperonly - Axis Sniper Only

### Map Change Commands:

#### DM MAPS:

rcon map dm/mohdm1 - Southern France  
 rcon map dm/mohdm2 - Destroyed Village  
 rcon map dm/mohdm3 - Remagen  
 rcon map dm/mohdm4 - The Crossroads  
 rcon map dm/mohdm5 - Snowee's Park ;)  
 rcon map dm/mohdm6 - Stalingrad  
 rcon map dm/mohdm7 - Algiers

#### OBJ MAPS:

rcon map obj/obj\_team1 - The Hunt  
 rcon map obj/obj\_team2 - V2 Rocket Facility  
 rcon map obj/obj\_team3 - Omaha Beach  
 rcon map obj/obj\_team4 - The Bridge

#### CUSTOM MAPS:

rcon map dm/ba\_stalingrad - BA Stalingrad  
 rcon map dm/stalingrad\_3\_dm - Stalingrad 3  
 rcon map dm/morocco - Morocco  
 rcon map dm/dm\_fallenvillage - Fallen Village  
 rcon map dm/renverse - Renverse  
 rcon map obj/stlo - St. Lo  
 rcon map obj/renan - Renan Bridge  
 rcon map obj/objlol\_v2\_13 - LOL V2  
 rcon map obj/obj\_howitzner - Howitzer  
 rcon map obj/vsuk-abbeybeta - AbbeyBeta

