Call of Duty 2 Server Guide

Version 4.0

GV-Script Version 04-01-2007

1. Introduction

You downloaded the ClanBase script package to set your server to stream to the Game-Violations repository. The supplied configuration files will enable your game server to stream the Punkbuster log-files to be checked for violations and PB kicks.
In the past all Game Servers were divided into 3 groups:

- PunksBusted servers
- PBBans servers
- non-streaming servers

The logs of non-streaming servers could never be verified so could not be used to submit ClanBase players who cheated to the Clanbase cheat page. The communication levels between CB and other AC sites was not efficient enough to ensure players on their banlists were submitted to CB for punishment; and there was never access to the actual logs for ClanBase in cases of match conflicts.

The PB logs from all the servers will be parsed daily and cheat entries will be posted on the Game-Violations Website under the following address:
http://www.game-violations.com/gvb.php?m=list

We would also like to point out that gameservers on which matches are played MUST be streaming to the Clanbase PB Repository during official CB Wars. This will help towards preventing cases of freelancing and will result in resolving conflicts faster.

If there is a cheating incident during a ClanBase war the ClanBase supervisor can access the repository server, verify the entry and forfeit the match before needing to waiting for GV to verify the ban.

2. Installation

There are two methods you can use to set your server to stream to the GV repository:
- FTP Method (folder: With FTP)
- RCON Method (folder: Without FTP)

Inside the folders there are several files for the configuration of the server. However there are only 2 files that are relevant for you. These files execute all others during the process. However both files have their special target.

war.cfg: This file must be executed before playing ClanBase wars. It will set up the server with restricted settings specifically requested by the CB CoD2 Supervisors.

public.cfg: When executing this file more relaxed settings are loaded. This enables players to enjoy the benefits of their hardware and is less restrictive.

To execute these scripts it is necessary to login to your gameserver with RCON:
Connect to your gameserver and open the console:
Login: /rcon login <*loginpassword*>
Load the public server configuration with: /rcon exec GV/public.cfg
or
the ClanBase configuration with: /rcon exec GV/war.cfg
After the configuration is loaded the map will restart.

2.1 How to setup the stream with FTP access

The most common way to set your server to stream is to upload the GV script files to the server via FTP. If you choose to use this solution please use the folder “with FTP”



Use the only content within the „With FTP“ folder

Step-by-step guide:

1.) Open the folder “with FTP“
2.) Copy the “GV“ folder into your CoD2/main directory of your game server.
You might be asked to overwrite an existing folder – just proceed by accepting to overwrite. Nothing will be overwritten – only a new folder inside the “main“-folder will be created.
3.) Open COD2 and connect to your server
4.) Login by typing /rcon login <loginpassword>
5.) Type in your console /rcon exec GV/war.cfg
This will set your server to stream to Game-Violations.org
6.) When the script is finished it will restart the map
7.) Now your server is streaming.
8.) Type in your console /rcon pb_sv_logaddr

The correct response from the server should be:
^3CB|GV Punkbuster Server^7: pb_sv_logaddr = 87.106.2.194

If the repsonse looks like this the server is not streaming:
^3CB|GV Punkbuster Server^7: pb_sv_logaddr =

9.) Please see chapter “Testing“ for verification that your server is streaming.

2.2 How to setup the stream without FTP access using RCON

In some cases you might not have been supplied with FTP access to your gameserver. No worries as it‘s easy enough to make the server stream by using RCON commands. If you choose to use this option to make the server stream you need to copy the files in your local folder.



Use the only content within the „Without FTP“ folder

Step-by-step guide:
Open the folder “without FTP“
2. Copy the “GV“ folder into your local CoD2 Directory
You might be asked to overwrite an existing folder – just proceed by

accepting to overwrite. Nothing will be overwritten – only a new folder inside the "main"-folder will be created.
3. Open COD2 and connect to your server
4. Login by typing /rcon login <loginpassword>
5. Type in your console /exec GV/war.cfg
This will set your server to stream to Game-Violations.org
6. When the script is finished it will restart the map
7. Now your server is streaming.
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9. Please see chapter "Testing" for verification that your server is streaming.

3.Testing if the server is streaming

There are 2 ways to verify if the server is streaming.

1. Join #game-violations on IRC: Quakenet. In the channel please type " !cod2 serverip:port "

2. Visit our Website: http://www.game-violations.org/gv_serverstatus_check.php and select COD2 as game. Type in the IP-Address followed by the port (ip:port) in the text field and press the "Search" button.

4.Troubleshooting

1 . My server is not streaming. What can I do?
> Check if the files are uploaded to the correct folder!
> Dont upload the files to the PB folder and try to restart the pb server manually!

2. The execution command /exec is not working!
> While the execution of the rcon command:/rcon exec make sure that you dont forget the GV/ before the war.cfg.

3. I need support ! What can I do?
> Simply make a post in our help forum:
http://www.game-violations.org/board.php?boardid=41
> Visit us on Quakenet Channel: #support.game.violations
> *Join us on Teamspeak: www.game-violations.org*

5.Glossary

FTP – File Transfer Protocol
See http://en.wikipedia.org/wiki/Ftp for details

RCON – Remote Console
See http://anarchyrules.co.uk/cod2/server%20commands.html

ZIP – File format for compressing archives
See http://en.wikipedia.org/wiki/ZIP_%28file_format%29

IRC – Internet Relay Chat
See http://en.wikipedia.org/wiki/Internet_Relay_Chat