

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_listichatfilter <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!

`ACCESSLEVEL_MAPCHANGE(2) + ACCESSLEVEL_RESTART(4) = 6`

`ACCESSLEVEL_PROTECTNAME(1) + ACCESSLEVEL_MAPCHANGE(2) + ACCESSLEVEL_RESTART(4) = 7`

In above examples we used:

`ACCESSLEVEL_CHATFILTER(512) + ACCESSLEVEL_BAN(128) = 640`

and

`ACCESSLEVEL_KICK(32) + ACCESSLEVEL_TIMELIMIT or FRAGLIMIT (16) + 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 |

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|------------------------------|--|-----|---|
| 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. |

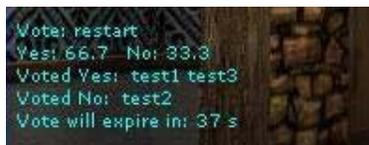
| | | | |
|----------------------------|-------------------------------------|-----------|---|
| sv_packetantiflood | 1 or 0 | 1 | Turns on the PacketAntiFlood System |
| sv_packetfloodelay | 0 - 65000 | 50 | This CVar is used by Packet AntiFlood System to set the allowed time delay between two incoming 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/>