



MFArena Dedicated Server Guide

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This document is still being revised.
Be sure to check back for updates.

Creating and running a server:

Starting your own server may be overwhelming at first, but it's really not that hard when you figure out the major components. Observe the following code...

Initialization:

```
// init server command variables
seta sv_maxclients "21" // number of client slots (must at least be 16)

// server name
//          01234567890123456789 <-- max server name length for in-game browser
seta sv_hostname "SERVER NAME HERE!!!!"

// memory
seta com_hunkMegs "64"
seta com_zoneMegs "24"

// server bandwidth
seta sv_floodProtect "0" // prevent excess command usage
seta sv_maxRate "25000" // set max server rate (25000 max)
seta sv_allowDownload "0" // allow downloading custom "paks" from the server

// logs
seta g_verboseLog "0" // remove unneeded log info
seta g_bookkeepingLog "bookkeeping.log" // location of log for game audits
seta g_logfile "games.log" // location of game log

// rules
seta g_proMode "0" // set type of physics (0 = restricted, 1 = classic select)
seta g_ruleSet "1" // enforce the standard ruleset
seta g_demeritLimit "10" // removes players who have too many team kills, or suicides

// voting
seta g_allowVote "1"
seta g_allowedVoteNames "/map/nextmap/map_restart/kick/clientkick/mute/endWarmup/"

// team restrictions (only valid in team games)
seta g_teamForceBalance "0" // prevent players from joining an oversized team
seta g_teamSize "0" // sets the size of each team (0 = no limit)

// execute external config
exec "sv_map.cfg"

// start game
vstr admin_ffa
```

As you can see, when all of the command variables (or cvars) are all sorted out, it's pretty basic. Be sure to edit to your needs, it is after all your server. We will add the code above into a text file, and call it "sv_init.cfg".

Now, off to the next page to create some map rotations.

Map rotation:

```
mfdm01  
mfdm02  
mfdm03  
mfdm04  
mfdm05  
mfdm06  
mfmass01  
mfbases01
```

Simply a list of maps, which will be randomly selected after the end of each match (or after a vote for the next map). We'll place this in a text file, and call it "rot_ffa.cfg".

However, that isn't all... If you noticed in the initialization configuration, there's a line with the command; `exec "sv_map.cfg"`. This is another configuration file that needs to be made, which will set the map rotation.

```
// ffa map rotation  
set admin_ffa "g_gametype 0; g_mapRotation rot_ffa.cfg; map mfdm01"
```

We're creating a command variable, which can be executed via a command. In this case, the command variable key is "admin_ffa". The console command "vstr" can be used to call commands within that key, which will look like this: `vstr admin_ffa`

As for the command variables that are set, first we got "g_gametype", which sets the game type, in this case "Free For All" (A.K.A. deathmatch). The second command variable "g_mapRotation" is what pulls the selected map list from. The third and final command variable "map" is what sets the initial map, which the server needs a map to start with in order to run.

Of course, we'll copy this into a file called "sv_map.cfg". Now we're ready to run the server.

Launching the server:

```
./mfaded.x86_64 +set dedicated 2 +set net_port 27960 +exec "sv_init.cfg"
```

If you follow each "+set" command, you'll see that it sets a command variable key name, with a value. "dedicated" is set to "2", and "net_port" is set to "27960". Also, you'll notice that it executes a configuration file. Guess what it's executing... Indeed, the initialization configuration.

Finally, let's look at the master server, where we should see your newly created server. If not, make sure no firewall or router is preventing MFArena from accessing the network, and such.

If all is good, grab some of your friends, and go play some MFArena.