

# BF3 PC Server Administration

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This is the server admin manual for BF3 PC Server R11.

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## Game server operation

When the game server first starts up, it reads a set of configuration files from disk. Some of these are managed by the RSP, and some by the server administrator.

The game server will then cycle through a series of maps. Game clients can connect to the server and play on the maps.

Control of the game server is done through a “Remote Administration” interface. This is a TCP port (kind of like a terminal interface). There are both Python scripts and GUI tools which control the game server through this mechanism.

Players can indirectly communicate with the GUI tools by sending special chat commands, which the GUI tools react upon.

The game server writes a set of log files to disk while it is running; these can be inspected by the server admin.

## Files which may be accessible to the server admin

EA decides which files the RSP may make available to the admin. It is up to each RSP how to facilitate this, and the extent to which access is given. The list below contains all the files which the RSP is allowed to give the server admin full access to:

- Admin/\*.txt
- pb/svss/\*
- pb/svlogs/\*
- pb/\*.cfg
- pb/pbbans.dat
- pb/pbucon.use
- pb/sv\_viol.log
- pb/sv\_cheat.log

In addition, the server admin may have limited access to a few lines in ServerOptions.cfg and the values of some commandline arguments.

## Remote administration interface

The remote administration interface is a two-way channel for sending and receiving commands from the game server. Before the remote administration can be used, a remote admin password must be set, either via Admin/Startup.txt, ServerOptions.cfg or the commandline.

Do notice that the remote admin interface is normally case sensitive.

## Commands

There's a Python script, called "CommandConsole.py", that can be used to connect to the remote administration interface. Once connected, there is an assortment of commands available that can be sent. See "BF3 PC Remote Administration Protocol.pdf" for the full list.

## Events

The game server can also send events when specific things happen in-game. For instance, when a player joins or leaves the server, when a round ends, or when anyone says anything through the chat. The Python script called "EventConsole.py" can be used to listen to these events.

## GUI tools

There are several GUI tools constructed, which make it easier to control the game server. We'd recommend that you use them rather than relying on CommandConsole.py / EventConsole.py for everyday use.

## Startup script

The game server will process the file named Admin/Startup.txt during bootup. Each line in that file will be executed as a remote administration command.

## Password

Anyone who knows the IP address and port of the remote administration interface of a server can connect to it and retrieve some basic information, including a player list. Most commands require the user to specify a password. This password can be changed by issuing the **admin.password** command.

Usually the **admin.password** command is put into the server's static configuration.

## When do commands take effect?

Some commands take effect immediately (example: kicking a player).

Some commands take effect only after a round change.

Some commands must be put into Admin/Startup.txt to take effect at all.

## Accounts, soldier names, and GUIDs

Every BF3 PC player has exactly one EA account. The player has exactly one soldier name.

The PunkBuster GUID is tied to the EA account. So is the "EA GUID".

The PB GUID is used with all PB-services, while the EA GUID is used with any non-PB-related functions in the game server.

PunkBuster GUIDs are 32-digit hexstrings.

EA GUIDs are the prefix "EA\_" followed by a 32-digit hexstring.

## Player slots

### How many players does a server support?

This is determined by two factors:

- The RSP has a max-cap which they can set per server
- The admin also has a max cap that can be set (**vars.maxPlayers**)

The current max number of players is the minimum of the both.

## Ban system

The game server has an internal ban system. This system is independent from PunkBuster's banlist. At startup, ban entries are read from the file named banlist.txt. During runtime, the **banList.\*** commands can be used to manipulate the banlist.

Players can be banned either on their soldier name, or on their EA GUID. Banning someone on their soldier name is not particularly effective – if it's a determined griefer then he/she will just create a new soldier and return. Banning someone on their EA GUID is much more effective.

To find out someone's EA GUID, perform admin.serverInfo while that person is playing on your server. Or – inspect the AdminLog.

People can be banned either for a few seconds, until the end of the current round, or permanently.

The banlist can contain up to 10.000 entries.

### banlist.txt format

Each entry in the banlist occupies 5 lines.

The first line specifies what the ban is on:

guid – ban on EA GUID

name – ban on soldier name

ip – ban on game client IP address

The second line specifies the GUID/name/IP that the ban applies to

The third line specifies the duration of the ban:

perm – permanent

round – until the end of the current round

seconds – until the given time is reached

The fourth line contains the timestamp for a "seconds"-type ban; otherwise it is unused.

The fifth line contains the reason for being banned. Max length 80 characters.

## Map handling

### Overview

BF3 PC game servers are designed to rotate through a sequence of maps. The exact configuration is specified in the server's internal map list. Different maps in the map list can use different game modes. (Note however, that some game modes will not work properly if there are more players on the server than the game mode is designed for.)

Upon startup, the Admin/MapList.txt file is read. During runtime, the **mapList.\*** commands can be used to edit the set of maps.

When the same map is played for several rounds, all 2-team gamemodes stipulate that the teams will switch sides after a run. This way, a 2-round session of Rush will have players play both attackers and defenders.

### Controlling map switching

**mapList.\*** can be used to edit the maplist while the server is running.

**mapList.setNextMap** sets which will be the next map by map and gamemode name.

**mapList.setNextMapIndex** sets which will be the next map.

**mapList.getMapIndices** returns information on which is the current and next map in the list.

**mapList.runNextRound** switches to the next round, without finishing the current.

**mapList.restartRound** makes all players reload the current map, and restarts the current round.

**mapList.endRound** declares a specific team as the winning team, and then moves directly to the end-of-round screen.

### Admin/MapList.txt format

Each line in the file has three entries: the map name, the game mode, and the number of rounds to be played on the map until proceeding to the next map in the list.

Example MapList.txt:

```
MP_007 RushLarge0 2
MP_018 ConquestSmall0 2
MP_Subway RushLarge0 4
```

### Idle timeout

If a player doesn't give any input within a specific period of time, he/she will be kicked due to idling. You can change the time interval / disable the idle timeout through **vars.idleTimeout**. In addition, **vars.idleBanRounds** can be used to apply a ban for a number of rounds for someone that gets kicked due to idle timeout.

## Pre-round

Currently, pre-round is active on all game servers. This is a pre-match state where players cannot move. You can change the number of players requires to go between pre-round and in-match using **vars.roundStartPlayerCount** and **vars.roundRestartPlayerCount**. The start player count must be higher than the restart player count – so if you set the starting player count below the restart player count, the engine will silently assume that the restart player count is one lower than the start player count.

## Ranked and unranked servers

When a server starts up, it will default to being ranked. You can use **vars.ranked false** to make it unranked during startup. Once the server has been switched to unranked, it cannot be switched back to ranked. The **vars.ranked** command is best placed at the top of Admin/Startup.txt.

Ranked servers will automatically run with PunkBuster enabled.

Below is a list of all settings and when they can be changed in relation to server being ranked/unranked.

“Always Allowed”: The value can be changed at all times for both Ranked and Unranked servers.

“ReadOnly After Startup”: Can only be changed during server startup.

“ReadOnly On Ranked”: Can only be set/changed on Unranked servers.

“Disallowed On Ranked”: Can only be invoked on Unranked servers.

Setting	When this can be changed
<b>login.plainText</b>	Always Allowed
<b>login.hash</b>	Always Allowed
<b>logout</b>	Always Allowed
<b>quit</b>	Always Allowed
<b>admin.help</b>	Always Allowed
<b>admin.shutdown</b>	Always Allowed
<b>admin.password</b>	Always Allowed
<b>admin.eventsEnabled</b>	Always Allowed
<b>vars.serverName</b>	Always Allowed
<b>vars.gamePassword</b>	Disallowed on Ranked, ReadOnly After Startup
<b>vars.ranked</b>	ReadOnly After Startup <sup>*1</sup>
<b>version</b>	Always Allowed
<b>serverInfo</b>	Always Allowed
<b>listPlayers</b>	Always Allowed
<b>currentLevel</b>	Always Allowed
<b>admin.listPlayers</b>	Always Allowed
<b>admin.movePlayer</b>	Always Allowed
<b>admin.kickPlayer</b>	Always Allowed
<b>admin.say</b>	Always Allowed
<b>admin.killPlayer</b>	Always Allowed

<b>banList.add</b>	Always Allowed
<b>banList.remove</b>	Always Allowed
<b>banList.clear</b>	Always Allowed
<b>banList.list</b>	Always Allowed
<b>banList.load</b>	Always Allowed
<b>banList.save</b>	Always Allowed
<b>gameAdmin.add</b>	Always Allowed
<b>gameAdmin.remove</b>	Always Allowed
<b>gameAdmin.clear</b>	Always Allowed
<b>gameAdmin.list</b>	Always Allowed
<b>gameAdmin.load</b>	Always Allowed
<b>gameAdmin.save</b>	Always Allowed
<b>mapList.add</b>	Always Allowed
<b>mapList.remove</b>	Always Allowed
<b>mapList.clear</b>	Always Allowed
<b>mapList.list</b>	Always Allowed
<b>mapList.load</b>	Always Allowed
<b>mapList.save</b>	Always Allowed
<b>mapList.setNextMap</b>	Always Allowed
<b>mapList.setNextMapIndex</b>	Always Allowed
<b>mapList.getMapIndices</b>	Always Allowed
<b>mapList.getRounds</b>	Always Allowed
<b>mapList.runNextRound</b>	Always Allowed
<b>mapList.restartRound</b>	Always Allowed
<b>mapList.endRound</b>	Always Allowed
<b>mapList.availableMaps</b>	Always Allowed
<b>reservedSlotsList.add</b>	Always Allowed
<b>reservedSlotsList.remove</b>	Always Allowed
<b>reservedSlotsList.clear</b>	Always Allowed
<b>reservedSlotsList.list</b>	Always Allowed
<b>reservedSlotsList.load</b>	Always Allowed
<b>reservedSlotsList.save</b>	Always Allowed
<b>unlockList.add</b>	Disallowed On Ranked
<b>unlockList.remove</b>	Disallowed On Ranked
<b>unlockList.clear</b>	Disallowed On Ranked
<b>unlockList.list</b>	Disallowed On Ranked
<b>unlockList.save</b>	Disallowed On Ranked
<b>vars.teamKillCountForKick</b>	Always Allowed
<b>vars.teamKillValueForKick</b>	Always Allowed
<b>vars.teamKillValueIncrease</b>	Always Allowed
<b>vars.teamKillValueDecreasePerSecond</b>	Always Allowed
<b>vars.teamKillKickForBan</b>	Always Allowed
<b>vars.idleTimeout</b>	Always Allowed
<b>vars.idleBanRounds</b>	Always Allowed
<b>vars.autoBalance</b>	Always Allowed
<b>vars.roundStartPlayerCount</b>	Always Allowed
<b>vars.roundRestartPlayerCount</b>	Always Allowed
<b>vars.serverMessage</b>	Always Allowed
<b>vars.serverDescription</b>	Always Allowed
<b>vars.killRotation</b>	Always Allowed
<b>vars.killCam</b>	Always Allowed



<b>vars.roundsPerMap</b>	Always Allowed
<b>vars.bannerUrl</b>	Always Allowed
<b>vars.vehicleSpawnAllowed</b>	Always Allowed
<b>vars.vehicleSpawnDelay</b>	Always Allowed
<b>vars.soldierHealth</b>	Always Allowed <sup>*4</sup>
<b>vars.playerRespawnTime</b>	Always Allowed
<b>vars.3pCam</b>	Always Allowed
<b>vars.regenerateHealth</b>	Always Allowed
<b>vars.friendlyFire</b>	Always Allowed
<b>vars.playerManDownTime</b>	ReadOnly On Ranked
<b>vars.bulletDamage</b>	ReadOnly On Ranked
<b>vars.minimap</b>	Always Allowed
<b>vars.hud</b>	Always Allowed
<b>vars.miniMapSpotting</b>	ReadOnly On Ranked
<b>vars.3dSpotting</b>	Always Allowed
<b>vars.nameTag</b>	Always Allowed
<b>vars.gameModeCounter</b>	Always Allowed
<b>vars.onlySquadLeaderSpawn</b>	Always Allowed
<b>vars.maxPlayers</b>	Always Allowed
<b>vars.unlockMode</b>	ReadOnly On Ranked
<b>punkBuster.activate</b>	Always Allowed
<b>punkBuster.isActive</b>	Always Allowed
<b>punkBuster.pb_sv_command</b>	Always Allowed

<sup>\*1</sup> Can only go from true to false

<sup>\*4</sup> Clamped to 60-100 on ranked

## Reconfiguring the game modes

This is done through a large number of settings.

Changing these settings will change how your server gets listed in the browser; see [battlelog info] for more information.

The following settings are available:

**vars.serverName** controls the name of the server, as seen in the server browser.

**vars.gamePassword** - if set, players must enter this password when connecting to the server.

**vars.friendlyFire** – when set, people can inflict damage on others in the same team.

**vars.killCam** – when set, a killed player gets to see a close-up of his/hers killer for a few seconds.

**vars.miniMap** – when set, a minimap is available in the bottom-left corner of the screen during play.

**vars.hud** – when set, the hud is present.

**vars.crossHair** – when set, guns have crosshairs in the center of the screen.

**vars.3dSpotting** – when set, spotted targets are marked with icons in the 3D world.

**vars.miniMapSpotting** - when set, spotted targets are marked with icons on the minimap.

**vars.3pCam** - when set, 3<sup>rd</sup> person vehicle cameras are enabled.

**vars.nameTag** – when set, nametags are rendered over players’ heads in the 3D world.

**vars.regenerateHealth** – when set, health regeneration is enabled.

**vars.vehicleSpawnAllowed** – when set, vehicles will spawn in-game.

**vars.vehicleSpawnDelay** – controls the delay between vehicle spawn; specified in percent (100% = normal).

**vars.soldierHealth** – sets maximum soldier health, specified in percent (0-100%; 100% = normal).

**vars.playerRespawnTime** – controls player respawn delay; specified in percent (100% = normal).

**vars.playerManDownTime** - controls player man-down time; specified in percent (100% = normal).

**vars.bulletDamage** – controls bullet damage; specified in percent (0-100%; 100% = normal).

**vars.onlySquadLeaderSpawn** – when set, players can only spawn on the squad leader.

**vars.unlockMode** – controls which unlocks will be available to players on an unranked server.

**vars.roundStartPlayerCount** – when the server is in pre-round, it waits for this many players to be present until it proceeds to start the real round. This value must be higher than the roundRestartPlayerCount.

**vars.roundRestartPlayerCount** – when a round is going, if the number of players drops under this number, the round will be aborted and the server moves back to pre-round.

**vars.gameModeCounter** – controls the number of tickets required to end round (100% = normal).

## Unlocks and stats / progression

Players’ progression in MP are stored on the central servers. A ranked server will always fetch the stats for a player from the central server when the player joins; these stats control which weapons and gadgets are available to the player. Any new stats and new unlocks are written back to the central servers when the player disconnects from the server.

An unranked server offers several different options when it comes to which set of weapons is available. Common to these is that players will see score when playing on such a server, but their stats will never get written back to the central servers.

Which set of unlocks is available on an unranked server is controlled by **vars.unlockMode**. The following values are available:

Setting	Weapons/gadgets available
<b>all</b>	All weapons which the player could possibly unlock by playing ranked games; this includes weapons in any DLCs which the player has purchased

<b>common</b>	The set of weapons which is not part of any DLCs or special campaigns; this is a “safe” subset for matches
<b>stats</b>	The same set of weapons which the player has available in a ranked match
<b>none</b>	Only the base set of weapons

## Server settings and Battlelog

Battlelog has a set of filters that are designed to help players find a couple of standard-configured game servers.

### Quickmatch

First off, there is the Quickmatch operation.

Quickmatch will only go against ranked servers. Also, the ping site setting is taken into consideration; players will have a slight preference to game servers which belong to the player’s closest ping site location.

If the user has not selected any filters in the server browser filter, then a couple of default search criteria will be applied:

- Preset: Normal (see below)
- Game Mode: Rush, Conquest, Team Deathmatch
- Game: Base game only (not Back to Karkand)

If you select any items in the following categories in the server browser filter, then they replace the corresponding default criteria:

- Preset
- Game Mode
- Maps
- Game (base / Back to Karkand)

Other categories have no effect on quickmatch.

### Server browser

Then there is the server browser with its filters. One of the filter sections is the preset selection. By default, no filtering is done on presets (so the server browser show all servers regardless of any game mode-affecting settings).

There are four different presets in Battlelog: Normal, Hardcore, Infantry Only and Custom.

If your server has settings set to match either Normal, Hardcore or Infantry only, then it will show up in matching searches. If your settings are different, then it will match a search for Custom servers.

Setting	Value for	Value for	Value for
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	Normal	Hardcore	Infantry Only
<b>vars.autoBalance</b>	true	true	true
<b>vars.friendlyFire</b>	false	true	false
<b>vars.killCam</b>	true	false	true
<b>vars.miniMap</b>	true	true	true
<b>vars.hud</b>	true	false	true
<b>vars.3dSpotting</b>	true	false	true
<b>vars.miniMapSpotting</b>	true	true	true
<b>vars.nameTag</b>	true	false	true
<b>vars.3pCam</b>	true	false	false
<b>vars.regenerateHealth</b>	true	false	true
<b>vars.vehicleSpawnAllowed</b>	true	true	false
<b>vars.soldierHealth</b>	100	60	100
<b>vars.playerRespawnTime</b>	100	100	100
<b>vars.playerManDownTime</b>	100	100	100
<b>vars.bulletDamage</b>	100	100	100
<b>vars.onlySquadLeaderSpawn</b>	false	true	false

## Expansion packs

From R11 and forward servers can have levels from multiple expansions in their map rotation. The set of used expansion packs will be reported to Battlelog and exposed in the server browser.

Per default, all servers will be visible in the server browser, independent of map rotations or expansion packs. Only once players use the 'game' filter to look for specific expansions will servers be culled based on the expansion packs they use.

Note however, that this filtering is strict, so if the server requires additional expansion packs which the player hasn't selected, that server won't be seen in the server browser. For instance a server running original & Karkand maps would show up if a player doesn't filter on any expansion or selects both 'Battlefield3' and 'Expansion pack - Back to Karkand' in the server browser. Selecting only one of them would not return that server since it requires both.

For players joining a game server, the addition of expansion packs will present 2 special cases where a player is missing one or more expansion packs used by the server:

- If the current level is available to the client, a warning will be displayed to inform that he/she will be kicked if the server switches to a level requiring one of the missing expansion packs. The user can either choose to continue anyways or go buy the missing expansion pack.
- If the current level is not available to the client, an error along with the option to buy the missing expansion pack will be presented to the user.

## Server region and country

A server is listed in a continent and country in the server browser. The default continent and country is Antarctica.

These settings are controlled by your RSP. If you are in Antarctica but want to get moved to the proper continent, contact your RSP.

## **Server pingsite**

There are a half-dozen pingsite locations around the world. When a player initiates a Quickmatch operation, the player's PC will measure latency to all the pingsite locations.

Servers specify explicitly which of the pingsites is closest to them. The setting is controlled by the RSP.

Quickmatch combines the player's pingsite latency information with the server's pingsite setting when deciding whether or not to route a player to that specific server.