

## MUNTAR SERVIDOR CALL OF DUTY

Accés Directe: "D:\JOCS\Call of Duty\CoDUOMP.exe" +set dedicated 2 +exec dedicated.cfg

L'arxiu dedicated.cfg (no te perquè dir-se així ha d'estar ubicat a la carpeta **Main** del joc. És on estarà la configuració del nostre servidor, on se li diu els mapes que volem carregar (i que vagin rotant), el temps, tipus de joc, armes, etc.

També hi ha una pàgina web que genera automàticament aquest arxiu:

<http://www.noginn.tsohost.co.uk/codserver/>

Algunes de les opcions més interessants per crear aquest arxiu de configuració són les següents:

set g_password "XXX"	Per posar una contrassenya al servidor
set scr_motd "TEXT"	És el text que sortirà quan es connectin els clients al inici del joc
set sv_maprotation	És la opció més interessant, ja que carrega els mapes (rotant) que volem jugar i el tipus de joc per cada mapa (la opció per defecte, per si no li posem res és DM, Deadmatch)

Aquests són els diferents valors pel tipus de joc:

DM: Duelo a Muerte (DeadMatch)  
TDM: Duelo a Muerte por Equipos (Team DeadMatch)  
BEL: Tras las líneas Enemigas (Behind Enemy Lines)  
SD: Buscar y Destruir (Search and Destroy)  
RE: Recuperación (Retrieval)  
**DOM**: Dominación (Domination)  
**BAS**: Asalto a la Base (Base Assault Settings)  
**CTF**: Captura la Bandera (Capture The Flag)

Aquests són els diferents valors pels mapes:

mp_arnhem	mp_kursk
mp_berlin	mp_neuville
mp_bocage	mp_pavlov
mp_brecourt	mp_ponyri
mp_carentan	mp_powcamp
<b>mp_cassino</b>	mp_railyard
mp_chateau	<b>mp_rhinevalley</b>
mp_dawnville	mp_rocket
mp_depot	mp_ship
<b>mp_foy</b>	<b>mp_sicily</b>
mp_harbor	<b>mp_stalingrad</b>
mp_hurtgen	mp_tigertown
<b>mp_italy</b>	<b>mp_uo_stanjel</b>
<b>mp_kharkov</b>	

Les opcions marcades en **vermell** corresponen al joc Call Of Duty United Offensive

Un Exemple: *set sv\_maprotation "gametype hq map mp\_carentan"* (carregaria el mapa del Carentan amb el tipus de joc Cuartel General)

Permetre utilitzar diferents armes: 0 No Permetre; 1 Permetre

set scr_allow_pistols	set scr_allow_fg42
set scr_allow_satchel	set scr_allow_kar98k
set scr_allow_smoke	set scr_allow_kar98ksniper
set scr_allow_grenades	set scr_allow_m1carbine
set scr_allow_flamethrower	set scr_allow_m1garand
set scr_allow_artillery	set scr_allow_mp40
set scr_allow_bazooka	set scr_allow_mp44
set scr_allow_mg34	set scr_allow_nagant
set scr_allow_dp28	set scr_allow_nagantsniper
set scr_allow_mg30cal	set scr_allow_panzerfaust
set scr_allow_gewehr43	set scr_allow_ppsh
set scr_allow_svt40	set scr_allow_springfield
set scr_allow_bar	set scr_allow_sten
set scr_allow_bren	set scr_allow_thompson
set scr_allow_enfield	

Un Exemple: `set scr_allow_springfield "1"` (Permetria utilitzar la escopeta amb punt de mira)

`set scr_allow_panzerfaust "1"` (No permetria utilitzar Bazoques)

### **SERVIDOR DESDE INTERNET**

Per configurar un servidor de Call of Duty que estigui a Internet s'han d'obrir els port que utilitza el joc al router (ja que els routers, per defecte, tanquen tots els ports, si en lloc de router teniu modem no caldria fer res). Això també caldria fer-ho si teniu algun tipus de Firewall (ja sigui el propi del Windows XP, el Norton Internet Security, la Merda del Panda, etc.)

Els ports que s'han d'obrir són el 28960 TCP i UDP (i s'ha de redirigir que tot el que entri per aquests ports vagin a l'ordinador on estigui el servidor, la IP interna)

Aquí hi ha un exemple del que seria un arxiu de configuració típic (és el que he utilitzat jo per les proves):

//////////

```
sets .Administrator "Clark"
sets .Email "clarkofduty@gmail.com"
sets .Hosted_By "Clark Kent"
sets .Irc "none"
sets .Location "Barna"
sets .Url http://www.yourclan.com

set scr_motd "Servidor CoD de O Rei Charles. En Fase de Proves"
// Passwords
set g_password "6969"
set rconpassword ""
set sv_privatePassword ""
//master server info
sets sv_master1 "coduomaster.activision.com"
sets sv_master2 "master.gamespy.com:28960"
sets sv_master3 "master0.gamespy.com"
sets sv_master4 "clanservers.net"
sets sv_master5 "coduoauthorize.activision.com"
sets sv_master6 "codmaster.infinityward.com"
// General Settings
set scr_drawfriend "1"
set scr_friendlyfire "1"
set sv_maxClients "10" // 26 slots total
set sv_privateClients "6" // Reserves 6 of the 26 slots for private
set sv_maxRate "25000"
set sv_minPing "0"
set sv_maxPing "300"
set sv_fps "20"
set sv_pure "1"
set sv_cheats "0"
set sv_allowAnonymous "0"
set g_inactivity "0"
set sv_timeout "600"
set sv_zombietime "3"

set sv_kickBanTime "300"
set sv_floodprotect "1"
set scr_killcam "0"
set scr_shellshock "1"
set scr_drophealth "1"
set scr_battlerank "1"
set scr_teambalance "1"
set scr_freelook "0"
set scr_spectateenemy "0"

//Voting\
set g_allowVote "0" ///// I hate voting abilites hahahahahaha
set g_allowvotetempbanuser "0"
set g_allowvotetempbanclient "0"
```

```
set g_allowvotekick "0"
set g_allowvoteclientkick "0"
set g_allowvotegametype "0"
set g_allowvotetypemap "0"
set g_allowvotemap "0"
set g_allowvotemaprotate "0"
set g_allowvotemaprestart "0"

// Logging
set g_log "1"
set g_logsync "1"
set logfile "1"

////
///downloads
////

//*****
// Client Download Settings. Used for MODS, Custom Maps
//*****
set sv_allowdownload "0" // Allow download paks from the server
set sv_dl_maxRate "42000" // Max download speed 42000 = 12kb
// 0 = off, 1 = on, Turns on and off http/ftp client downloading. Off is
default.
set sv_wwwDownload "0"
// 0 = off, 1 = on, If on then clients will be disconnected from the server
when they
// are performing a http/ftp download. The client will automatically reconnect
when downloading is done.
set sv_wwwDIDisconnected "1"
// http/ftp URL address, This is the url the clients will use to download
map/mod paks.
// The url needs to point to a directory one directory below the directory
where the pak files are kept.
set sv_wwwBaseURL "http://mysite/"

// Punkbuster
set sv_punkbuster "0"
pb_sv_enable
wait

// Weapon Settings
set scr_allow_pistols "1"
set scr_allow_satchel "1"
set scr_allow_smoke "1"
set scr_allow_grenades "1"
set scr_allow_flamethrower "0" //Limited to 1 in AWE config
set scr_allow_artillery "1"
set scr_allow_bazooka "1"
set scr_allow_mg34 "1"
set scr_allow_dp28 "1"
```

```
set scr_allow_mg30cal "1"
set scr_allow_gewehr43 "1"
set scr_allow_svt40 "1"
set scr_allow_bar "1"
set scr_allow_bren "1"
set scr_allow_enfield "1"
set scr_allow_fg42 "1"
set scr_allow_kar98k "1"
set scr_allow_kar98ksniper "1"
set scr_allow_m1carbine "1"
set scr_allow_m1garand "1"
set scr_allow_mp40 "1"
set scr_allow_mp44 "1"
set scr_allow_nagant "1"
set scr_allow_nagantsniper "1"
set scr_allow_panzerfaust "1"
set scr_allow_ppsh "1"
set scr_allow_springfield "1"
set scr_allow_sten "1"
set scr_allow_thompson "1"
// Vehicle Settings
set scr_allow_flak88 "1"
set scr_allow_su152 "1"
set scr_allow_elefant "1"
set scr_allow_panzeriv "1"
set scr_allow_t34 "1"
set scr_allow_sherman "1"
set scr_allow_horch "1"
set scr_allow_gaz67b "1"
set scr_allow_willyjeep "1"
// Search and Destroy Settings (sd)
set scr_sd_graceperiod "15"
set scr_sd_roundlength "4"
set scr_sd_roundlimit "10"
set scr_sd_scorelimit "0"
set scr_sd_timelimit "0"

//Behind Enemy Lines Settings (bel)
set scr_bel_alivepointtime "10"
set scr_bel_scorelimit "50"
set scr_bel_timelimit "20"

// Retrieval Settings (re)
set scr_re_graceperiod "15"
set scr_re_roundlength "4"
set scr_re_roundlimit "10"
set scr_re_scorelimit "0"
set scr_re_showcarrier "0"
set scr_re_timelimit "0"

// Team Deathmatch Settings (tdm)
```

```
set scr_tdm_scorelimit "0"
set scr_tdm_timelimit "30"

// Deathmatch Settings (dm)
set scr_dm_scorelimit "0"
set scr_dm_timelimit "30"

// Headquarters Settings (hq)
set scr_hq_timelimit "30"
set scr_hq_scorelimit "500"

// Base Assault Settings (bas)
set scr_bas_scorelimit "3" // if any issue set to 3 instead of 250
set scr_bas_timelimit "120"
set scr_bas_roundlimit "5"
set scr_bas_roundlength "20"
set scr_bas_respawn_wave_time "10"
set scr_bas_startrounddelay "02"
set scr_bas_endrounddelay "02"
set scr_bas_clearscoreeachround "1"

// Capture the Flag Settings (ctf)
set scr_ctf_scorelimit "5"
set scr_ctf_timelimit "120"
set scr_ctf_roundlimit "1"
set scr_ctf_roundlength "15"
set scr_ctf_startrounddelay "15"
set scr_ctf_endrounddelay "10"
set scr_ctf_clearscoreeachround "1"

// Domination Settings (dom)
set scr_dom_scorelimit "1"
set scr_dom_timelimit "120"
set scr_dom_roundlimit "5"
set scr_dom_roundlength "30"
set scr_dom_respawn_wave_time "10"
set scr_dom_startrounddelay "15"
set scr_dom_endrounddelay "10"
set scr_dom_clearscoreeachround "1"

////////////////////////////////////
//Stock Maps//
////////////////////////////////////
// Sets gametype for each map to "hq":
set sv_maprotation "gametype hq map mp_carentan gametype hq map mp_harbor
gametype hq map mp_tigertown gametype hq map mp_dawnville gametype hq map
mp_pavlov gametype hq map mp_ship gametype hq map mp_cassino"

set sv_mapRotationCurrentmap "gametype hq map mp_carentan"
map_rotate //Loads the first map and begins the map rotation
```