

WarheadsSE Game Server

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WarheadsSE Game Server Version 1.96.x

The WarheadsSE Game Server (Server) is designed to allow private individuals to operate a game server for the use of other private individuals to meet and play games with the WarheadsSE game system.

Using this software will advertise your IP address to players using the WarheadsSE game system, as well as expose their IP addresses to the Server operator and administrators. Disclosure of players IP addresses to third parties should not be undertaken without the express permission of the player concerned.

Licence.

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Installation.

Installation of the Server is done using the WHServer.msi file. This file is a script file for the Microsoft Installer, and as such, you will need the latest version of this system available for free from www.microsoft.com

Configuration.

Configuration of the server is done mainly using a single configuration file (server.cfg). The file is a plain text file with the following parameters :

<param port="8001">

Defines the port at which the server listens for connections from players, if you are defining music files for your players to download, then the port above this one will be used (i.e. 8001+1 = 8002 in this example)

<param max_clients="64">

Defines the maximum number of players your server will allow, this figure can be overridden by the master server.

<param server_name="My Server">

The name of your server, displayed to users when they list the available servers.

<param admin_password="My Password">

This is the password required by users who wish to become admin's on your server using the command /admin from their games client.

<param topic="Welcome to My Server">

This defines the topic initially shown to players when they join your server.

<param private="0">

If you wish to allow players on a local intranet access to your server, but not players from the Internet (using the WarheadsSE main server) then change this to "1", public servers are not able to accept private connections.

<param server_password="systemcode">

This is the main server password supplied by the main server and is used to validate your reported scores. Without this parameter your server will not report scores from games to the main server.

<param add_ban="ip.ip.ip.ip">

You can automatically ban players by using IP addresses when your server starts, there is no limit to the amount of add_ban parameters you can have, simply add them to the file on separate lines.

<param add_mute="ip.ip.ip.ip">

You can automatically mute players by using IP addresses when your server starts, there is no limit to the amount of add_mute parameters you can have, simply add them to the file on separate lines.

<param loglen="102400">

The server writes to a log file (wh.log) for most activities, if you define a maximum length here, then when that length is reached, the current log file is renamed, and a new one started.

<param auto_op="ip.ip.ip.ip">

This parameter defines the IP address of a full admin, as soon as this IP is seen joining the server, the player is granted admin status and has full control over the server, you can have more than one auto_op, add the parameter on separate lines.

<param idle_timer="30">

Set to zero if you do not want players to be kicked from the server, setting this to any other value will cause a countdown timer to start, if the player joins a game, or types something into the lobby, then the countdown is reset. If the countdown reaches a zero then the player is kicked from the server.

<param afk_timer="5">

Set to zero if you do not want players to be auto-awayed after a period of inactivity, this value is in minutes and should be less than the idle_timer parameter.

<param reg_only="no">

This option tells the server to only accept connections from registered players – it is currently un-used.

<param reg_nicks="yes">

This option tells the server to display registered names in-game if they are available.

<param shutdown_password="shutdown">

This password should be kept secret from all but your trusted admins, by issuing the /shutdown (password) command, the server begins the shutdown procedure which means it will accept no more connections from players, and will stop when ALL players in the lobby have left.

<param audio_pack="music.mod">

This parameter defines a .mod music file that will be sent to your players when they join, it is known as lobby music, you must supply the .mod files yourself (only .mod, not .mid or .mp3 etc) – multiple files can be made available by specifying more than one line of the audio_pack parameter.

Commands.

Commands are strings sent to the server via the lobby and are all preceded with a '/' character.

`/admin <password>`

If you supply the correct password, then this command gives you operator/admin status over the server until you leave

`/users`

Lists users connected to the server

`/kick <ip>`

Kicks a user from the server

`/ban <ip>`

Bans a user from the server

`/ban5 <ip>`

Bans a user from the server for 5 minutes

`/ban1 <ip>`

Bans the user from the server for 1 hour

`/ban24 <ip>`

Bans the user from the server for 1 day

`/bans`

Lists the currently banned IP's and any timeout value remaining before the ban is lifted.

`/unban <ip>`

Unbans a previously banned IP

`/mute <ip>`

Mutes a player (both in the lobby and in a game)

`/mute5 <ip>`

Mutes a player for 5 minutes

`/mute1 <ip>`

Mutes a player for 1 hour

`/mute24 <ip>`

Mutes a player for 1 day

`/mutes`

List the currently muted IP's

`/unmute <ip>`
Unmutes a previously muted IP

`/newpw <new password>`
Changes the admin password for the server

`/topic <new topic>`
Changes the default topic for the server

`/mod`
Causes the moderated status of the server to toggle between moderated and unmoderated, moderated servers automatically mutes players unless they have admin/.operator status, or have been given a voice

`/adv <ip>`
Add voice, gives a voice in moderated servers to players.

`/filter <word>`
Filters words from the lobby, and causes the complete line of text to be ignored. If a user joins the server with a username that matches a filtered word they will be kicked from the server.

`/save`
Saves the current Filter and Transform word lists

`/op <player>`
Toggles the operator status of players.

`/timeout ?`
Displays the idle timeout counter value

`/timeout <n>`
Sets the idle timer value to between 1 and 65535 minutes

`/change from to`
Renames a player in the lobby

`/transform from,to`
Causes words in the lobby to be transformed from what was typed, to something else displayed.

`/transform`
Toggles the transform function between on and off

`/fload`
Causes the server to load the Filter and Transform word lists from disk, discarding any changes not saved.

`/reset`

General reset of the server, reloads most configuration files but keeps the history record and does not disconnect players.

`/lock`

toggles the lock status of the server, only auto_op admins are retained if the server is locked, no guest admins are permitted in this state.

`/shutdown <password>`

The server begins the shutdown procedure which means it will accept no more connections from players, and will stop when ALL players in the lobby have left. Issuing th command a second time will abort the shutdown.

`/music`

If you have 2 or music files defined, then the next file will be announced as the current lobby music.

`/music list`

Lists the available music files.

`/music <n>`

Allows you to select a specific music file previously listed.

Where a command is followed by an IP option, you can generally use a wildcard within the IP option, i.e. `/ban 216.40.215.*` will ban all addresses beginning with 216.40.215 (all 254 addresses in that range)

Support Files.

filter.cfg

This file contains the list of words that are not allowed in the server, If a user enters one of these words then their whole sentence is ignored.

greetings.cfg

This file contains a list of personalised greetings, the start of each line contains the I.P. address of the player, which can have wild cards (i.e. 62.188.201.*), after a seperating space, the rest of the line is displayed in the chat lobby. These greetings can contain system variables :

- %o – uptime of server
- %h – self-harm, forced/selectable
- %m – moderated server, yes/no
- %l – lag time between server and main server
- %x – maximum simultaneous players online to date
- %g – maximum simultaneous games played to date
- %s – number of games started
- %r – Transform enabled, on/off
- %k – Server locked down ?, yes/no
- %e – registered players only ?, yes/no
- %u – Use registered names in-game ?, yes/no

insults.cfg

This file contains a list of lines that are displayed in the chat lobby when the keyword 'insult' is sent by any player, if the keyword is followed by a player name, or partial player name, then the system attempts to determine the name of the player being insulted. If the player name cannot be identified, then the text after the keyword is copied verbatim. Two system variables are available for use with insults :

- %t – target, the player/players to be insulted
- %s – source, the player that is using the keyword

master.cfg

This file should not be changed

transforms.cfg

This file contains the list of transformations, the first line tells the server wether or not to enable transformations at start up, the rest of the files is simply a list of transformable words, the start of the line is the word to be transformed, followed by a comma and then the result of the transformation.

Security.

As with all machines connected to the Internet, you are advised to maintain a firewall. Operating this server will allow people to see your IP address. The music file server will drop connections from IP addresses not currently connected to the lobby, any such intrusion attempt is logged. Communication between players and the server is encrypted at a basic level to prevent in-game cheating, but it will not protect your machine, your firewall is designed to do this.

If you have registered your server with the main server (using www.warheads.net/regserver) then you will be emailed a server code to be used in the <param server_password="systemcode"> option, if your registration is approved then your server will begin to report game results to the main server for inclusion in the results tables as well as allowing players to participate in the rankings system.

Feedback.

Feedback is welcomed, along with suggestions to dave@warheads.net, if you have any problems relating to the use of this server please ask other server operators, or read the forums before asking for technical support, although support is just an email away !