

Medal of Honor: Reborn

Unofficial MoH:AA 1.12 Patch

New Admin Commands

Notes:

1. You can use these commands when server authorized you as an admin
2. Field that contains “#” means that it requires number
3. Field that contains “<word>” means that it requires only one, single word
4. Field that contains “<ip-mask>” allows to use IP in format like this: xxx.xxx.xxx.xxx
5. Maximum count of banned IPs/Names/Words is 2000. Don't exceed this value.

Command	Usage	Description
ad_kick	ad_kick <name>	kicks a player with given name
ad_kickr	ad_kickr <name> <reason>	kicks a player with given name and a reason
ad_clientkick	ad_clientkick <clientnum #>	kicks a player with given Client Number (Client Id)
ad_clientkickr	ad_clientkickr <clientnum #> <reason>	kicks a player with given Client Number (Client Id) And a reason
ad_banname	ad_banname <name>	adds name to banned names list, player with this name will be banned
ad_unbanname	ad_unbanname <name>	unbans name (removes it from banned names list)
ad_listnames	ad_listnames <page number #>	lists banned names (stored in namefilter.cfg)
ad_protname	ad_protname <name> <password>	player's name to be protected with password
ad_unprotname	ad_unprotname <name>	Unprotects player name
ad_listprotnames	ad_listprotnames <page number #>	Lists protected names by page number
ad_banip	ad_banip <ip-mask #>	Bans IP
ad_banipr	ad_banipr <ip-mask #>	Bans IP with reason
ad_banid	ad_banid <clientnum #>	Bans IP via clientnum
ad_banidr	ad_banidr <clientnum #>	Bans IP via clientnum with reason
ad_unbanip	ad_unbanip <ip-mask #>	Unbans IP

ad_listips	ad_listips <page number #>	Lists banned IPs by page number
ad_chatfilteradd	ad_chatfilteradd <word>	adds bad word to chat filter list, player will get penalty
ad_chatfilterremove	ad_chatfilterremove <word>	removes bad word to chat filter list, player will get
ad_listchatfilter	ad_listchatfilter <page number #>	Lists bad words by page number
ad_dischat	ad_dischat <clientnum #>	Disables clients chat
ad_distaunt	ad_distaunt <clientnum #>	Disables clients taunts
ad_map	ad_map <mapname>	Changes map
ad_restart	-----	restarts game
ad_fraglimit	ad_fraglimit <fraglimit #>	sets a fraglimit to given number
ad_timelimit	ad_timelimit <timelimit #>	sets round time limit to given number of minutes
ad_gametype	ad_gametype <gametype #>	sets g_gametype to given number
ad_say	ad_say <"text">	Text that is sent to the players on server
ad_sayp	ad_say <clientnum #> <"text">	Text that is sent to the specific player only
ad_login	ad_login <username> <password>	Logs player in as admin
ad_status	-----	Lists current players with their names/ips/client ids.
ad_listadmins	-----	Lists currently logged in admins and their rights
ad_rcon	ad_rcon <cmd> <arg>	Works same as normal rcon

All these commands are also available through normal RCon aswell

This way, even if admin is far away from his PC or PC configuration (ie. he doesn't have MoH:AA installed on PC he's currently using), he will be able to connect to server's RCon and use the same commands he could use with ClientAdmin system.

They work the same way as commands from ClientAdmin system. The difference is they don't have **ad_** prefix in their names and are only accessible by RCon.

Examples:

rcon banip xxx.xxx.xxx.xxx Will remotely ban an IP
rcon dischat 3 Will disable chat for client 3

Admin System – Giving admin rights

Rights	Value	Allowed Commands	Description
ACCESSLEVEL_PROTECTNAME	1	ad_say ad_sayp	his name is protected (reserved), only he can use his nickname on the server
ACCESSLEVEL_MAPCHANGE	2	ad_map	can change maps
ACCESSLEVEL_RESTART	4	ad_restart	can restart the game
ACCESSLEVEL_GAMETYPE	8	ad_gametype	can change gametype
ACCESSLEVEL_FRAGLIMIT	16	ad_fraglimit	can change frag limit
ACCESSLEVEL_TIMELIMIT	16	ad_timelimit	can change time limit
ACCESSLEVEL_KICK	32	ad_kick ad_clientkick	can kick players from game
ACCESSLEVEL_BADCMD	64	wuss tele noclip dog	can use bad commands, for admin debug/scripting purposes
ACCESSLEVEL_BAN	128	ad_banip ad_listips ad_banname ad_listnames	can ban players IPs/ names
ACCESSLEVEL_REMOVEBAN	256	ad_unbanip ad_listips ad_unbanname ad_listnames	can unban players IPs/names
ACCESSLEVEL_CHATFILTER	512	ad_chatfilteradd ad_chatfilterremove ad_listchatfilter ad_dischat ad_distaunt	can add/remove/list words in chat filters list
ACCESSLEVEL_ADMINPROCMD	1024	-----	unused in this version
ACCESSLEVEL_LISTADMINS	2048	ad_listadmins	can view a list of in-game admins
ACCESSLEVEL_RCON	4096	ad_rcon	can have a full access to RCon console
ACCESSLEVEL_MAX	16383	-----	all rights

Instructions:

To add a new admin for your server follow these steps:

Windows:

1. Go to **<your mohaa directory>\main**
2. Open file **admins.ini**
3. Add new line looking like this:
login=<admin username> password=<admin password> rights=<admin rights>

Linux:

1. Go to **<your mohaa directory>**
2. Open file **admins.ini**
3. Add new line looking like this:
login=<admin username> password=<admin password> rights=<admin rights>

Examples:

```
login=pro_player password=mysecret rights=640
login=superadmin password=bornin1945 rights=49
login=[TaG] This is name with spaces password=111one rights=16383
```

Notes:

1.

Rights can be added!

$\text{ACCESSLEVEL_MAPCHANGE}(2) + \text{ACCESSLEVEL_RESTART}(4) = 6$

$\text{ACCESSLEVEL_PROTECTNAME}(1) + \text{ACCESSLEVEL_MAPCHANGE}(2) + \text{ACCESSLEVEL_RESTART}(4) = 7$

In above examples we used:

$\text{ACCESSLEVEL_CHATFILTER}(512) + \text{ACCESSLEVEL_BAN}(128) = 640$

and

$\text{ACCESSLEVEL_KICK}(32) + \text{ACCESSLEVEL_TIMELIMIT}$ or $\text{FRAGLIMIT}(16) + \text{ACCESSLEVEL_PROTECTNAME}(1) = 49$

2.

Don't use TAB's to make spaces between name, password, rights. Instead use spaces. Our engine can handle TAB's but it's more secure to use spaces.

How to log in as Admin:

To log in as admin, player has to type this in his game console:

ad_login <admin username> <admin password>

Should receive a yellow confirmation message below the compass

New Game Cvars

Name	Values	Default	Description
sv_kickbadcmd	0: kicking OFF 1: kicking ON	1	when ON kicks players using bad commands
sv_info	MoH:AA 1.12 Reborn Patch RC2 Alpha	MoH:AA 1.12 Reborn Patch RC2 Alpha	please don't change this (may be changed in further development)
sv_banning	0: banning OFF	1	when ON, turns on Banning System (name bans, ip bans)
sv_filterchat	0: chat filtering OFF 1: chat filtering ON	1	when ON, turns Chat Filtering System (bad words, penalty points)
sv_disablechat	0: in-game chat OFF 1: in-game chat ON	0	when ON, in-game chat is turned off (players can't speak on chat)
g_badchatlimit	<0,65000>	3	sets the limit of bad words that player can say on chat before he will get kicked when Chat Filtering System is ON please don't choose high numbers
g_teambalance	0: Team Balance OFF 1: Team Balance ON	0	when ON, Team Balance is turned on (players are joining team with less members)
sv_sounddistance	<0, 65000>	5000	players further than this distance won't produce any sound this is used against Far Sound ESP.
sv_antiwh	1-6	1	when ON, turns Anti Wallhack System
sv_antiwhskipping	0-999	400	Skips Anti-WH for players with pings above the value

sv_antistwh	0: AntiSTWH OFF 1: AntiSTWH ON	1	when ON, turns Anti Shoot Through Walls Hack system
sv_recoilemulation	0: AntiNoRecoil OFF 1: AntiNoRecoil ON	1	when ON, turns NoRecoil detection and server recoil emulation for NoRecoil cheaters
g_votetimeout	<0,5>	1	This will set vote expire time. Time is counted in minutes. If you want to set expire time to less than one minute type: 0.x eg. 0.5 = 30 seconds
sv_kickping	0: Max Ping kick turned OFF <1,999>: Max Ping kick turned ON	500	If set to 0 - kicking players with high ping will be disabled If set from 1 to 999 – kicking players with high ping will be enabled and players with higher than value of this CVar will be kicked
sv_stufftextdetection	0: Stufftext Bypass Detection OFF 1: Stufftext Bypass Detection ON	1	If set to 1, Stufftext Bypass Detection System will check if players use modified game to protect themselves against admin tools that make use of stufftext command (this can make them invulnerable to kick commands etc.)
sv_maxconnperip	-1: Max Connections per IP turned OFF <0,100>: Max Connections per IP turned ON	3	Max Connections per IP that will be allowed by the game. More players than this value connecting with the same IP will be rejected.
sv_updatedelay	<1,65000>	12	Delay counted in hours between last and actual check for new update. This means that server will check for new update each x hours.

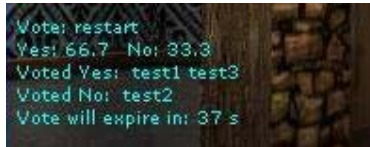
sv_packetantiflood	1 or 0	1	Turns on the PacketAntiFlood System
sv_packetfloodelay	0 - 65000	50	This CVar is used by Packet AntiFlood System to set the allowed time delay between two incoming packets from the same IP address.
sv_packetfiltertime	100 - 65000	2000	When Packet AntiFlood System detects that 5 continuously incoming packets arrived to the server faster than packet time delay configured by sv_packetfloodelay CVar, it will turn on time throttle window, and from this point on, it will drop all incoming packets for specified (by this CVar) amount of milliseconds.
sv_remotetoolip	Any IP in Format xxx.xxx.xxx.xxx	127.0.0.1	This CVar is used by Packet AntiFlood System and sets an IP from which your remote server monitoring tool (like CI, ForeSight or Scapp) connects to server. It will be let through the Packet AntiFlood System as trusted.
sv_protectnames	1 or 0	1	Turns on the Protected Names System

New Client Commands

Command	Usage	Description
patchver	patchver	If server is running 1.12 patch, player will get info about patch version being used and features that are disabled or enabled
callvote	callvote <command> <args>	Starts a vote. eg. callvote map dm/mohdm1
vote	vote <yes/no>	Votes yes or no if there is vote active
allowedvotes	allowedvotes	Shows which commands can be voted for
allowedmaps	allowedmaps	Shows which maps can be voted for when using “map” command in vote

New Voting System

New patch version has brand new voting system included. This system overrides old one and brings more security and functionality.



New voting system will keep track of players who voted yes or no, and will show them on every player's screen. It also shows percentage of players who voted yes or no. There is also information telling players in how many seconds vote will expire.

Player can start a vote using command **callvote** (see New Client Commands section for new client commands). He will be counted as if he voted yes. His name will be added to **Voted Yes:** section. Message about vote will show up. From now, other players can decide if they want to vote yes or no using command **vote**.

- ♣ Vote caller cannot vote, if he started a vote call (he will automatically vote yes).
- ♣ Other players cannot vote twice.
- ♣ When vote caller will disconnect – vote will be cancelled
- ♣ When player who took part in a poll will disconnect – his vote will be cancelled. After reconnecting he will be able to vote again.
- ♣ New vote cannot be called until previous one will expire.

Expiration time can be set up by `g_votetimeout` CVar (see New Game CVars section for more information).

Server admins can specify which commands can be used in voting system.

They have to type each command in new line, in file called: **allowedvotes.cfg** which is included in new patch versions.

They can also choose what maps can be used in voting system by players that want to change map using map command. To allow specific maps, they have to add each map name (with path to it, eg. `dm/mohdm2` and **NOT** `mohdm2`) in new line, in file called: **allowedmaps.cfg** which is included in new patch versions.

Auto-Update System

Reborn Patch will check each 24 hours for new version.

It will save time and date of last check and update to `update_reborn.txt`.

If an newer update is found, the server will update during the next mapchange.

During update, old files are moved to `.../update/old_backup/` folder so incase of corrupted update, you can restore your old files.

If for any reason, this has not happened, you could try to following

For Versions 1.116 and above there is a command

rcon forceupdate

Which when typed in console , will force a check for latest and update on next map change

For Versions Under 1.116 , you will need to manually change the file

update_reborn.txt

Located in root folder NOT MAIN

Inside it will be a date and time in the format

18/48/40/08/08/2013

To force update , change the YEAR to a year before, so with above example it would be

18/48/40/08/08/2012

You then save the `update_reborn.txt`, restart server, then change maps a FEW times to make sure it has checked and updated itself , to check type *patchver* into console, should display current version.

Notes

We are aware that this documentation doesn't cover every aspect of MoH: Reborn Patch and may be difficult to understand for inexperienced users.

That's why if you have any questions, feel free to ask on our site/forums:

<http://www.x-null.net/>