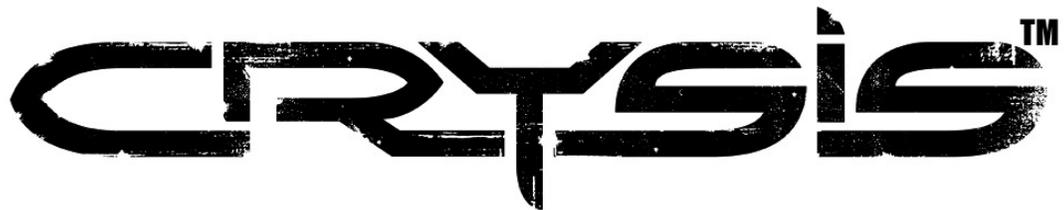




Setting up a Crysis server

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Crysis Installation

The first step to set up a Crysis server is to install the game on the PC. Follow the instructions given during the installation. You can choose the target place to install the game by selecting the custom installation procedure. This also allows you to exclude several features that might not be interesting for you.

Hardware Recommendations

In order to provide a solid base for a Crysis dedicated server we recommend following hardware:

CPU: Intel Core2Duo 2.4GHZ or AMD64 Dual Core 2.6GHz
RAM: 1GB
Bandwidth: 5Mbps

Setting Up The Server

Further below you find a description how to set up the dedicated server for Crysis correctly including additional tools like Remote Control functionality and Punkbuster support. Please follow the instructions step-by-step.

Updating The Server

Before following any of the steps further below please make sure the server has been updated to the latest available version.

Creating Server Instances

Crysis can handle several server instances inside the installation directory. To have multiple servers running by using one installation only please proceed as following:

1. Create a sub-directory in the Crysis root folder called "server1" for example.
2. Unzip the content of the "server_instances" folder into the server1 directory.
3. Duplicate server1 to server2, server3 as appropriate.
4. Edit the "startup.bat" file(s) and set the correct root folder for each instance you create.

Set IP and Port

In order to set a specific IP and Port for each of your servers open up the "server.cfg" that can be found inside the instance folder.

Add following commands:

```
sv_bind <IP Address>  
sv_port <Port> (default is 64087)
```

Creating a level rotation

It is possible to set up a specific level rotation for Crysis. This can be done by using the "maplist.xml" file and altering the respective values.

You can open that file with a text editor such as notepad. To change the map rotation just add/remove the levels you want.

For example:

```
<levelrotation>
  <level name="multiplayer/ps/shore" gamerules="PowerStruggle" />
  <level name="multiplayer/ia/quarry" gamerules="InstantAction" />
</levelrotation>
```

After editing do not forget to save the file.

Setting up RCon functionality

To provide remote control for the server the "autoexec.cfg" needs to be updated. The file can be found in the folder of your server instance (e.g. server1). If it does not exist please create the file. Be sure following cvar is added properly:

```
rcon_startserver [port:<port>] [pass:<password>]
rcon_stopserver (to stop the whole service again)
```

Use RCon as Client

To make use of the RCon functionality ingame you would need to do follow the steps mentioned below. Once this has been accomplished you are able to administrate the server via console commands.

Start Crysis, open console by pressing ~ or ^ (key next to 1) and type in following commands:

- **con_restricted 0** (to allow console commands)
(Can be added to your system.cfg as well)
- **rcon_connect** [addr:<server address>] [port:<rcon port>] [pass:<password>]
(to start remote control on a specific server)
- **rcon_command** <command> (to use commands like status, sv_gamerules, etc.)
- **rcon_disconnect** (to end remote control on this server)

Initializing Punkbuster

To enable Punkbuster support for the server, please use the provided "server.cfg" that can be found in your instance folder or add it manually to the file by typing in following command:

```
net_pb_sv_enable true
```

Additionally please extract the "Pb" folder that is included in the .zip file into each server instance folder. Next to the basic Punkbuster binaries it includes the "pbsv.cfg" and "pbsvuser.cfg" files with the latest anti-cheat settings and will prevent common cheaters from joining your server.

Punkbuster automatically updates the files from the Masterserver once you have launched the server. Additionally if you want to look for the latest PB updates for Crysis please check out www.evenbalance.com or download the PBSetup.exe file from [here](#) and let it updated your Punkbuster automatically.

Enable Statistic Tracking and pre-ordered Flag Reading

The server needs to be logged into GameSpy network to be able to track player statistics and read pre-ordered flags associated with accounts. This will allow people who pre-ordered the game to purchase their Amphibious ACP in the factories. Please follow the steps below:

1. Non-dedicated server:

Just log-in with your usual game account since you start the server from this instance of the game.

2. Dedicated Server:

- Open the "server.cfg" file that can be found in your instance folder.
- Add the following console variables including the login and password of an existing ingame account you want to use for the tracking. It is required to not take an account that is used for online gaming since each account can only be used once at a time.

```
net_stats_login <login>
net_stats_pass <password>
```

Note: If you are running multiple instances of a server from one installation, each instance needs a different login/password.

Standard Server Settings

To get your server ready please use the standard settings for the "server.cfg" provided further below. It is also recommended give the dedicated server a clearly identifying name.

```
g_useProfile = 1
```

```
r_ShadersAsyncCompiling = 1
r_driver = "DX9"
```

```
sv_levelrotation maplist.xml
sv_servername = "<servername>"
sv_password = "<password>"
```

```
sv_gamerules = PowerStruggle (or InstantAction)
sv_cheatprotection = 3 (default: 3; can be set to 1, 2 or 4)
sv_ranked = 0
sv_maxplayers = 32 (default: 32)
```

```
net_pb_sv_enable true (or false if PB should not be turned on)
```

```
g_timelimit = 25
g_minteamlimit = 1
g_revivetime = 20
g_autoteambalance = 1 (default: 1 = on; 0 = off)
g_tk_punish = 1 (default: 1 = on; 0 = off)
g_tk_punish_limit = 10 (defines after how many team kills a player will get temporarily banned)
```

```
log_verbosity = 1
log_fileverbosity = 3
```

```
map shore (add "x" to launch a DX10 server; e.g. map shore x)
```

Starting The Server

To start one server just double click on the startup.bat file in the respective directory. Once the server command window is open type in "map *mapname*" (without "") and press ENTER. This should load up the map and thus will start the server.

For example this command loads up "Shore" which is a PowerStruggle map:
map shore

Automatic Map Load on Server Start

To have the server automatically loading a map (and then continuing with the maplist.xml) when starting it you simply have to add following command to the "server.cfg" file in each of the instances you created:

```
map <mapname> (e.g. map Shore)
```

Launching a DX10 Server

To launch a DirectX10 server please open the "server.cfg" file in your instance folder and add and/or alter following command:

```
map <mapname> x (e.g. map Shore x)
```

The "x" behind the map will launch everything in DX10 mode. This setting is persistent so no editing of the maplist.xml file is required.

Server Folder Structure

At the end the folder structure should be:

```
Crysis\  
  Bin32\  
    CrysisDedicatedServer.exe  
    All other binaries  
  Game\  
  Server1\  
    Startup.bat  
    Server.cfg  
    Autoexec.cfg  
    Maplist.xml  
    Pb\  
      pbsv.cfg  
      pbsvuser.cfg  
      All other binaries  
  Server2\  
    Startup.bat  
    Server.cfg  
    Autoexec.cfg  
    Maplist.xml  
    Pb\  
      pbsv.cfg  
      pbsvuser.cfg  
      All other binaries  
  .  
  .  
  .
```

Server Command List

Server Settings

sv_bandwidth [50000]	(Default: 50000) Bit rate on server
sv_bind [0.0.0.0]	Bind server to a specific address.
sv_cheatprotection [3]	(Default: 3) Enables Crysis internal cheat protection.
sv_DedicatedCPUPercent [0]	(Default: 0) Sets the target CPU usage when running as a dedicated server, or disable this feature if it's zero. Usage: sv_DedicatedCPUPercent [0..100]
sv_DedicatedMaxRate [50]	(Default: 50) Sets the maximum update rate when running as a dedicated server. Usage: sv_DedicatedMaxRate [5..500]
sv_gamerules [gamerules]	(Default: Singleplayer) InstantAction or PowerStruggle
sv_gs_report [1]	(Default: 1) Enables Gamespy server reporting. Necessary for NAT negotiation.
sv_gs_trackstats [1]	(Default: 1) Enables Gamespy stats tracking.
sv_lanonly 0	(Default: 0) Set 1 for a LAN server.
sv_levelrotation [levelrotation]	Map list for the server.
sv_map [mapname]	The map the server should load.
sv_maxplayers [maxplayers]	(Default: 32) Number of max players on the server
sv_maxspectators [maxspec]	(Default: 32) Number of max spectators on a server
sv_packetrate [30]	(Default: 30) Packet rate on server.
sv_password [password]	Server password.
sv_port [64087]	(Default: 64087) Bind server to a specific port.
sv_ranked [0]	(Default: 0) Enables statistic report, for TSP servers only.
sv_say	Broadcasting a message to all clients
sv_servername [name]	Name for the server that is used ingame. If no name is set machine name will be used instead.
sv_timeofdayenable [0]	(Default: 0) Enables time of day.
sv_timeofdaylength [1]	(Default: 1) Sets time of day changing speed.
sv_timeofdaystart [12]	(Default: 12) Sets time of day start time.
sv_voting_cooldown [180]	(Default: 180) Sets voting cooldown.
sv_voting_ratio [0.51]	(Default: 0.51) X% of player votes needed for successful vote.
sv_voting_team_ratio [0.61]	(Default: 0.61) X% of team member votes needed for successful vote.
sv_voting_timeout [60]	(Default: 60) Voting timeout in seconds.

Game Settings

g_fraglead [1]	(Default: 1) Number of frags a player has to be ahead of other players once g_fraglimit is reached.
g_fraglimit [0]	(Default: 0 = infinite) Number of required frags before a round ends.
g_minplayerlimit [0]	(Default: 0) Minimum number of players before game starts. For Instant Action only.
g_nextlevel	Switches to next level of the map list.
g_MPDeathCam [1]	(Default: 1) Shows the killer's location.
g_revivetime [20]	(Default: 20) Revive time.
g_spectate_TeamOnly [0]	(Default: 0) If set to 1 (true) it allows to spectate your team mates only.
g_teamlock [2]	(Default: 2) Does not allow joining a team that has 2 more players than the other.
g_tk_punish [1]	(Default: 1) Allows team kill punishment.
g_tk_punish_limit [10]	(Default: 10) Number of team kills a user will be banned for.
g_teamlock [2]	(Default: 2) Number of players one team needs to have over the other to not allow joining this team anymore.
g_minteamlimit (1)	(Default:1) Minimum number of players in each team to start a match. For Power Struggle only.
g_friendlyfireratio [1]	(Default: 1) Sets friendly damage ratio. [0] will disable friendly fire.

Common Commands

Ban [playername]	Bans player for [ban_timeout] minutes from server.
ban_remove [playername]	Removes player from ban list.
ban_status	Shows currently banned players.
ban_timeout	Ban timeout in minutes.
Net_next_map	Notifies clients on server about the next map.
Kick [playername]	Kicks player from the server.
Kickid [playerid]	Kicks player via ID from the server.
Status	Shows current status of server.

RCon Commands

rcon_command	Issues a console command to a RCon server.
rcon_connect [addr:<server address>] [port:<rcon port>] [pass:<password>]	To connect to a remote control server.
rcon_disconnect	To disconnect from a remote control server.
rcon_startserver [port:<port>] [pass:<password>]	To start a remote control server
rcon_stopserver	To stop a remote control server

Net Settings

Net_pb_sv_enable	Enables Punkbuster for the next map.
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