

## PakRadar

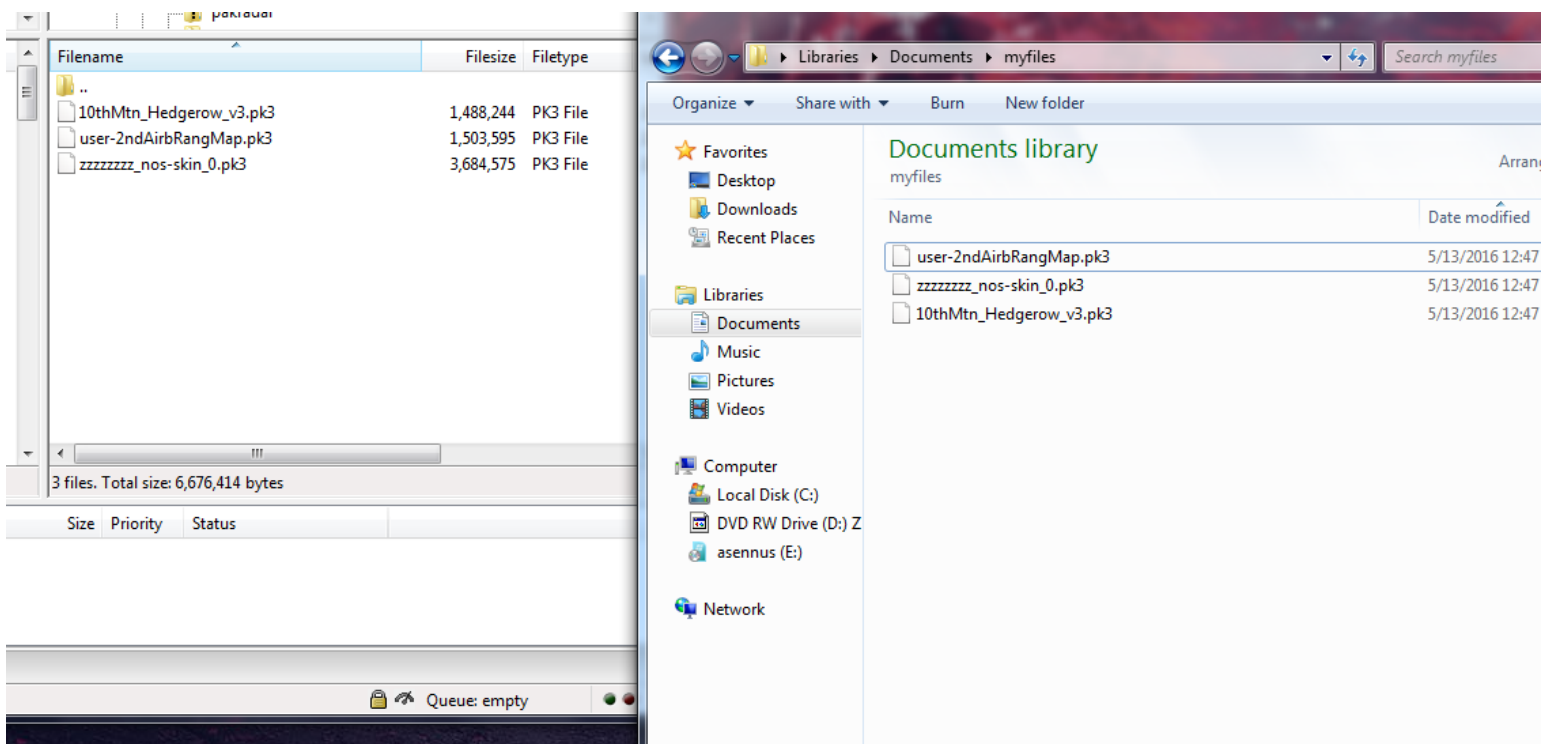
### Tutorial: How to set up a custom file list for your server (By VATEC6000)

In this thread I will guide you step-by-step on how to create a customized list of files that you want your players to download upon connecting to your server.

First, benefits of making your own list:

- You can use your own file host instead of the AAAA database, which can speed up the downloads dramatically depending on your bandwidth
- You can put custom skins, weapons, everything in the list instead of just maps
- Players will download all files once before connecting to your server, which means their connection won't drop for the time they download more and more maps over map changes (no need to detect single missing maps)

**Step 1:** Upload all the paks your server needs to a server. These files have to be accessible with HTTP protocol, e.g. <http://exampleserver.net/somepath/somepak.pk3> would lead to a pak of yours.

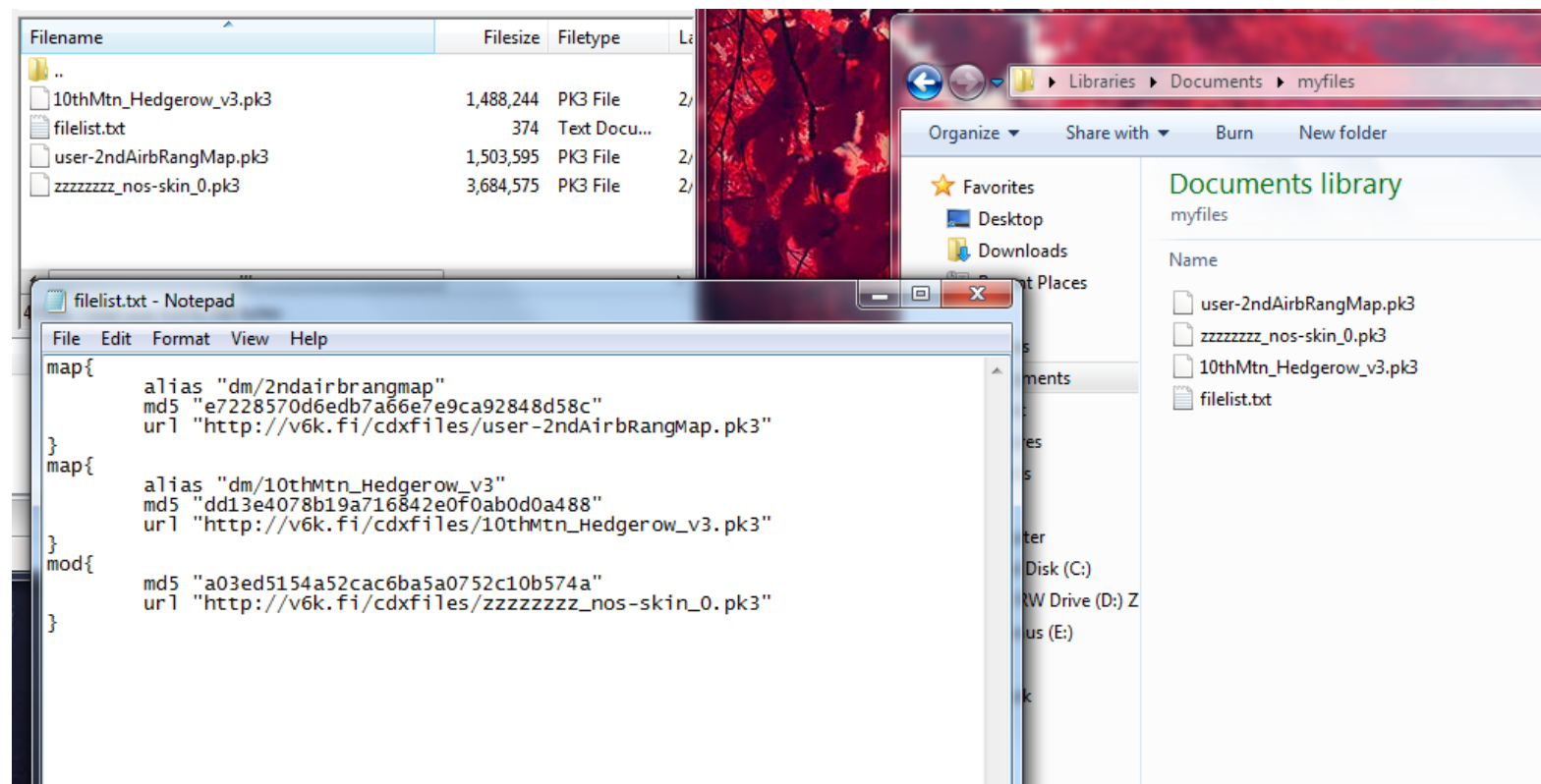


## Step 2: Create the list of files.

Observe from the attached image on how the list is formatted. Everything is case-insensitive, but you have to be careful with the pak MD5's because if it's different than the actual MD5 of the file, PakRadar will download it over and over again upon every connect.

A good free tool for calculating file MD5's is WinMD5 for example.

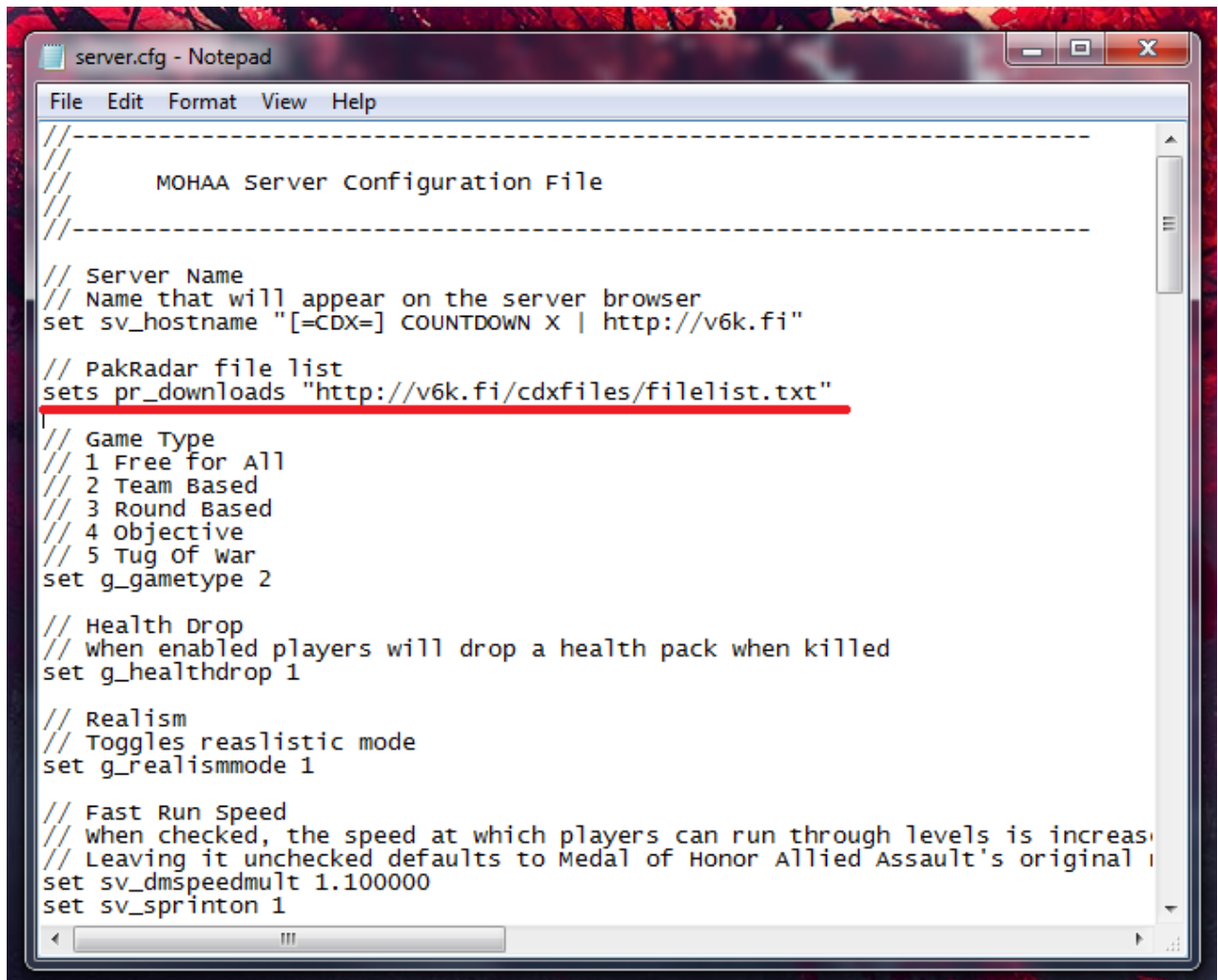
After you've made the list, upload it to your file server. Once again, it has to be accessible with the HTTP protocol.



**Step 3:** Add a link to the file list on your server's configuration.

Now pay extra attention here: the cvar HAS to be set with the 'sets' command. 'set', 'seta' or 'setu' will not work, it has to be 'sets'. Otherwise players won't see the link to your list, thus won't download your paks.

After this step everything should be good to go. Test your setup by connecting to your server!



```
server.cfg - Notepad
File Edit Format View Help
-----
//
//      MOHAA Server Configuration File
//
//-----
// Server Name
// Name that will appear on the server browser
set sv_hostname "[=CDX=] COUNTDOWN X | http://v6k.fi"
// PakRadar file list
sets pr_downloads "http://v6k.fi/cdxfiles/filelist.txt"
//
// Game Type
// 1 Free for All
// 2 Team Based
// 3 Round Based
// 4 Objective
// 5 Tug of war
set g_gametype 2
// Health Drop
// when enabled players will drop a health pack when killed
set g_healthdrop 1
// Realism
// Toggles realistic mode
set g_realismmode 1
// Fast Run Speed
// when checked, the speed at which players can run through levels is increased
// Leaving it unchecked defaults to Medal of Honor Allied Assault's original
set sv_dmspeedmult 1.100000
set sv_sprinton 1
```