

ADMIN Instructions for BF1942 and BFV

INSTALLATION & CONFIGURATION

Download the RSM programs from the links in the forums (current version is 2.0 beta 4I) or from the Black Bag Ops site itself:

<http://www.blackbagops.com/files.php?download=3>

<http://www.blackbagops.com/files.php?download=6>

Launch the program appropriate to the game you are playing (BF RSM for BF1942, or BV RSM for BF Vietnam). Click **CONNECT** on the bottom left and enter the following details when prompted:

	For Battlefield 1942	For Battlefield Vietnam
IP Address:	195.20.109.180	195.20.109.180
RSM Port:	14667	15667
User Name:	(as given)	(as given)
Password:	(as given)	(as given)

These settings will be remembered the next time that you connect to the server.

The password will be allocated to your account and should be kept private. If you want it changed, please contact the server manager (Quercus).

RSM – OVERVIEW

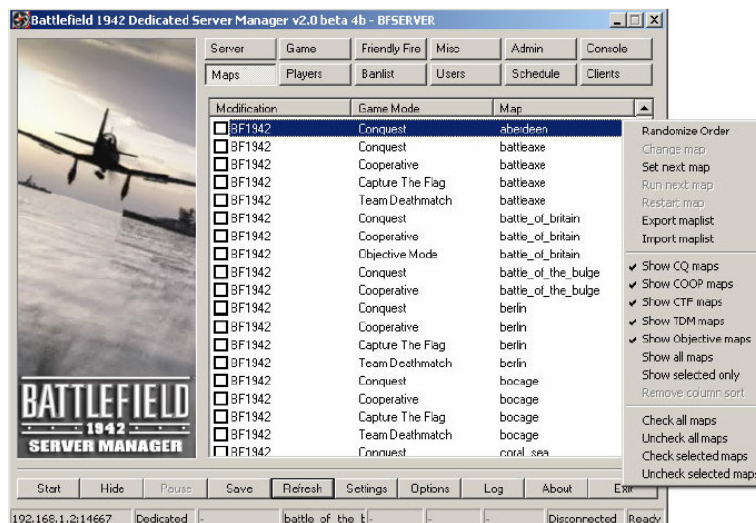
The number of tabs you will see and can edit depend upon what access you have been given.

Be very careful what you do with RSM.

You should not attempt to add new maps to the map cycle, change game settings or stop / restart the server unless you are sure what you are doing.

The most common functions you are likely to use are to change the map to another one in the cycle, select the next map, or to send warning messages, kick or ban players. These are explained below.

MAPS PAGE



Any maps in the current map cycle will have a tick in the box on the left hand side. All “official” maps are listed, including the official expansion maps (listed as xpack1 and xpack2). You can tick a co-op map and then select that as the next map but this will reset the map cycle and may cause resource or server issues. The standard mode is **Conquest**, so generally stick to that.

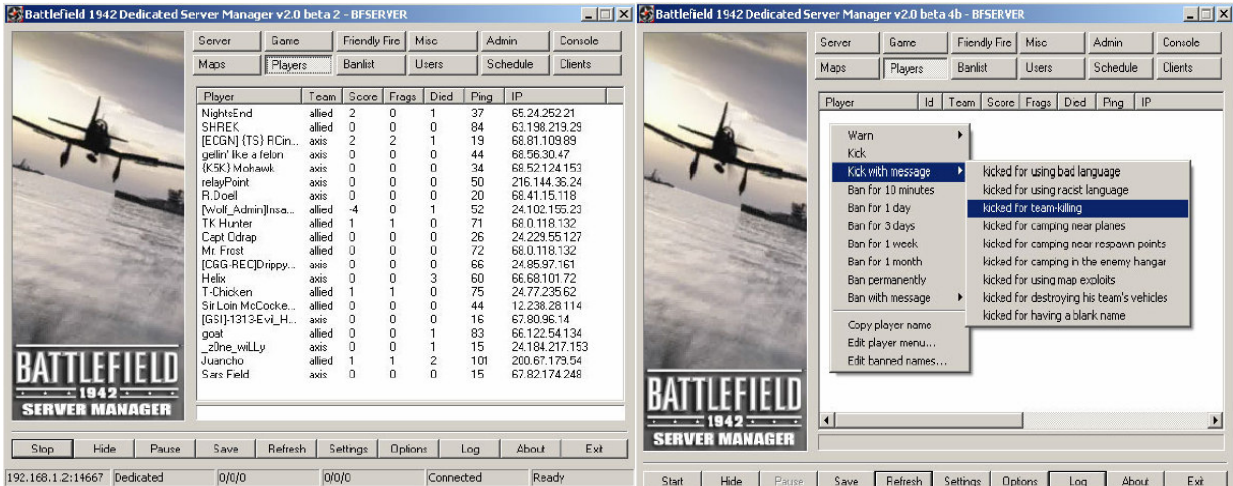
If you right-click on a map you will see the menu to the right of the image, which allows you to set the next map, change to that map, etc.

If you are not on the server do not change the maps unless there are no players on.

If you do change the map, check the status page to ensure it has loaded properly.

PLAYERS PAGE

This is where you will probably perform most of your admin tasks.



IN GAME ADMIN ALIAS SYSTEM

The more recent versions of RSM have a handy little feature that allows you to issue admin commands from within the game by sending them as chat messages (either team or global – I would recommend team only because that way only have the server think you are spouting rubbish). This means you don't even need RSM running to be able to issue commands.

The aliases issued appear as chat but are seen by the RSM tool that translates them into RSM commands.

To have this feature available, you need to join the server and have your player GID linked to your RSM ID, which requires someone with admin rights to RSM. Once this is done, you can issue the commands below from within the game.

Each message is preceded by an exclamation mark (!), which tells RSM that the message is an alias for it to react to. The aliases themselves are defined within the playermenu file.

MAP COMMANDS

- !nextmap** Issues a message showing the next map due to run in the map rotation.
- !restart** Restarts the current map.
- !runnext** Switches to the next map in the map rotation.
- !change <mapname> <gamemode> <modname>** - Immediately changes to the specified map.
- !setnext <mapname> <gamemode> <modname>** - Sets the specified map to run next.

e.g.

- !change battle_of_britain gpm_coop bf1942
- !change liberation_of_caen gpm_cq bf1942

PLAYER COMMANDS

Note: to specify one or more players, either add all or part of their name after the code or their ID after a full stop (period), such as:

!wspam Blackadder or !wspam .0

You can also specify all players with a partial name match (useful for clans) by using the @ key, so issuing:

!wspam @Hssr would send the warning to anything with "Hssr" in their player name.

Global Warnings (issues a message to the server)		Specific Warnings (issues a message to a player)	
!gwsam	"Do not chat spam"	!wspam {x}	"Do not chat spam"
!gwdis	"Do not play disruptively"	!wdis {x}	"Do not play disruptively"
!gwsc	"Do not spawn-camp enemy main base"	!wsc	"Do not spawn-camp enemy main base"
!gwayot	"Do not attack your own team"	!wayot {x}	"Do not attack your own team"
!gwsfv	"Do not shoot friendly vehicles"	!wsfv {x}	"Do not shoot friendly vehicles"
!gwdvtp	"Do not drive vehicles to planes"	!wdvtp {x}	"Do not drive vehicles to planes"
!gwexploits	"Do not use map exploits"	!wexploits {x}	"Do not use map exploits"
!gwtmstack	"Do not team stack"	!wtmstack {x}	"Do not team stack"
!gwname	"Please keep your username appropriate"	!wname {x}	"Please keep your username appropriate"
!gwlang	"Please keep your language clean"	!wlang {x}	"Please keep your language clean"
!gwlisten	"Please listen to the administrators"	!wlisten {x}	"Please listen to the administrators"
!gwreboot	"The server will be rebooting shortly."		
!gwpw	"The server will be passworded shortly."		
!gwbt	"Please balance the teams or risk being kicked!"		

KICK (with message)		BAN (with message)	
!kdis	Kick for "disrupting gameplay"	!bdis10min	Ban for "disrupting gameplay" (10 minutes)
!ktk	Kick for "team killing"	!bdis1day	Ban for "disrupting gameplay" (1 day)
!katk	Kick for "attempted team killing"	!btk1day	Ban for "team killing" (1 day)
!ksc	Kick for "spawn-camping"	!btk	Ban for "team killing" (permanent)
!ksfv	Kick for "shooting friendly vehicles"	!batk1day	Ban for "attempted team killing" (1 day)
!kdvtp	Kick for "driving vehicles to planes"	!batk	Ban for "attempted team killing" (permanent)
!kname	Kick for "having an inappropriate name"	!bsc1day	Ban for "spawn-camping" (1 day)
!klang	Kick for "using inappropriate language"	!bsc	Ban for "spawn-camping" (permanent)
!ktmstack	Kick for "team stacking"	!bsfv10min	Ban for "shooting friendly vehicles" (10 minutes)
!klisten	Kick for "ignoring admin requests"	!bsfv1day	Ban for "shooting friendly vehicles" (1 day)
!kexploits	Kick for "using map exploits"	!bdvtp10min	Ban for "driving vehicles to planes" (10 minutes)
		!bdvtp1day	Ban for "driving vehicles to planes" (1 day)
		!bname10min	Ban for "having an inappropriate name" (10 mins)
		!bname1day	Ban for "having an inappropriate name" (1 day)
		!blang10min	Ban for "using inappropriate language" (10 mins)
		!blang1day	Ban for "using inappropriate language" (1 day)
		!btmstack10min	Ban for "team stacking" (10 minutes)
		!btmstack1day	Ban for "team stacking" (1 day)
		!bexploits1day	Ban for "using map exploits" (1 day)
		!bexploits3days	Ban for "using map exploits" (3 days)
		!bach1day	Ban for "using cheats or hacks" (1 day)
		!bach	Ban for "using cheats or hacks" (permanent)
		!bignore1day	Ban for "ignoring admin requests" (1 day)
		!bignore3days	Ban for "ignoring admin requests" (3 days)
		!bignore1week	Ban for "ignoring admin requests" (1 week)
		!bignore1month	Ban for "ignoring admin requests" (1 month)
		!bignore	Ban for "ignoring admin requests" (permanent)

FINAL RULES FOR ADMINS:

<> You are not expected to spend all your time in spectator mode – just suicide and spectate if there is a problem.

<> If someone is accused of breaking a server rule, send a global warning to the server, add the accused player to your buddy list then suicide and watch them for a bit to see if they are causing trouble.

<> If a trusted player (clan member etc.) accuses another player, just apply the punishment.

<> If you are unsure whether the breach was intentional or not, just warn them, kick them or ban them for 10 minutes (in the case of a serious rule such as Tking or cheating).

<> Never permanently ban someone unless you are absolutely sure of their guilt.

<> Never break the server rules yourself.

<> If someone starts arguing with you, listen to what they are saying. If they are in the wrong warn them and then kick or ban them for "Ignoring Admin Requests".

<> If you ban anyone, make a note of their name (especially for temporary bans) in case they make trouble in the future.