



FEARIV ServerLauncher (FEARSL/FSL) User Guide

Created by FEARIV © (19/01/2019-now)
Written in C# using Visual Studio 2017

Far Cry 2 Community (Discord):
<https://discord.link/FC2>

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1. Requirements

To have a properly running FSL, you minimally need:

- * Far Cry 2 Installed (English, Fortunes Pack for map support);
 - Other languages won't be supported, as this requires multiple language files with every possible situation in the console.
- * FC2 Dedicated Server Launcher 1.03 R2 (to allow console input);
- * A Windows OS (made on W10);
- * Administrator rights to run FSL and the FC2ServerLauncher.exe;
- * MP Patch installed, to get correct IP when hosting and fix several issues in FC2ServerLauncher.exe;

At least 1 of the following:

- * RadminVPN to host LAN matches;
 - see Discord announcements for connection info.
 - Installed RadminVPN after applying MP Patch? Then reapply Patch!
- * Ports 9000-9100 TCP/UDP forwarded in modem to host online;

SETUP

Before you start using FEARSL:

- 1) Skip if using Steam/UPlay or if done before: Replace the FC2Serverlauncher.exe in your game installation directory with the original R2 one:
http://static3.cdn.ubi.com/far_cry_2/FC2ServerLauncher_103_R2.rar
- 2) If MP Patch was already installed, uninstall it first!
- 3) Apply the latest MP Patch [<https://github.com/halvors/FC2MPPatcher/releases>]

- 1) Unpack zip anywhere you like,
- 2) make sure NO FC2 executables are running,
- 3) execute patcher as Administrator,
- 4) if RadminVPN is installed, select that adapter, otherwise default internet adapter.
- 5) Press Install. That should be all.

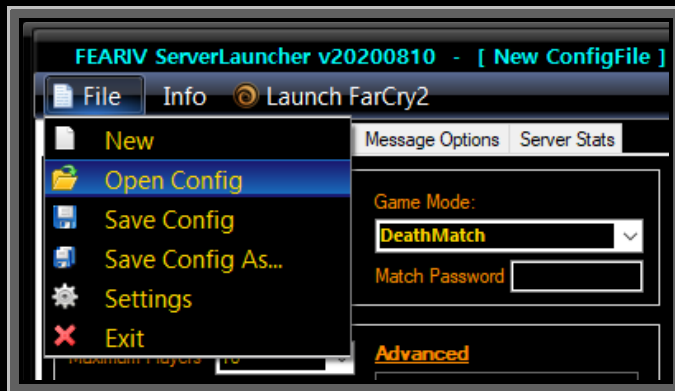
- 4) If you didn't change compatibility options before:
Go to FC2Serverlauncher.exe properties and set the following Compatibility:
 - > Tick "run in compatibilitymode for" and set it to Windows Vista (Service Pack 1)
 - > Also tick "Run as Administrator"For FEARSL: also set that Administrator option.
Note that FEARSL is portable and can run from anywhere!

Usually when it immediately stops after trying to run a server, it doesn't get any output from the serverconsole. This could be due to the missing adminrights or the use of a wrong FC2ServerLauncher.exe which has no in-/output, causing FEARSL to instantly stop as the server "has been closed".

If for some reason the files to patch are incorrect or fail after it seems the patching went fine without errors, you can always try to replace the Dunia.dll with original one & the FC2Serverlauncher.exe with R2 one, then repatch.

If after successfully starting a server you still have N/A for both GameMode and MapName, then most likely input doesn't work and FEARSL will be read-only. Almost all features won't work in that case!

2. The Menu



File-Menu:

New:

> This will reset all values to the default state.

Open Config:

> This opens a FileBrowser in the default Server folder to load Config-files from.

Save Config:

> If a Config-file is already opened, this will overwrite it with made changes.

Save Config As...:

> This opens a FileBrowser in the default Server folder to save the config-file under another name (if 1 was opened).

Note:

The config-file is passed as a parameter, so DON'T use a space in the filename!

Settings:

> Opens the [Settings](#) window where you can set or change various options of this ServerLauncher.

Exit:

> Closes the ServerLauncher. If a server is running, it'll attempt to close that.

Info-Menu:

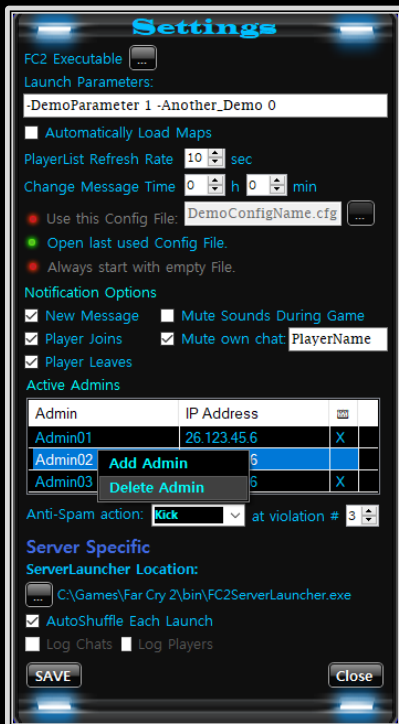
Has several sub-options containing information about

- [Debug Window](#) (activates a side-panel),
shows all server-console output and provides buttons for certain actions.
There's also a [Testpanel](#) where scripts can be loaded to simulate server-events.
- User Guide (link to this Readme, as long as link doesn't change),
- the Progress (plans for later, known issues etc.),
- Latest Changes (Changelog with newly added or fixed things),
- Commands (file with info about default server-command/config usage).

Launch FarCry2 (QuickLaunch button):

This button will start the game for you, using the path set in Settings. Since it's using an internal process, some things can be managed in FSL. In [Settings](#) you can add launch parameters for the launch of the game.

3. Settings



FC2 Executable:

> Select the location of the executable, which is needed to run the game using the quick-launch menu.

Launch Parameters:

> Linked to the FC2 executable. Here you can enter parameters to be used when starting the game.

Often used, to limit fps (prevent bugs) + open game faster for example:

`-RenderProfile_MaxFps [number] -GameProfile_SkipIntroMovies 1`

Automatically Load Maps:

> This will instantly start loading maps when you open the [MapBrowser](#).
Not recommended when you have a very big collection!

PlayerList Refresh Rate:

> Represents the amount of seconds before the Playerlist in [Server-Management](#) gets updated with changed values.

Change Message Time (h/min):

> Represents the hours/minutes you want to add to/subtract from the current time. This is mostly useful when running this ServerLauncher on a VPS or other computer with different system time set. This will convert the timestamps to your own time, so it's very easy to see how long ago certain events took place.

Config Startup options:

Use this Config File [DemoConfigName.cfg]

> When activated, this will always open the selected config on startup.

Open last used Config File

> When activated, this will open the config that was last opened/used.

- Launching a [ServerSuite](#) and closing those doesn't affect last config.

Always start with empty File

> When activated, nothing loads on startup. You have to make/open a config then.

Notification Options:

> These are pretty straight-forward, for certain events, play some sound. Currently 3 events are supported. At the right there are 2 more options: Mute Sounds During Game; disables the notification sounds when launching the game using the [quick-launch button](#) in menu and enables it when that game closes. *This works only for the specific FEARSL instance used.*

Mute own chat [Username]; mutes notifications of your own chat messages (or another user if you fill in that name)

Active Admins:

> This list contains the players who are allowed to use the [custom admin-commands](#). Using the rightclick-menu you can add or remove admins in the list. Double-click on a field to edit the text.

When an admin is selected, you can also press the Delete key to remove the admin. Besides Name and IP, there is the crown (superadmin), which will prevent this admin to get kicked/banned by other admins.

Anti-Spam:

> Here you can set what action to take when people are spamming in the server. Options: Disabled/Kick/Ban

Violation # is the amount at which the action will be taken after warnings.

Value range is 2 (1 warning) to 5 (4 warnings).

A warning is given when a player spams 3+ lines within a 5sec window.

> *Admins are excluded from this behavior!*

Server specific:

These settings are unique per server, saved separately from the shared settings.

ServerLauncher Location:

> Select the location of the serverlauncher (FC2Serverlauncher.exe) to be used. It supports modded launchers with the filenames [X]FC2Serverlauncher.exe to be selected, in case you have multiple mods installed. The selected location/file is also displayed to see which is used.

AutoShuffle Each Launch:

> With this option enabled, the mapcycle list will be shuffled in a random order when the config is loaded. Handy if you don't want/need a static mapcycle order.

Notes:

* Several settings are still *grayed out* till implemented.

* Most settings can be changed on the go, meaning that changing states/values has direct impact on the server/launcher, without the need for a server restart.

* Use the SAVE button if you'd like the settings to be remembered for next times.

4. Server Settings



Left side (Server Properties):

Here you can set the options, points, duration, weather etc. for the match. Hovering over the fields/dropdowns will change the description in the box below. The *Change Server* button will update the server with detected changes (**WIP!!!**). Several options will be locked after server start or during match, to show what can be changed when.

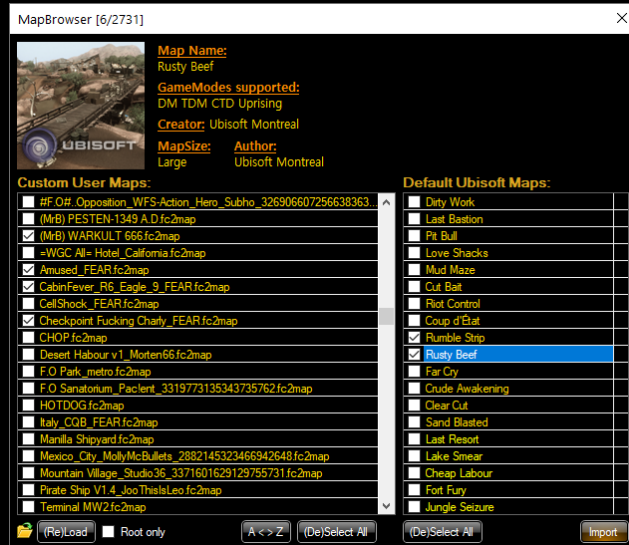
Right side (Map Rotation):

When a map is selected, the preview image and information will be updated with the extracted info from the mapfile (**Only Fortunes Pack maps excluded for now**). The list below that contains all the loaded maps which will be present in a launched server (this excludes maps marked **red**, not found on system anymore). Maps are marked **orange** when the selected *Game Mode* for server is not supported. Using the '[Browse Installed Maps](#)' button you can add maps to this Map Rotation. After you've loaded maps, you can use the arrows at the right to move a selected map up/down or instantly to top/bottom, or any of the buttons below the list:
Shuffle: Randomizes the order of the list;
Mirror: Mirrors the order completely in opposite way;
Jump To Map: This will only work when a server runs, it moves the order so the selected map is loaded instantly in the server. This saves a lot of SkipMap! This also has a supported [admin-command](#) to use in-game.
Set 1st: Moves the order (not change it) so the selected map will be on top with the original Map Rotation order still intact.
Clear: Removes all maps from the Map Rotation.

And lastly: the **LAUNCH** button. Pressing this will automatically activate the [Server Management](#) tab + attempt to start a server with the provided settings/maps.
Note:

Launching overwrites a loaded config. If you changed it and don't want to replace that config, use Save As... to make a new Config File before launching the server.

Below is a screenshot of the MapBrowser window.



In the 'Titlebar' it'll keep track of the amount of selected maps.
At the top, same as in [Server Settings](#), it'll display info of a selected map.

Left side (Custom User Maps):

These are the maps available in your *user maps* (sub)folder(s).
When in settings the *Automatically Load Maps* option is enabled, this will load all mapfiles instantly before you can do anything here.

Right side (Default Ubisoft Maps):

Here are the default FarCry2 maps. These are always listed.
The default maps that require Fortunes Pack are marked in a different yellow.

The bottom bar:

Here you have the following options:

Open Folder (icon):

> This will open the *user maps* directory so you could quickly change things there if needed, before loading anything.

(Re)Load:

> Loads or reloads the maps in *user maps*. Maps are loaded in order of the existing subdirectories. If **Root only** is checked, it won't load maps from subfolders, which allows you to quickly load important or specific maps.

A <> Z:

> Orders the maps A-Z or Z-A, to find maps more easily if you know the filename.

(De)Select All:

> Instantly checks all unchecked maps on the specific side, or unchecks all checked maps, whichever applies on the moment of action.

Import:

> Add the selected maps to the *Map Rotation* list in the [Server Settings](#).

5. Server Management



This window is all about controlling the server during its runtime, although you could also use the [Server Settings](#) tab to change the options of the server rather than just interacting with the launched 1.

Left side (*Player Interaction*):

Shows the Player Amount, Team Scores (if it's a teamgame), the list with joined players and the Chat Window.

The Playerlist view reserves place for minimal 4 players, after that it'll grow with players till max 16. Much of the basic data is shown in that list, like:

ID: The peerID of a player, useful for private chat or kick/ban;

Team: Shows the Team of a player, or an x in case of DM;

> This is expanded with a blue colored *Spectator* as 'Team'.

Player: Displays the name.

S (Suicides): The amount of suicides for that player.

K (Kills): The amount of kills for that player.

D (Deaths): The amount of deaths for that player.

K/D (Kill/Death ratio): A value representing how many kills are made per death.

Score: Depending on the GameMode, the score will be increased for certain actions.

joinTime: The total time a player has been in the server since first join.

mapTime: The total time a player has been in the map since it started.

This value is the same for all players if they are present before the map starts.

It's mainly to compare stats of players who joined later in match.

IP Address: IP of connected player, useful to ban or check ping/name (VPN).

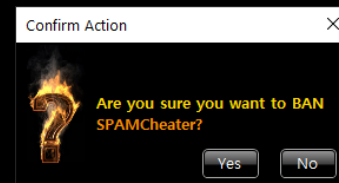
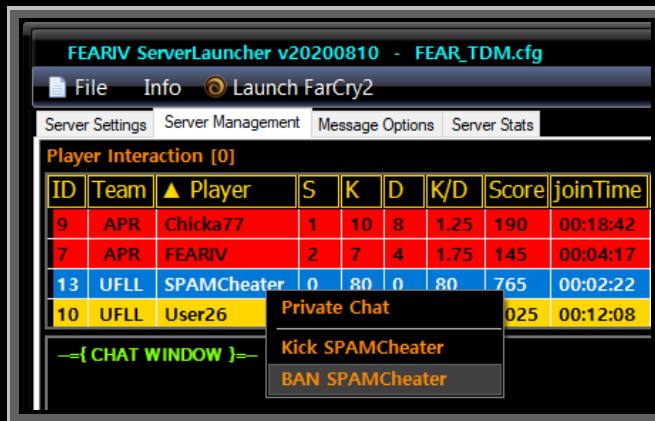
There is a max Length for names, double-click on a player to view the full name.

By default FSL tries to autokick invalid names when such players join.

Rightclicking on a player pops up a menu with the options *Add as Admin (Or Remove if existing already)*, *Private Chat*, *Kick Player* or *BAN Player*. Using Add as Admin, the player will be automatically added to the Active Admins in Settings with name and IP and autosaved after that. Want a SuperAdmin? Then you still have to change this manually in the settings.

Using Kick or BAN, a message shows up to verify the action.

Any kind of (auto)Kick/BAN sends a public message with action and reason.



The Chat Window contains everything being said in the game by players, but also:

-> [automated messages](#) and responses generated by the ServerLauncher;

-> important events, such as Server started/stopped, Match started/ended and players joined/left.

If there are long chatmessages (possible in Lobby), you can double-click the line to get a MessageBox-popup containing the full message.

The bottom bar:

AutoScroll: When checked, the window will automatically jump to newly added lines. If you want to read back, it's handy to temporarily disable this behavior.

ChatMode: When checked, no more than 10 players are displayed at once, to more easily follow the chats when 16 players are in and chatting a lot.

ChatTextField: Here you can type something to send to the server. The number at the right shows the max amount of characters left to reach limit.

Send button: Same as Enter-key, it'll send the text to the server.

Dropdown (All): This dropdown contains the peerIDs of available players in game. By using the private chat of rightclick-menu or selecting a number in dropdown, you can chat privately with that player.

Right side (Server Interaction):

This small side has the basic server-info/controls.

The dots [...] next to Server Interaction are used for the countdown timer when automatic returning messages are activated during match.

It also shows the time left for a forced start of match when a player has used the [READY command](#) in the chat.

IP: shows the IP assigned to the server.

When this doesn't match with the chosen network mode, you'll get a warning.

Status: Shows the status the server is in.

This includes the various states of a launched server (in/leaving lobby, pre-round, running, match end etc.) but also not running state & connecting countdown.

Duration: A counter showing how long the current status is active. This is mostly useful to see the idle time in lobby or match duration extended over default time.

GameMode/MapName:

Respectively showing the GameMode & MapName as set when the server was launched. This info is extracted by using the default server-commands.

Lobby: Provides several buttons for default server-commands.

The only unique button here is *Abort*, which disables the [countdown timer](#) for a forced match start, if that was running.

Match: Provides several match-related buttons.

Only *Restart* currently won't ever get enabled, since the command does exactly the same as *End*. *Once I've written a custom Restart function, I'll enable it.*

Refresh Stats: Updates the values for all players in list. If you can't wait for the next automated refresh, use this button to force it. This also includes the command to get scores in CTD, because it's not automatically updated as it has to ask for the scores each refresh time and that's quite intensive.

Map: asks the server for the current mapname. Using this button you can manually check MapName in case it failed to automatically update after a change (or in Lobby if players have voted to SkipMap).

STOP Server: Stops the server without quitting the ServerLauncher.

cmd ID: Shows which cmd-numbered file FEARSL is/will be connected to, to send commands to the appropriate FC2ServerLauncher.exe window.

Uptime: Shows the uptime since a server was started. Updates each minute.

6. Message Options



Here you can set different Message features of the ServerLauncher.
Currently it supports the following options:

CommandChat:

This feature offers 'commands' that players can say to get an answer as response.
The Custom tab offers Commands which ServerOwners can set as they please.

-> *These commands can be altered LIVE!*

The Server tab contains a list of the ServerCommands made available for the ServerLauncher, these can't be adapted. They show launcher/match-related info:

- * Version of FSL;
- * Links to Discord/Live Servers;
- * MapName (*only during match*);
- * Show if a specific setting is turned on (Friendly Fire, Hardcore);
- * The set score to win;

The Player tab contains commands for player-information, such as:

- * Stats
 - join-time/in map;
 - own kill/death-related stats;
 - top killer/victim of a player during match;
 - enemy-info with total times you killed him/he killed you;
 - earned rewards;

Live Server Message:

Here you can enter a textmessage that will be displayed on the [Live Server Site](#), could be used to inform people of things they need to join, where to find the server in game, or just say Hi! **[Not implemented in new website design yet!]**

Returning Messages:

Here you can activate the option to have messages being spawned in the game each x seconds. You can enter many lines and by activating it, the timer will run during matches. In lobby the timer is disabled. The messages can be saved per-server. The Prefix will add those few characters + a space in front of each line.

All message-options can now be uniquely saved per server.

You also have the choice to load a Global settingsfile which can be shared between multiple servers, if you don't feel like making unique returning messages or custom commands.

Checking the Global checkbox will immediately apply the Global settings.

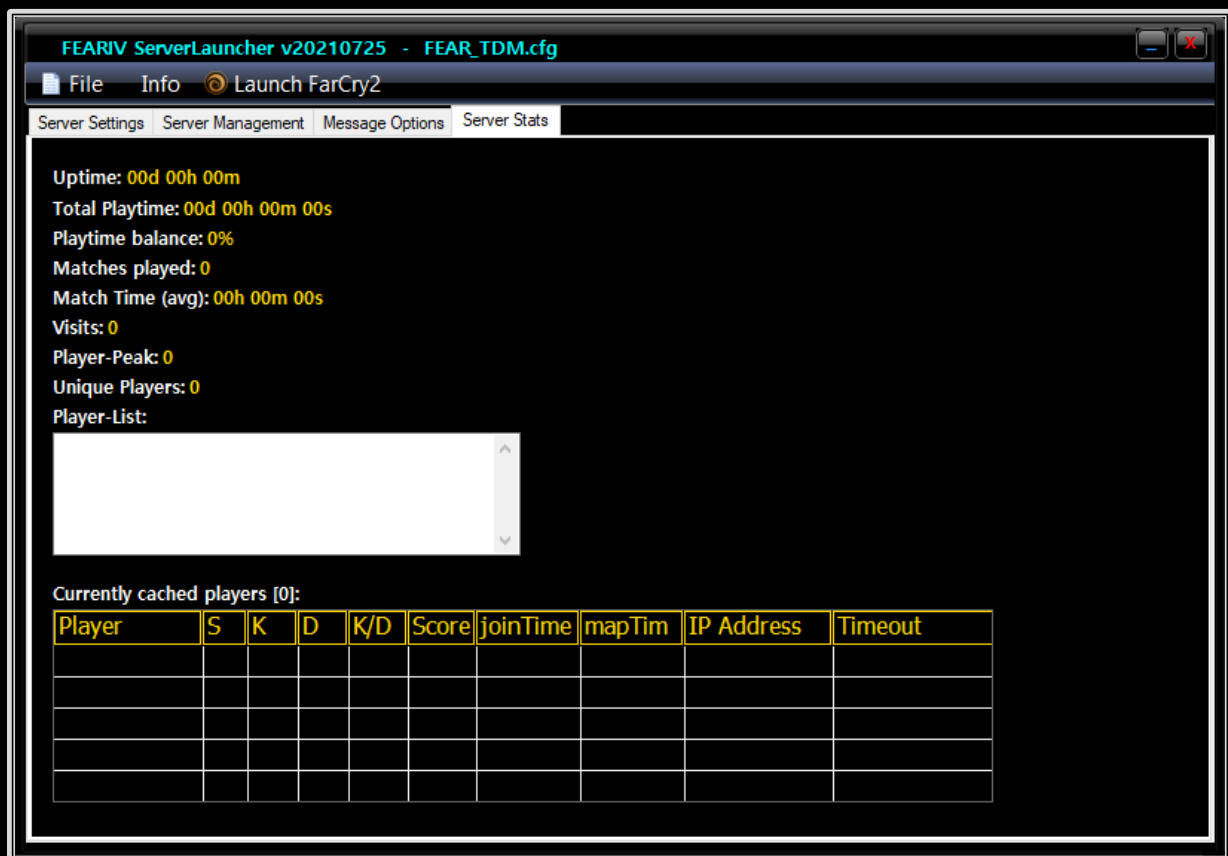
Use the Save button at the right bottom corner to save all message settings.

Welcome Messages **(not implemented yet):**

Currently there is no section to set your personal welcome messages.

But... 1 of the features of FSL is having a break between matches if you set minimal players higher than 1. People can still play on the server when they're alone by using the [READY command](#). FSL gives a private instruction message to explain this to players at the moment they join the Server-Lobby while minimal players > 1.

7. Server Stats



In this tab you can see stats of the server since the time it started. For now it's several basic stats, most are self-explanatory.

Playtime Balance shows how much usage has been made of the server (playtime), compared to the uptime of the server. This is updated each minute.

Match Time (avg) shows the average match time, calculated by the total playtime divided by the amount of matches.

This could give some insight in how many matches were ended fast by votes or by fast wins, or maybe many matches which were extended for long.

Visits shows the total times players connected to the server (forbidden names excluded). This could be same players connecting multiple times, whereas **Unique Players** only counts every separate name only once, to give an idea of the total amount of different players who joined.

Player Peak is the max player-amount which were in the server at the same time. Same as **Unique Players**, it could also have been for a very short visit.

Obviously more Stats are planned to be added.

Currently cached players:

Here it shows the currently cached players with stats and possible countdown to be removed. Handy to see if everything is correct regarding getting stats back, cached stats reset and removal after timeout etc.

8. Debug Window



This area (dis)appears when you activate it using *Info -> Debug Window* in menu. This expansion of the Launcher can be next to any of the selected tabs.

Buttons:

The Debug window contains several buttons at the top, to send some default commands to the server.

The 2 buttons ask for the gamemode and playerlist per team to set the correct colors in the list.

Console Output:

Displays the output of the ServerConsole, so you can see if specific lines were generated (correctly) when they were expected.

It's also useful to see errors in specific circumstances.

Open Log (Button):

This should open the server-linked logfile in Notepad to read back when needed.

|> (Command bar):

Here you can type commands to send to the ServerConsole (fc2serverlauncher.exe). Since the ServerConsole process should be hidden from the start when launching a server, this is the way to go to send official fc2 commands to that process.

Debug Output:

The public usage is to show Error Stacktraces when something goes wrong while reading a line from the Console Output. This could be helpful for me to solve errors in specific cases.

It also contains specific debug test-situations during the development of this ServerLauncher, but these should be removed before a release.



Show TestWindow (checkbox):

The picture above shows the use of the activated TestWindow.

TestMode has 2 ways of testing:

- > Manually add simulated events and play around with that, or
- > Load a premade 'test script' and let it automatically run the events, to see the outcome of it. Very helpful in testing if functionality (still) works.

Note that testing can't be activated when an actual server is already running.

Also not everything can be simulated, if you depend on real (timed) server output!

The big bunch of buttons above the long textbox are to help generate **manual** events. Most events are instant, some require an alteration or combination before they can be sent to the Console. Above this it shows a possible opened testfile.

Current Manual Test options + [Key-shortcut]:

TextBox: Here you can enter a playername you would like to simulate joining.

APR/UFLLO checkboxes: Add default APR/UFLLO numbered name when using **Join**-button.

Join-button: Pressing this will add a player. Default if playername textbox is empty, default APR/UFLLO if checked or entered name if the textbox is not empty. Of course this will allow a max of 16 players to be added.

X-button [DELETE]: if 1 or more players are selected in PlayerList on the left, they will leave.

Killer [1]: if a player is selected, it'll generate first part of killmessage.

Victim [2]: with a player selected, adds last part of killmessage (if present) and automatically send the line.

-> *Both Killer & Victim contain a custom soundeffect for fun!*

S-button [5]: With a player selected, this will make him suicide.

Speech bubble button: With a player selected, generates a say line in the long box below.

Add what you want him to say in that same box and then **Send TestLine!**

Mode-button: Clicking this instantly sends a gamemode response, changing the mode. It's a never-ending cycle, so just switch to the mode you want.

A mode should be selected for specific functionality to work!

- **-button**: Starts the match, which is needed for specific functionality to work.
- **-button**: Stops the match, if needed to test multiple matches.
- (empty)-button: Adds a NoName to the match, which should be autokicked!
- ↺ **-button**: Sends last event again, handy for multikills/chatspam.
- APR/UFL**-button: with 1 or multiple players selected, set their team.

Automated testing options:

- ↺ **-button**: Reloads a test-file if 1 is loaded and externally adapted afterwards.
Saves you from having to manually select/open the file again.
- EDIT-button**: Opens an already loaded file in NotePad to edit.
- LOAD-button**: Select a test-script to be opened for testing.
- Run Events-button**: Clicking this button will start running a loaded test-script.
Note that a running test can't be aborted.
- Send TestLine-button**: Used for content of some of the Manual buttons.
Some event you need not covered yet? Type it manually. ☺
Support for using the ENTER-key is added too.

9. Extra Features

These features exist but often don't have visible menus or options to tweak (yet).

Admin Commands (custom):

FSL offers easier commands which can be executed in the game, so there's no need to use the GUI buttons or the more complex default (admin)commands in the console. This will only work if the player has been added as admin in [Settings](#).

The following custom admin commands are currently supported:

>abort: Stops the force match timer if it was running (Lobby only).

This will show an abort-confirmation if the timer was stopped.

>ban [id]: Bans the player with given id, if available in server.

>end: Ends the match (Match only).

>extend: Adds 5 minutes to the playtime (Match only).

>go: Force start the match (Lobby only).

>id [(part of) playername]: Returns the id of first matching playername, if any.

>jump [(part of) mapname]: Loads first map matching search in Mapcycle, if any.

>kick [id]: Kicks the player with given id, if available in server.

>shuffle: Randomizes the teams (Lobby only).

>skip: Loads the next map in Map Rotation (Lobby Only).

Anti-Spam:

In [settings](#) there are options to tweak anti-spam values.

A player violating the set spam-amount will get auto-punished as set in settings. Regarding *commands*, the limit has been set to 5/min. This prevents lots of requests to answer for 1 player if he spams commands around. This doesn't result in a warning, it just stops answering commands till the timeout is reset.

> Admins are excluded from this behavior!

Anti-Teamkill:

Mistakes can happen, but be careful with killing your own team.

Players can make 2 mistakes per match, in case friendly fire is on or when they try to kill an enemy and also blow up a teammate. Doing this on purpose will get players banned very fast. The 3rd teamkill in same match = autoBAN (kick for now) There is currently no option to tweak this in any way.

Auto-Kicking 'Forbidden Names':

Players joining with names that don't comply with the UBI accountname convention will be automatically kicked by the Launcher (if successful).

> Use the *clan_tag* to make creative display names if wanted.

Auto-Logging servers:

FEARSL will make a directory in "server/logs" for each used config and store logfiles in there when servers are launched. This way it can clear the textbox in GUI to keep the application faster, without losing what happened.

If a server gets manually closed, the logfile gets automatically deleted if there hasn't been any activity on the server.

Forced Break/Pause between matches (READY):

A feature I really like:

You can now set minimal-players to a high value without losing the option of 1 person being able to play. A player who joins gets an instruction message and can just say READY (command) to force-start the match. A one minute countdown to 'force start' is started instead if READY is used with 2 or more players in lobby. This way, after a match ends, if someone is READY immediately, there is still at least 1 minute for other people to chat about last match, change their loadout, skip map, change team, download map from host and such. Admins can [abort](#) this.

This behavior will give peace to many players. Many hate it when the next match immediately starts after the previous one just finished (can't do anything)!

PlayerStats-Cache:

Stats players generate during matches are saved in a player object. These stats exist from the moment a match starts till the start of the next match, meaning that even in the Lobby you can still access the stats of the last played match. Another nice thing is that when players get disconnected by bad internet or want to rejoin to balance teams, they don't lose their stats in the launcher. Stats are added to cache when players disconnect and are returned if they join in that same match again (or the lobby after it). Besides the default GameStats (like kills, suicides etc.), there are more stats saved in FSL, like; K/Dratio, KillStreak, Top Killer/Victim and your playtime. These stats (except jointime) are reset when the next match starts.

In-Game Rewards (extra Player Stats):

Using FSL, there are more stats generated during a match than the default ones. When a player gets a reward, it is announced in the public chat of the match. The following list explains the different achievable (sets of) rewards:

First Blood:

> *Rewarded to the player who has the first enemy kill in the match.*

PayBack:

> *Players earn this if the first kill they make after dying is their last killer. Due to the high chance when playing with limited players, this option is disabled when there are limited players in the match (<4 in DM or <6 in Teamgames).*

MultiKills:

> *Each enemy kill within 3 sec since last 1 will grant a multikill-level reward.*

- * DoubleKill (2 kills);
- * MultiKill (3 kills);
- * MegaKill (4 kills);
- * UltraKill (5 kills);
- * Monster Kill (6 kills & each +1)

Killing Sprees:

> *Each 5 kills w/o death give you a certain level-reward of the killing spree set.*

- * Killing Spree (5 kills);
- * Rampage (10 kills);
- * Dominating (15 kills);
- * Unstoppable (20 kills);
- * Godlike (25 kills);
- * Massacre (30 kills & each +5);

Spree Ended:

> *Players get this reward when they kill an enemy who has a killingspree.*

If a player who has a killingspree suicides, he'll end his own spree (no reward). Using [CommandChat](#) you can see the results, even of other players.

BR (Battle Royale) support:

FEARSL has internal support for the BR mod, which is currently only applied to the *Last Team Standing* version.

Currently it activates the BR engine when a mapname starts with [BR].

What it offers:

- Join-info in lobby telling players about the mode;
- Countdown messages telling when match starts and when the safezone closes;
- Showing joining spectator-players (not visible in scoreboard in-game);
- Giving spectator-players a 'spectator team', visible in FEARSL/on live website;
- Shows leftover playercount per team if someone dies in any way (or leaves);
- Generates random winmessage if 1 team is annihilated + auto-ends match after it;
- Commands to show the available spectators (?spec) and leftover players (?p);

There are still a few more things to add/tweak, but it totally works for the mode.

Live-Server-View:

The ServerLauncher is connected to FireBase, where it can send data while a server is running. This data will be automatically displayed on

<https://fc2liveservers.web.app/> which is also connected. This enables people to see live running servers with amount of people, teams, who, how long and scores. Also most important server-elements are displayed, like:

- Name, IP + Port, Password-protection, GameMode, MapName, Runstate, Duration and current amount of people of max amount set.

As extra it also offers a custom message which can be set to show on the website.

RefreshRate:

By default, in Lobby the ServerLauncher will send an update each 5 minutes, while during a running match it sends an update each 30 seconds. Instant updates happen at important special events, like when a player joins or leaves or when server enters lobby or closes.

Servers/Computers that crash so are unable to send a remove-request will disappear after the set max-age of 5 minutes after which a server is considered dead.

Server-Suite:

The ServerLauncher supports several parameters which can be used to run it from a commandline with certain settings. Using a batchfile (.bat), you can make multiple predefined servers launch automatically.

Currently the following parameters are supported:

-s

> *this will automatically start the server.*

-n

> *Select the network to host [lan / online]. This can be used to launch 1 server in both modes without the need for duplicate scripts.*

-cfg [name]

> *pass the name of an existing configfile to load, without the .cfg extension.*

Example (saved as ServerSuite.bat):

```
set FEARSL="C:\Users\%username%\Desktop\FEARSL.exe"

start "" %FEARSL% -s -n lan -cfg UT
timeout /t 5
start "" %FEARSL% -s -n online -cfg FEAR_CTD
timeout /t 5
start "" %FEARSL% -s -cfg FEAR_TDM
timeout /t 5
start "" %FEARSL% -s -cfg FEAR_UP
timeout /t 5
start "" %FEARSL% -s -cfg FEAR_DM
timeout /t 5
timeout /t 20
```

In the batchscript above I've first made a variable for the FEARSL path to call.

After that I start several servers automatically (with -s) and give the FILENAMES of the configs I wanna run (from 'server' folder in *Documents\My Games\Far Cry 2*). The first 2 servers are set to run in a specific network mode, others use default. The timeout is added to have some seconds delay between booting servers.

All you need to change in above code is the FEARSL path (first line) and the CONFIGNAME you want to load in a start-line (where needed, also set the network).

10. Ideas/Problems

Issues or ideas can be discussed in the [Far Cry 2 Community Discord](#) (use the `#project-serverlauncher` channel) or add them to the public GitHub issue list:
<https://github.com/FEARIV/projectFEARSL/issues>

To check out the FEARSL project board (To-Do) with status of all issues, see:
<https://github.com/FEARIV/projectFEARSL/projects/1>

If you get an error, try to give me a description of the situation (what were you trying to do/what happened when the error appeared?) and also the error itself, so I can try to trace it back and see if I also have that issue myself.

The [Debug TextBox](#) in Debug Window can contain errors which happened during the parsing of lines in the Console Output.

The application catches general errors and should show it in a custom MessageBox I created for this purpose, where you can copy the error-information.