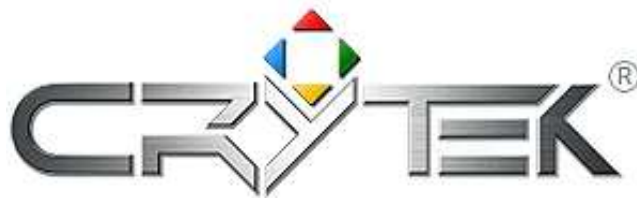




Using the FarCry dedicated server (Linux)

2004-09-24



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Profiles

FarCry dedicated server should ideally be used with a server profile created inside the games multiplayer create game menu. Load up FarCry and go to the multiplayer → create game section. Enter the server name, initial map and game mode, time settings and adjust any other settings you wish to use in the server.

When you're done adjusting the server settings, click on "save profile" and save the profile you have created, for example "myprofile1".

If you intend to run an internet dedicated server, you must create the game in the internet tab of the multiplayer menu. This will automatically try to register the server through UBL.com in the profile and allow the server to be seen in players server listing. *You must log in to UBL.com before you can do this!*

The profiles are stored in the profiles/server directory in the FarCry root folder. You can edit a profile with any text editor and make changes later.

Starting dedicated server

To run FarCry Linux Dedicated Server on your PC, your Linux distribution must have a libstdc++ 6 installed with the respective link in /usr/lib. FarCry Linux Dedicated Server must dynamically link against /usr/lib/libstdc++.so.6.

After you downloaded the bin32linux.zip, unpack it into your FarCry root dir in a new created folder named "bin32linux".

The dedicated server needs write permissions to the FarCry root folder as well as to the FCData- folder, run chmod (-R) 755 to the respective folders. It is not recommended to install it as root and start it with a less authorized user.

After doing above-named steps you will continue with these:

1. Open a Shell and switch to the bin32linux folder
2. Type in ./farcry_linuxsv and the Server starts

Optional: If you want to start the server without being in the specific bin32linux directory, you just set the LD_LIBRARY_PATH to your bin32linux folder (for example in the .bash.rc, .profile or .ld.so.conf):

```
export LD_LIBRARY_PATH=$( LD_LIBRARY_PATH ):/directory_of_farcry/bin32linux/
```

In the command line of the dedicated server you can issue commands:

Begin by setting the games log_verbosity to 8. This will allow you to view any warnings or errors during the game. Type this into the command line of the dedicated server. You can use auto complete by typing the first few letters and hitting tab to cycle through the commands.

It's important to enter any additional commands before this point.

To load the profile you created in the multiplayer/create game menu, type the following (case sensitive):

SProfile_run <profile name>

So to run the profile we created earlier, type *SProfile_run myprofile1*

The profile will now run. If everything was configured correctly, the server should be visible in the multiplayer game listing of FarCry.

You can issue other commands once the level has finished loading.

You can create a shortcut on your desktop that will automatically launch the dedicated server and your profile as follows:

Reminder: For this you must set the LD_LIBRARY_PATH to your bin32linux folder as explained above.

1. Create a new shortcut "link to application" to wherever you wish to launch the game from and set the path (command) under menu point execute to `/directory_of_farcry/bin32linux/farcry_linuxsv`
2. Then add the following after `/directory_of_farcry/bin32linux/farcry_linuxsv`: "SProfile_run myprofile1"
3. Set a check on "Run in terminal" to get the Server starting in a shell

It should look something like this



Rather than typing the full path, you can also add a link into a PATH contained in \$PATH like this:

ln -s /directory_of_farcry/bin32linux/farcry_linuxsv /usr/games/farcry

Make sure you have the permissions to do so.

Running a server without profiles

You can also run a FarCry multiplayer game without creating a profile (although we recommend using profiles, as it will save you typing a lot of variables each time you wish to start the server).

1. Run the `./farcry_linuxsv` in your shell
2. Set the `log_verbosity` to 8
3. Specify the gametype you're using with `g_gametype`. You can choose from FFA, TDM or ASSAULT. Make sure the map supports the game type you specify!
4. Specify the server name with `sv_name <server name>`

5. Specify any other settings, such as `gr_timelimit` or `sv_servertype` (see the "Server Command list" document for a list of commands)
6. Initiate the server with the command `start_server <map name>`. For example, `start_server mp_monkeybay`. It's important to always specify the gametype before starting the server, if you don't, it could lead to problems.

You should be able to see the server in the FarCry multiplayer list. You can issue more commands once the level has loaded

Cheat Protection

You can increase or remove cheat protection by adding the following command in your dedicated server profile:

```
net_cheatprotection = "1"
```

0 – off

1 – beginning default level

2 - intermediate level

3 – advanced level

- Default level only checks things when client connects..
- Intermediate level, also randomly checks clients during game play
- Advanced level performs memory code checks additionally

Mapcycle

The map cycle is currently always on. If you wish to have only one level running, simply edit the `Mapcycle.txt` in the `profiles/server` folder to only contain that one map.

Running the server on a specific network adapter and port

It's possible to specify to the server to use a specific network adapter by passing a command line argument. To do so, it's suggested to first setup a shortcut as explained previously in this document. Inside the Target entry field, add `-IP:xxx.xxx.xxx.xxx` with the ip address of the network adapter right after Dedicated Server.

It would also be possible to specify a port number by adding `"sv_port xxxxx"`.

Here's an example:



Having your server listed on Ubisoft.com

To have your server listed on Ubisoft.com, you just need to set SV_ServerType to UBI . By default, SV_ServerType is set to LAN.

If you want to run a Internet server via UBI.com, make sure you can access the desired ports.

Features included in FarCry Linux Server

1. included command "\r_displayinfo 1" to see the fps in the upper left corner
2. included daemon-function (allows to run the server as background service application, you can administrate it by rcon)
3. improved processor load (uses less processor power when server is running)

FAQ

Q: What are the minimum requirements for a dedicated server?

A: *We recommend using at least a 1.0Ghz PIII or equivalent and 512megs RAM.*

Q: How much upstream and downstream bandwidth do I need to run one?

A: *For 16 players we recommend 1mbps upstream and 1mbps downstream.*

Q: What ports need to be opened to have dedicated server working?

A: TCP: 40000 - 42999

UDP: 41005, 41006, 44000, 49001

Q: What configuration files are used for dedicated server?

A: Currently you can tweak the profiles for the server (found in /profiles/server), system.cfg (found in the root folder) and the Mapcycle.txt (found in /profiles/server).

Q: How do I limit number of players connected to dedicated servers?

A: You can change the player limit in the multiplayer/create game menu or use the command sv_maxplayers.

Q: Can I run a dedicated server and play the game?

A: Yes, but this will result in degradation of quality for other players. With a few players, this may be acceptable, but with larger numbers we do not advise it.

Contact

If you have suggestions or ideas how to improve the Linux dedicated server (whether with new functions or code improvements) please contact us via email: linux@crytek.de