Call of Duty 2 Server Guide

Version 1.5

GV-Script Update 04-10-2007



1. Introduction

Congratulations on your download of the GV script package, which contains everything you need to set your server to stream to the Game-Violations repository.

The enclosed configuration files will enable your game server to stream the Punkbuster log-files to be checked for violations and PB kicks.

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.org

We would like to point out that gameservers on which official ClanBase matches are played MUST be streaming to the GV/CB PB Repository for the full duration of the war. This will help prevent cases of freelancing and will result in resolving conflicts faster.
If there is a cheating incident during a ClanBase war the CB supervisor can access the repository server, verify the entry and forfeit the match before needing to waiting for GV to publish the ban.

2. Installation

There are 2 methods you can use to set your server to stream to the GV repository:

- FTP Method
- RCON Method

Inside the folders there are several files for the configuration of the server. However there are only 3 files that are relevant for you.

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.

cvar.cfg: This loads the checks for cvars and md5s.

2.1 How to setup streaming with FTP Method

One of the most common ways to set your server to stream is to upload the GV script files to the server via FTP. Whether you have control panel access, use your web browser or an FTP client; “Passive FTP” is the folder you should be using.
Step-by-step guide:
(1) Open the folder “Passive FTP“
(2) Copy the “GV“ folder from the scriptpack 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 advise you to execute the cvar.cfg
(7) Load the cvar.cfg by typing into your console /rcon exec GV/cvar.cfg
(8) When the filechecks have finished loading your map will restart.

(9) Now your server is streaming.
Please see chapter “Testing“ for verification that your server is streaming.
Note: *The cvar.cfg needs to be executed every time you restart PB or the gameserver, so it might be a good idea to add the exec command into your server.cfg (after the map_rotation) or bind it on a special key into your gameconfig*

2.2 How to setup streaming without FTP access

In some cases you might not have been supplied with FTP access to your game server. No worries, it‘s easy enough to make the server stream by using RCON commands. If you use this option you need to copy the files in your local game folder on your own PC.
Use the only content from the “Without FTP“ folder
Step-by-step guide:
(1) Open the folder “withoutFTP“
(2) Copy the “main“ 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 GV
(6) When the script is finished it will advise you to execute the cvar.cfg
(7) Load the cvar.cfg by typing into your console /rcon exec GV/cvar.cfg
(8) When the filechecks have finished loading your map will restart.
(9) Now your server is streaming.
(10) Do not restart punkbuster or you will lose all the settings you have just loaded!
Please see chapter “Testing“ for verification that your server is streaming.
Note: *The cvar.cfg needs to be executed every time when u restart PB or the Gameserver, so it might be a good idea to bind it on a special key in your gameconfig*

3.Testing if the server is streaming

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 =

There are 2 ways to verify if the server is streaming:
- Join #game-violations on IRC: Quakenet. In the channel type “ !cod2 serverip:port “
- 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

- My server is not streaming. What can I do?
- Check if the files have been placed in the correct folder!
- The execution command /exec is not working!
- make sure you didn't forget the GV/ before the war.cfg & the cvar.cfg.
- I dont get any return if i type /rcon pb_sv_logaddr
- Make sure punkbuster is ON

5.Support

If u have any problems with setting up the server to the GV stream OR u want to report Bugs OR request Script changes:

- Visit the CoD2 Help Forum
- Join one of our IRC Channels #Game-violations or #support.game.violations
- Join our Teamspeak
- Contact GV Technical Support
- Mail one of the managers [FoXeH] or FruitY

6.Glossary

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