

WORLD IN CONFLICT DEDICATED SERVER MANUAL

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FILE REFERENCE

Files relevant for use of the dedicated server:

wic_ds.exe	Dedicated server executable
wic_ds_debugX.txt	Log file of this server. (Located in your Windows user folder)
wic_ds.ini	Configuration file of this server
wic_ds_banlist.txt	A list (IP numbers) of banned players
wic_ds_cycle.txt	A list of maps to cycle between
wic_ds_motd.txt	Message of the day for this server

INTRODUCTION

Dedicated servers are used to setup a game-server with the bare minimum of components needed. Graphics and audio are examples of game components not needed to run a dedicated server. Another perk of running a dedicated server is that several servers can be run simultaneously on the same machine. Since dedicated servers are stripped of these hardware-demanding components it's possible to run dozens of servers even on older hardware.

A dedicated server can be setup to run on the internet through Massgate or on your local area network. This can be controlled from within the dedicated server configuration file.

The dedicated server executable is located in the World in Conflict folder and is named **wic_ds.exe**. To start a dedicated server, simply double click the file. The program will launch a console window and you'll be prompted with the message "Starting Server". Please allow the server some time to initialize properly. Once initialized, information about the current map, connected players and running time will be presented to you. The command window is your server! As long as you leave the window open, the server will keep running. The window can be minimized to the taskbar and will continue to run as usual.

To shutdown the server, there are three options to choose from. Start by making sure the server command prompt has focus. For a graceful shutdown, press "S" on your keyboard. A graceful shutdown will close the server in five minutes after your key press. During that time, all players on the server will continually get notifications on the shutdown progress. This is the recommended way of shutting down occupied servers, since the players has time to realize what's happening and move to another server.

The next option is the semi-graceful shutdown. Press "Shift+S" to activate it. This option works as the graceful shutdown, and notifies the players. The difference is that the semi-graceful shutdown takes 30 seconds instead of five minutes. The last option is the last resort. Press "Q" or the X in the servers Windows window, to force a shutdown. With this option, the shutdown will happen immediately, and the players will not be warned. Use this option only if it's absolutely necessary.

If the console window closes down during the server-startup phase, something went wrong. It's probably due to an invalid setting in your dedicated server configuration file.

To find out what shut the server down, please refer to the server logs. The log files are located in your Windows user folder. They are filed under World in Conflict/Debug. Log files from the dedicated server get the name: **wic_ds_debugX.txt** (where the X is a (random?) number). Sort the debug folder with the "Date Modified" property to find the most recent log. Open the file in your favorite text reader and scroll to the bottom of the file to see what went wrong. The problem is usually fixed by correcting invalid settings in the configuration file.

To configure the dedicated server, a settings file is used. The file is located in the same folder as the server executable and is named **wic_ds.ini**. The file can be opened by any text-editor. The configuration file contains all options relevant to the server. For a detailed explanation of how to use all the different settings, see below. Once you've configured the server to your liking, save the text-file, and start the server. Done!

GENERAL CONFIGURATION

<p>[ReportToMassgate]</p> <p><i>1/0 (on/off)</i></p>	<p>A server can be run either locally or on the internet.</p> <p>On: Reports to Massgate. The server will appear in the internet server browser.</p> <p>Off: Broadcasts to LAN. The server will appear in the Local Area Network server browser.</p>
<p>[GameName]</p> <p><i>text</i></p>	<p>Each server must have a name. The name does not have to be unique, but it is strongly recommended to help players identify the correct server.</p> <p>The name is used in the server-browser as well as in the game.</p>
<p>[Password]</p> <p><i>text/no</i></p>	<p>A server can be protected by a password. Only users who have access to the password will be able to join the server.</p> <p>To password protect the server a password must be provided. Set the password to "no" (without the quotes) to allow connections from anyone.</p>
<p>[AdminPassword]</p> <p><i>text/no</i></p>	<p>A server can be controlled by one or more administrator(s). Administrators can control the server in a way not available to normal users.</p> <p>To enable administrator use on this server a password must be provided. Set the password to "no" (without the quotes) to disable the administrator functionality.</p>
<p>[AdminPort]</p> <p><i>number</i></p>	<p>Port used for remote administrator. Will only be used if there is an admin password.</p>

<p>[CustomMapPath]</p> <p><i>filename/no</i></p>	<p>Absolute path to a folder containing custom/user made maps. All maps in this folder can then be played by adding their name in the map-cycle file, as you would with any of the official maps.</p> <p>Set the text to “no” (without the quotes) to disable the use of custom maps on this server.</p>
<p>[MapCycleFile]</p> <p><i>filename</i></p>	<p>Specify the name of a text-file containing a list of the maps to cycle through on this server.</p> <p>If the file does not exist, all available maps will be used in the map-cycle.</p> <p>The default file is: wic_ds_cycle.txt</p>
<p>[ModName]</p> <p><i>name/no</i></p>	<p>Enter the name of a modification to use on this server. If a mod is used, all clients need to have the same mod installed to be able connect to this server.</p> <p>Set the text to “no” (without the quotes) to disable the use of modifications on this server.</p>
<p>[RandomMapCycle]</p> <p><i>1/0 (on/off)</i></p>	<p>Maps in the map-cycle text-file can be played randomly or in a set order.</p> <p>On: Maps will be played in a random order. Off: Maps will be played in the same order as they appear in the file.</p>
<p>[NonLinearDominationDisabled]</p> <p><i>1/0 (on/off)</i></p>	<p>To make matches more exciting, the domination progress can be slowed down once a team is about to reach total domination. This will give the underdog a chance for a comeback.</p> <p>On: Domination progress will be linear. No slowdown will take place. Off: Domination progress will be non-linear. Slowdown will take place at the verge of total domination to assist the losing team.</p>
<p>[MessageOfTheDayFile]</p> <p><i>filename</i></p>	<p>A server can display a text message on the select team/role screens. Enter the name of a text file in ASCII or UNICODE format. Set this field to “no” (without the quotes) to disable the use of a server message.</p> <p>There is no upper limit on the amount of text that can be entered, but we recommend that you don’t exceed about 1.000 characters to make the text fit nicely in the in-game GUI.</p> <p>The default file is: wic_ds_motd.txt</p>

<p>[BannerUrl]</p> <p><i>URL</i></p>	<p>A server can display a banner on the select team/role screens. The banner can be remotely hosted by any http server. Set this field to "no" (without the quotes) to disable the use of a server banner.</p> <p>Supported file formats are DDS and TGA. The image size should be 468x60 pixels. Images of other sizes will be stretched.</p> <p>URL format should be as follows: www.somedomain.com/something/image.tga</p>
<p>[RankedFlag]</p> <p><i>1/0 (on/off)</i></p>	<p>Used by Vivendi Universal Games, Massive Entertainment and trusted partners to report statistics to the global-ladder. Enable only this if you have been approved.</p> <p>On: Report statistics to Massgate. Off: Do not report statistics.</p> <p>NOTE: Only for internet servers.</p>
<p>[TournamentFlag]</p> <p><i>1/0 (on/off)</i></p>	<p>Used by Vivendi Universal Games, Massive Entertainment and trusted partners to report tournament statistics to the global-ladder. Only enable this if you have been approved.</p> <p>On: Report tournament statistics to Massgate. Off: Do not report tournament statistics.</p> <p>NOTE: Only for internet servers.</p>
<p>[ClanMatchFlag]</p> <p><i>1/0 (on/off)</i></p>	<p>Servers can be run in clan-match mode. This mode enables clans to compete with each other.</p> <p>On: Enables clan match mode. Off: Normal mode.</p> <p>NOTE: Requires [MatchMode] to be enabled.</p>
<p>[QueryPort]</p> <p><i>number</i></p>	<p>One query port per game-server is used by Massgate to keep track of game servers.</p> <p>Subsequent servers on this machine will use QueryPort + Number of servers. The query ports uses bidirectional UDP traffic.</p>
<p>[GamePortRangeStart]</p> <p><i>number</i></p>	<p>The server will use any of up to 1000 ports starting with this number provided. The needed number of ports is depending on how many game servers you're running on the same machine.</p> <p>As an example: If you set this to 48000, the server could use ports 48000 to 48999. The game-ports use bidirectional TCP and UDP traffic.</p>
<p>[MinPlayers]</p> <p><i>number (0-8)</i></p>	<p>A minimum number of simultaneous players for a match to start can be set here.</p> <p>The number is set by team witch means that (currently) 8 are max!</p>

<p>[MaxPlayers] <i>number (2-16)</i></p>	<p>A maximum number of simultaneous players on this game-server.</p> <p>The number is set in total, using even numbers witch means values between 2-16 are valid. Will be rounded up if not even.</p>
<p>[StayOnTeam] <i>1/0 (on/off)</i></p>	<p>Teams can either be persisted between matches or chosen at the start of each match. Turning this on also makes the teams switch sides if cycling to the same map.</p> <p>On: Players keep their teams between matches. Off: Players need to choose team at the start of each match.</p>
<p>[UseFireWallSettingsFlag] <i>1/0 (on/off)</i></p>	<p>If you are having problems registering your online server with Massgate it could be your firewall that's causing problems. Enable this option and manually set your external IP in the field below to solve the problem.</p> <p>NOTE: Requires [PrivateIP] to be set.</p>
<p>[PrivateIP] <i>ip number</i></p>	<p>If Massgate fails to locate you due to your firewall, you can help by manually typing in the external IP you want reported to the Massgate master list. This option only works when the field above is enabled.</p> <p>NOTE: Requires [UseFireWallSettingsFlag] to be enabled.</p>
<p>[RestartInterval] <i>hours</i></p>	<p>The server can shutdown after a given time or as soon as the server is empty after that time.</p> <p>NOTE: Only use this in combination with a batch or script to restart the servers after shutdown.</p>
<p>[MatchMode] <i>1/0 (on/off)</i></p>	<p>If a server is run in match mode, each player will need to click a "ready" button to start the game. This minimizes the risk of getting left behind at match start.</p> <p>With match mode turned off, there will be no waiting for late players.</p>
<p>[FPMMode] <i>1/0 (on/off)</i></p>	<p>Few-player mode can only be played with a total of four players. This mode enables players to buy units from all roles freely, and they are given more Reinforcement Points than in an ordinary game to do so.</p> <p>This option can not be combined with ranked games and tournament matches.</p> <p>NOTE: Requires [MaxPlayers] to 4 or less.</p>
<p>[MaxTeamImbalanceCount] <i>number</i></p>	<p>Difference in team sizes can be controlled by this option. Set it to the maximum difference in size between teams that you want to allow.</p> <p>Players will not be able to join a team that exceeds this limit.</p>

<p>[AutoBalanceTeams] <i>1/0 (on/off)</i></p>	<p>Teams can be auto-balanced on the fly, by forcibly moving players from one team to the other.</p> <p>This option will kick in if the above value is violated due to server drop-offs, etc.</p> <p>NOTE: Depends on the value of [MaxTeamImbalanceCount].</p>
<p>[AutoBalanceStartDelay] <i>seconds</i></p>	<p>Delay in seconds (from match start) for [AutoBalanceTeams] to kick in.</p> <p>Set this field to "0" (without the quotes) to disable the use of a delayed auto-balance start.</p> <p>NOTE: Requires [AutoBalanceTeams] to be enabled.</p>
<p>[RankBalanceTeams] <i>1/0 (on/off)</i></p>	<p>Enable this option to auto balance teams based on the Massgate rank of the players. This option will automatically enable [StayOnTeam] as well.</p> <p>NOTE: Only for internet servers with clan- and tournament mode disabled.</p>
<p>[TimeLimitMultiplier] <i>number (decimal)</i></p>	<p>The normal time limit of a match is 20 minutes. Time can be changed by the use of this multiplier. 20 minutes will be multiplied with the time you specify.</p> <p>Example: 2 (x20) = 40 minutes.</p>
<p>[UseCDKey] <i>yes/no</i></p>	<p>This option should be enabled if you want the server to use the installed CD-key for authentication.</p> <p>Also enable this option if you wish to supply your supplier id.</p>
<p>[AllowSpectating] <i>1/0 (on/off)</i></p>	<p>Any server can choose to allow or disallow spectators. Spectators can, as the name implies, only watch the ongoing game, not take part in it.</p> <p>When this option is set, spectators are allowed on this server.</p>
<p>[AllowFreeSpectating] <i>1/0 (on/off)</i></p>	<p>There are three ways of spectating; first team, second team, or both (all) teams.</p> <p>Enable this option to allow players to select the "Spectate All" choice.</p>
<p>[AllowSpectatorVoting] <i>1/0 (on/off)</i></p>	<p>The spectator options [AllowSpectating] and [AllowFreeSpectating] can be enabled and disabled from a running game by voting.</p> <p>Enabling this option will allow players on this server to change spectator settings via vote.</p>

<p>[NumAllowedPlayersPerRole]</p> <p><i>number</i></p>	<p>Sometimes, many players will choose the same role and avoid another role completely.</p> <p>To prevent this, a limit of maximum players per role can be set. This will force players to divide themselves equally between roles.</p> <p>Set this value to "0" (without the quotes) to disable such a limit.</p>
<p>[MaxNumAllowedTeamChanges]</p> <p><i>number (-1 to disable)</i></p>	<p>Players can be stopped from changing team all the time by setting the maximum allowed team changes. When a player reaches the limit, no more team-changes can be done.</p> <p>Set this value to the number of team-changes allowed by a player in one match. Set this value to "-1" (without the quotes) to allow an unlimited number of team-changes.</p>
<p>[BanTime]</p> <p><i>minutes</i></p>	<p>When a player on the server has been kicked as a result bad behavior, the player will be banned for a set period of time.</p> <p>This option sets the time in minutes a kicked player will be banned from the server.</p>
<p>[BanFileName]</p> <p><i>filename</i></p>	<p>Unwanted players can be permanently banned from a server. Permanent bans can be added by administrator commands or by manually editing the ban-file. Players can be banned by IP, IP-range or subnet-mask.</p> <p>Specify the name of a text-file you want to use to store banned players. If the file does not exist, it will be automatically created by the server.</p> <p>The default file is: wic_ds_banlist.txt</p>
<p>[MaxAllowedIdleTime]</p> <p><i>minutes</i></p>	<p>At times, some players will be idle and away from their computers, which means they occupy a place on the server for other potential players. To make room for other players, an idle-time value can be set, after which the idle player will be dropped from the server.</p> <p>This option sets the time in minutes a player is allowed to idle before getting kicked.</p>
<p>[ChatTimeSpan]</p> <p><i>seconds</i></p>	<p>Time in seconds within which a player is limited to a fixed amount of chat-message posts.</p> <p>Set this value to "-1" (without the quotes) to disable such a time span for chat messages.</p> <p>NOTE: Depends on [MaxChatMessages].</p>
<p>[MaxChatMessages]</p> <p><i>number</i></p>	<p>Maximum chat-messages that can be posted by a player within a time span.</p> <p>Set this value to "-1" (without the quotes) to allow an unlimited number of chat-messages.</p> <p>NOTE: Depends on [ChatTimeSpan].</p>

<p>[ChatSpamMuteTime]</p> <p><i>seconds</i></p>	<p>If [MaxChatMessages] within [ChatTimeSpan] is violated, the player will be unable to post any new chat-messages in the given time.</p> <p>Enter the time in seconds to forbid (if the conditions above are violated) any new chat-message posts.</p> <p>NOTE: Depends on the values of [MaxChatMessages] and [ChatTimeSpan].</p>
<p>[RequestTimeSpan]</p> <p><i>seconds</i></p>	<p>Time in seconds within which a player is limited to a fixed amount of request placements.</p> <p>Set this value to “-1” (without the quotes) to disable such a time span for requests.</p> <p>NOTE: Depends on [MaxRequests].</p>
<p>[MaxRequests]</p> <p><i>number</i></p>	<p>Maximum requests that can be placed by a player within a time span.</p> <p>Set this value to “-1” (without the quotes) to allow an unlimited number of request.</p> <p>NOTE: Depends on [RequestTimeSpan].</p>
<p>[RequestSpamMuteTime]</p> <p><i>seconds</i></p>	<p>If [MaxRequests] within [RequestTimeSpan] is violated, the player will be unable to place any new requests in the given time.</p> <p>Enter the time in seconds to forbid (if the conditions above are violated) any new request placements.</p> <p>NOTE: Depends on the values of [MaxRequests] and [RequestTimeSpan].</p>
<p>[FriendlyFireLimit]</p> <p><i>number</i></p>	<p>A friendly fire limit can be set to prevent team-killing. Set the allowed number of points gained by shooting friendly units.</p> <p>Players that exceed the friendly-fire limit will be kicked from the server.</p>

BOT CONFIGURATION: GENERAL

<p>[BotMode]</p> <p><i>number</i></p>	<p>Bots can be set to one of four different modes.</p> <p>0: No Bots 1: Auto-Even Teams 2: Players Versus Bots 3: Advanced</p> <p>Each of the bot-modes has settings of its own, explained below.</p>
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BOT CONFIGURATION: AUTO EVEN TEAMS

<p>[BotMode_AutoEven_NumPlayersPerTeam]</p> <p><i>number</i></p>	<p>Specify the number of players per team. Valid values are 0-7.</p> <p>The bots will auto-balance to reach the target number of players per team. If a new player connects, one bot will disconnect. If one player leaves, a new bot will connect.</p> <p>Team size will remain the given number at all times.</p>
<p>[BotMode_AutoEven_BotDifficulty]</p> <p><i>number</i></p>	<p>Specify the bot difficulty level. Bots typically come in three distinct models, conveniently named 0, 1 and 2.</p> <p>0: Easy 1: Medium 2: Hard</p>

BOT CONFIGURATION: PLAYER VERSUS BOTS

<p>[BotMode_PvsB_BotTeam]</p> <p><i>number</i></p>	<p>In the player-versus-bots mode, you specify on which side to place the bots. Valid values are 0 and 1.</p> <p>0: Team 1 1: Team 2</p>
<p>[BotMode_PvsB_NumBots]</p> <p><i>number</i></p>	<p>Specify the number of bots to play for the bot team. Valid values are 0-8.</p> <p>The bots on this team will remain the given value at all times. You on the other hand are free to join with as many players you see fit.</p> <p>You can even fill out the bot team with human players if you wish.</p>
<p>[BotMode_PvsB_BotDifficulty]</p> <p><i>number</i></p>	<p>Specify the bot difficulty level. Bots typically come in three distinct models, conveniently named 0, 1 and 2.</p> <p>0: Easy 1: Medium 2: Hard</p>

BOT CONFIGURATION: ADVANCED

<p>[BotMode_Advanced_TeamXBotY_Active]</p> <p><i>1/0 (on/off)</i></p>	<p>In the advanced-bot-mode, you enable or disable each of up to 16 bots.</p> <p>Set this value to “1” (without the quotes) to enable this specific bot. “0” to disable it.</p> <p>X and Y must be replaced by team and bot number: X = Team (0-1) Y = Bot (0-7)</p>
<p>[BotMode_Advanced_TeamXBotY_Difficulty]</p> <p><i>number</i></p>	<p>Specify the bot difficulty level. Bots typically come in three distinct models, conveniently named 0, 1 and 2.</p> <p>0: Easy 1: Medium 2: Hard</p> <p>X and Y must be replaced by team and bot number: X = Team (0-1) Y = Bot (0-7)</p>
<p>[BotMode_Advanced_TeamXBotY_RoleId]</p> <p><i>number</i></p>	<p>When a player joins a game, he must choose a role to play with. Bots are no different. You can select one of four roles for each bot. The options are:</p> <p>0: Armor 1: Infantry 2: Support 3: Air</p> <p>X and Y must be replaced by team and bot number: X = Team (0-1) Y = Bot (0-7)</p>
<p>[BotMode_Advanced_TeamXBotY_AIDefinition]</p> <p><i>number</i></p>	<p>Bots can either be set to behave in a particular way or use a mixture between different behaviors. The options are:</p> <p>0: Balanced 1: Aggressive 2: Defensive 3: Obedient</p> <p>X and Y must be replaced by Team and Bot-number: X = Team (0-1) Y = Bot (0-7)</p>