

# procon frostbite THE MANUAL

How to install, configure and run Procon

Version 1.0

*RCON for Game  
Servers*

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## Features

- Manage multiple servers in one window in one program.
- Create sub-admins with individual privileges assigned to each server.
- Layer style network for daemon support.
- Player list shows players country, last spawned kit, average sand totals with multiple options of view.
- Chat panel shows players global, team and squad chat as well as admins connected via the layer.
- Battle map to pan/zoom around an customizable overhead view of the battlefield. Shows player kill/death fuzzy locations. The battle map includes a measurement tool to find out distances between points as well as the ability to setup zones with various effects when a player kills/dies within the specified area.
- Capture and report various events around procon so you know what's happening within procon and your bfbcs2 server.
- Export/Import server settings or setup your server how you want and procon will generate the Startup.txt file required on your game server.
- Developer console for issuing vanilla or Punkbuster commands directly to the server.
- Logging support for console, chat and events with log files time stamped and split by day.
- In game commands with a dictionary matching arguments -> !ban phego will be matched to !ban Phogoe.

## Included plugins

### In game admin

In game commands using procon account privileges to ban/kick/say

### Basic Mapzone Actions

This is a basic plugin to protect U.S, Russian, and Attackers on the battlemap or setup zones to kill snipers for camping in certain locations. There are more complicated and customizable plugins made by the community to alter the battlemap zones effects.

### BFBCS Statsphile In-Game API

Provides an in game interface to the bfbcs.com API so players on your server can pull global stats about other players in the server. Players can pull summary information or statistics on favorites, gadget, weapon, vehicle, insignia, kit, specialization or a pin.

### Basic In-Game Info

Basic in game commands to provide help to players, guid, country etc.

### Kill Streaks

Shows kill streaks at admin's discretion (you customize which kill numbers to display and the message associated with it). Message will be displayed when player kills player with kill streak (e.g.: HeliMagnet ended Phogoe's kill streak!).

### Mixed Gamemodes

Multiple game mode support will cycle through an overridden Maplist. This plugin controls the server's Maplist.

### Ping Kicker

Kicks players on their average latency over a period of time, allowing for players pings to spike for brief times but otherwise maintain a server slot if someone in their house briefly watches a YouTube clip.

### Spambot

Displays messages in the server chat at a set interval.

## Welcome Messages

Shows a brief message when a player joins your server.

## Google Translator API

Translates all text between players and server to a players countries official language, or their preferred language. A German, a Swede and an Englishman walk into a server, the German says “Dies ist ein grosser nachricht”. The swede sees “Google Translator (GermanPlayerName): Detta ar ett stort budskap” while the englishman sees “Google Translator (GermanPlayerName): This is a great message”.

## Ploho League Controls

Basic ready up mode, BO3 support with both teams agreeing on a map, score display, basic in game weapon dump to display weapons used in a match and weapon/spawn/chat/everything layer side logging for league disputes.

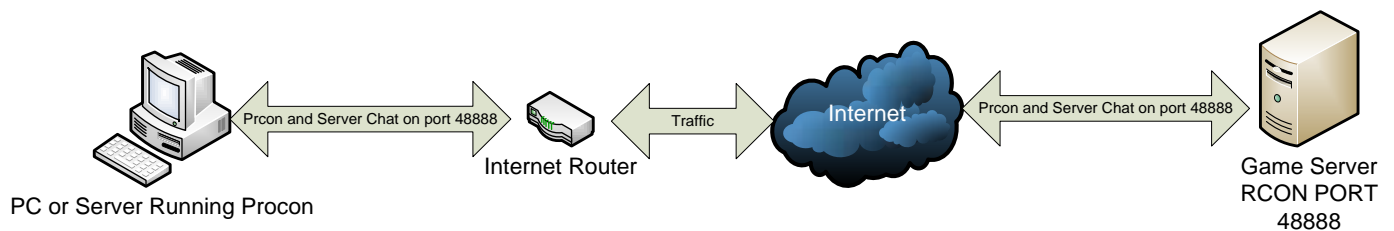
## Procon Layer Overview

### Single Procon

The procon program can be run as a standalone setup on a single machine which can then control your game server and allow you to perform actions on the game server such as kick players, change maps and such.

To do this, procon connects to the game server on the Rcon (Remote Console) port of the game server and then can send and receive information from the server.

The Rcon port is usually 48888 but can be different depending on your Game Server Provider.



You can then use procon to control the server via plugins or commands.

## Procon Layer

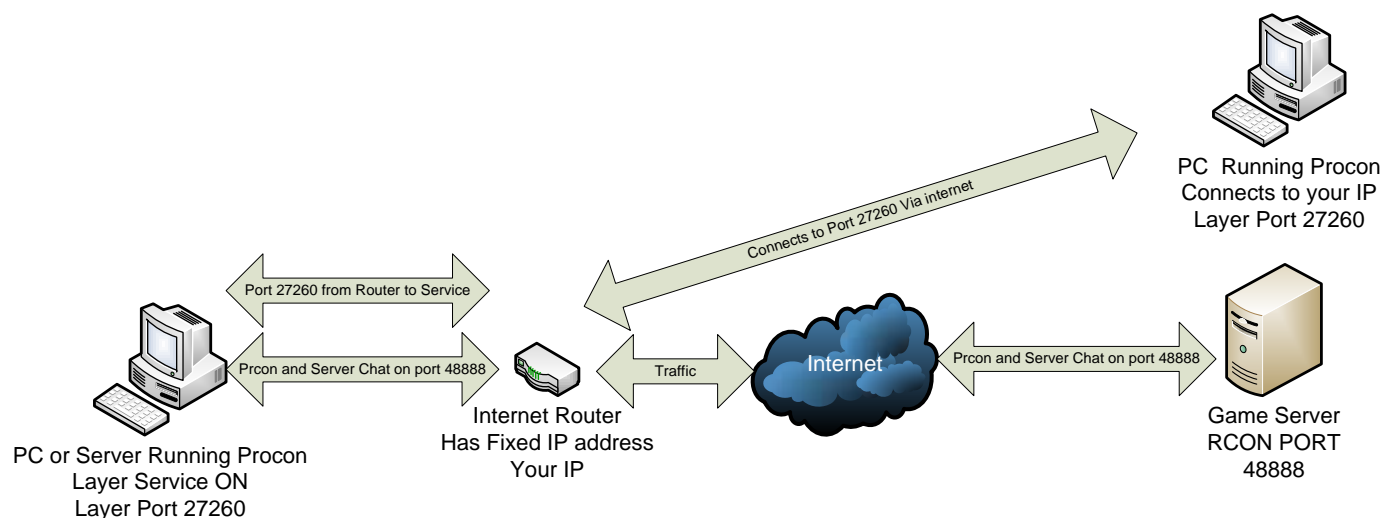
To allow other people to also control the game server via your procon, you can setup and turn on the layer server.

This is a service which allows other people with procon to connect to your procon via the internet to control the server.

You setup accounts on your procon to allow those other people to connect their procon to yours.

You also, when you setup the accounts and passwords, set the amount of access they have to your procon functions.

To have a procon layer server running, you need to turn it on in procon, setup your internet connection to allow people from the internet to connect to that service.



## Procon hosting services

This is how procon host providers are setup. They will provide you with an address, port number, username and password to connect to their copy of procon, which is connecting to your game server.

## Procon self-hosting

If you have a computer that is running all the time, you can install procon on it and then setup the layer server so that your other admins connect to your procon with their copy.

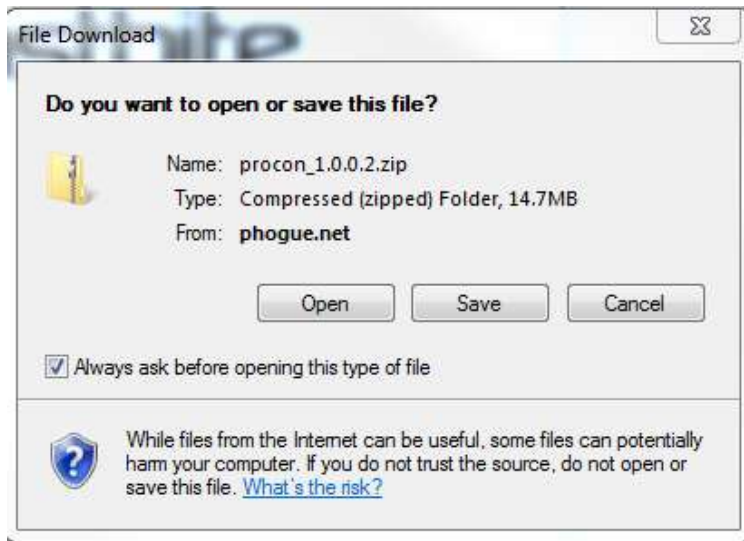
Please check the **Accounts Tab** and the **Start Procon Layer Server** sections of this manual for more details.

## Initial Installation

### Download Procon

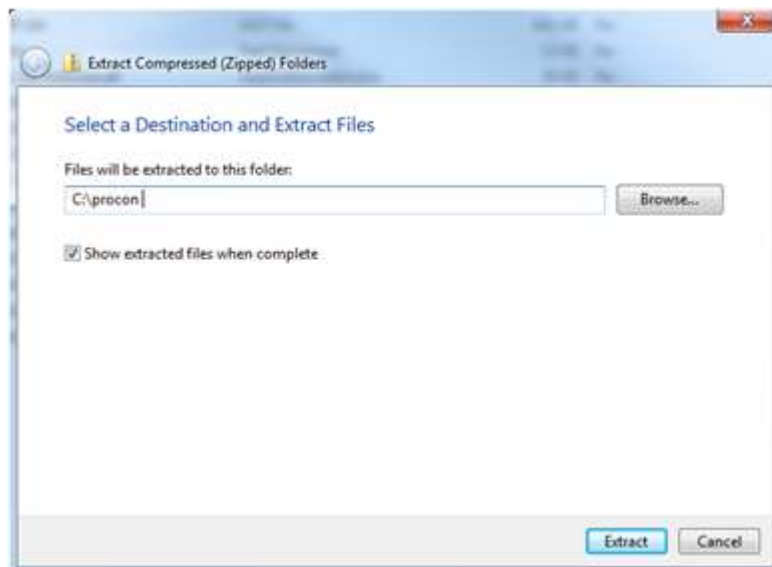
<http://phogue.net/procon-frostbite/>

Download the current release. This document refers to release 1.0.0.2 in most areas. Your file name may be a later release such as 1.0.0.3.zip.



Save it then open it or open it directly.

Extract the files to a local directory on the machine. Suggested would be C:\procon



Once the files have extracted, open the directory.



It will appear similar to this

Configs	4/08/2011 9:15 PM	File folder	
Localization	4/08/2011 9:15 PM	File folder	
Media	4/08/2011 9:16 PM	File folder	
Packages	4/08/2011 9:16 PM	File folder	
Plugins	4/08/2011 9:16 PM	File folder	
GeoIP.dat	4/08/2011 9:16 PM	DAT File	1,169 KB
gpl.txt	4/08/2011 9:16 PM	Text Document	35 KB
Ionic.Zip.Reduced.dll	4/08/2011 9:16 PM	Application extens...	195 KB
LICENSES.txt	4/08/2011 9:16 PM	Text Document	4 KB
PRoCon.Console.exe	4/08/2011 9:16 PM	Application	6 KB
PRoCon.Console.pdb	4/08/2011 9:16 PM	Program Debug D...	12 KB
PRoCon.Core.dll	4/08/2011 9:15 PM	Application extens...	524 KB
PRoCon.Core.pdb	4/08/2011 9:15 PM	Program Debug D...	810 KB
precon.doc	4/08/2011 9:15 PM	Microsoft Word 9...	271 KB
PRoCon.exe	4/08/2011 9:15 PM	Application	1,019 KB
PRoCon.pdb	4/08/2011 9:15 PM	Program Debug D...	800 KB
PRoConUpdater.exe	4/08/2011 9:15 PM	Application	61 KB
PRoConUpdater.pdb	4/08/2011 9:15 PM	Program Debug D...	30 KB

TIP: If you do not have the various directories such as Configs, Localization, Media, Packages and Plugins, then the method you have used to unzip the file has not been set to create folders or use folder names.

## Starting Procon

Double Click PRoCon.exe to start.

This will give you the friendly basic Procon start page.

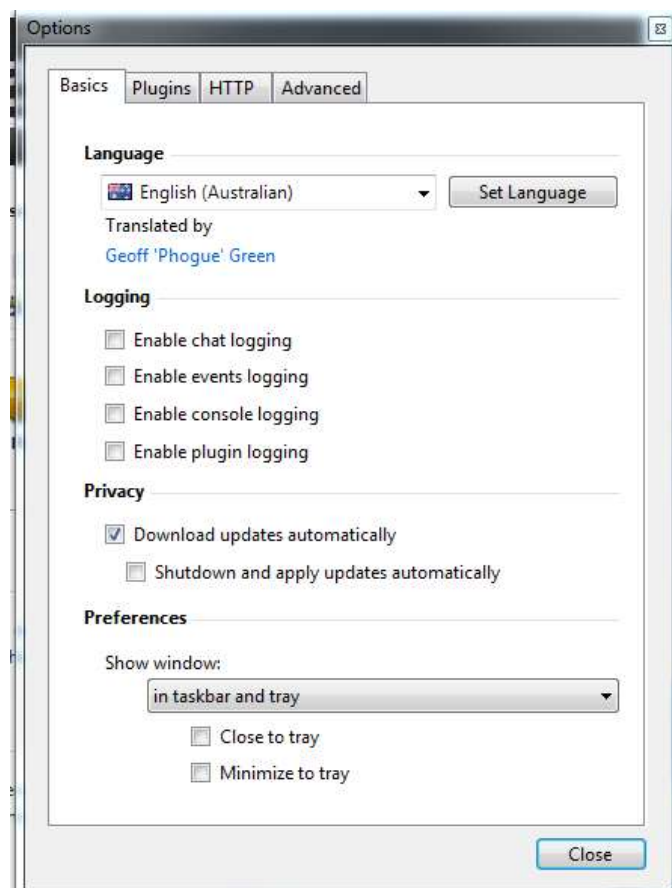


## Setting Global Options

Click on the tools in the top right hand corner



Select Options..



Select the language and then select the logging you would like.

Chat – keeps a log of all chat traffic on the server

Event – such as player x was killed by

Console – Traffic between Procon and the server

Plugin – Events and actions by plugins

To start, limit your changes to the language and logging options. For the initial setup, it is suggested that console and plugin logging be ticked.

Close the options.

## Connect to Game Server

Now you are required to create a connection to your game server.



Click on Create Connection

You will now require the information for your Game server. This should have been given to you by the Game Server provider.

- IP address or host name of the game server
- RCON Port number
- RCON password

This screenshot shows the 'Create Connection' form within the 'My Connections' section. The form has four input fields: 'Hostname/IP', 'Port' (with '48888' entered), 'Username', and 'Password'. Below the 'Username' field, there is a note: 'You only require a username to login to a PRoCon layer'. At the bottom right of the form, there are two buttons: 'Connect' (with a green checkmark icon) and 'Cancel' (with a red X icon).

***As this is your Initial Procon, you do not require the Username.***

Enter the IP or Host Name of the server

Change the Port to the RCON port number supplied by the Game Server Supplier.

Leave the user name blank

Enter the RCON password supplied by the Game Server Supplier.

Click Connect (which will not be shaded once you have filled in the details).

Once Procon connects to the server you will Get a Green Tick



It will also show basic information. In this case the server has:

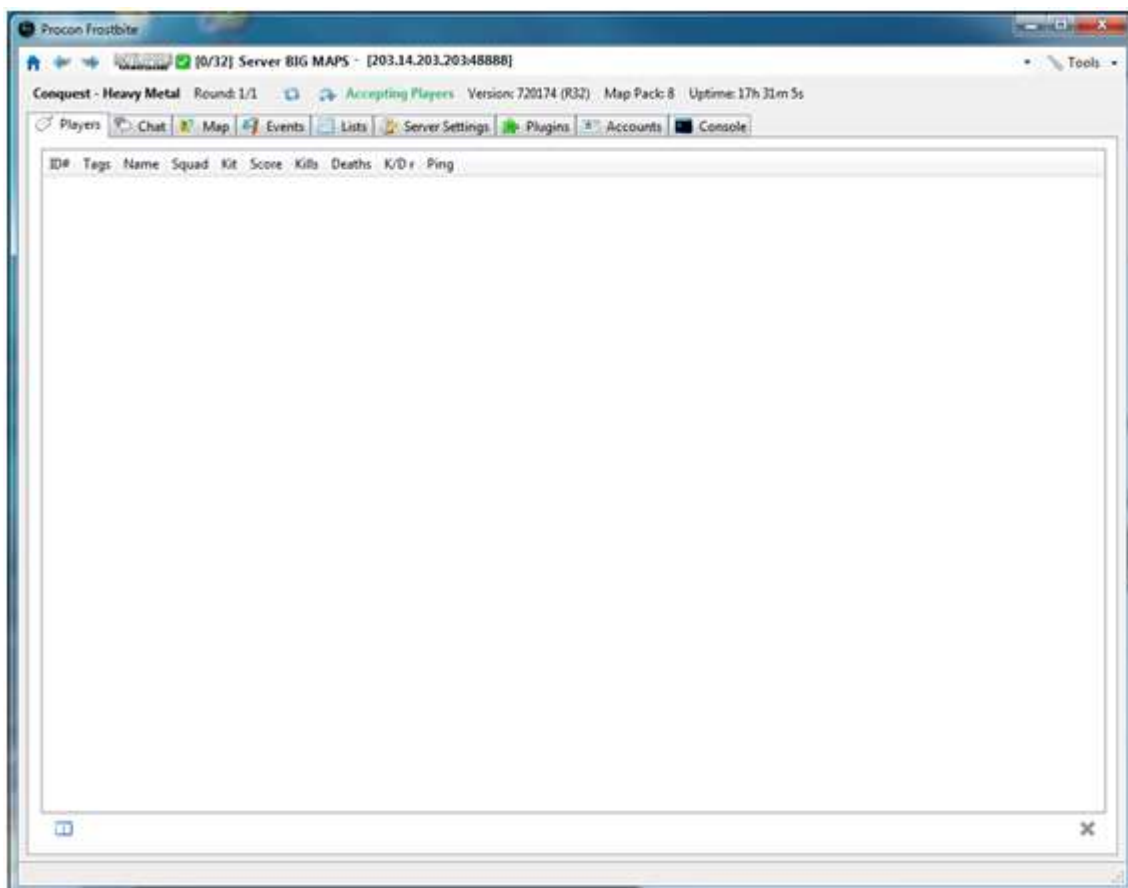
- 0 players in a 32 slot
- Server is called "Server MAPS – BIG"
- IP address 203.14.203.203
- RCON port 48888
- The server Map is Conquest – Heavy Metal with round 1 of 1 running

Click on the Server **[0/32] Server BIG MAPS - [203.14.203.203:48888]** line

Note: Yours will be a different Name, IP Address and Port.

## Main Server Screen

This will bring up the main screen for the server.






## Procon Program

### Navigation

#### Main

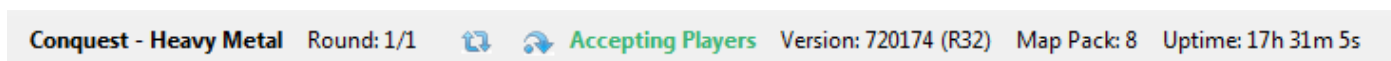


This is the main navigation to allow you to move between servers if you have more than one or return to the home start page.

-  Home – returns to the Main Start Page
-  Previous server
-  Next Server

If you only have one server then the next and previous arrows will not do much.

### Server Status



This shows the server status – Game type, Map Round, Accepting Players, version, Map Pack and Uptime.

## Map Restart or Next Map

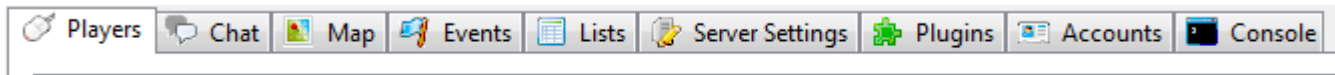


This restarts the current map



This loads the next map in the map cycle

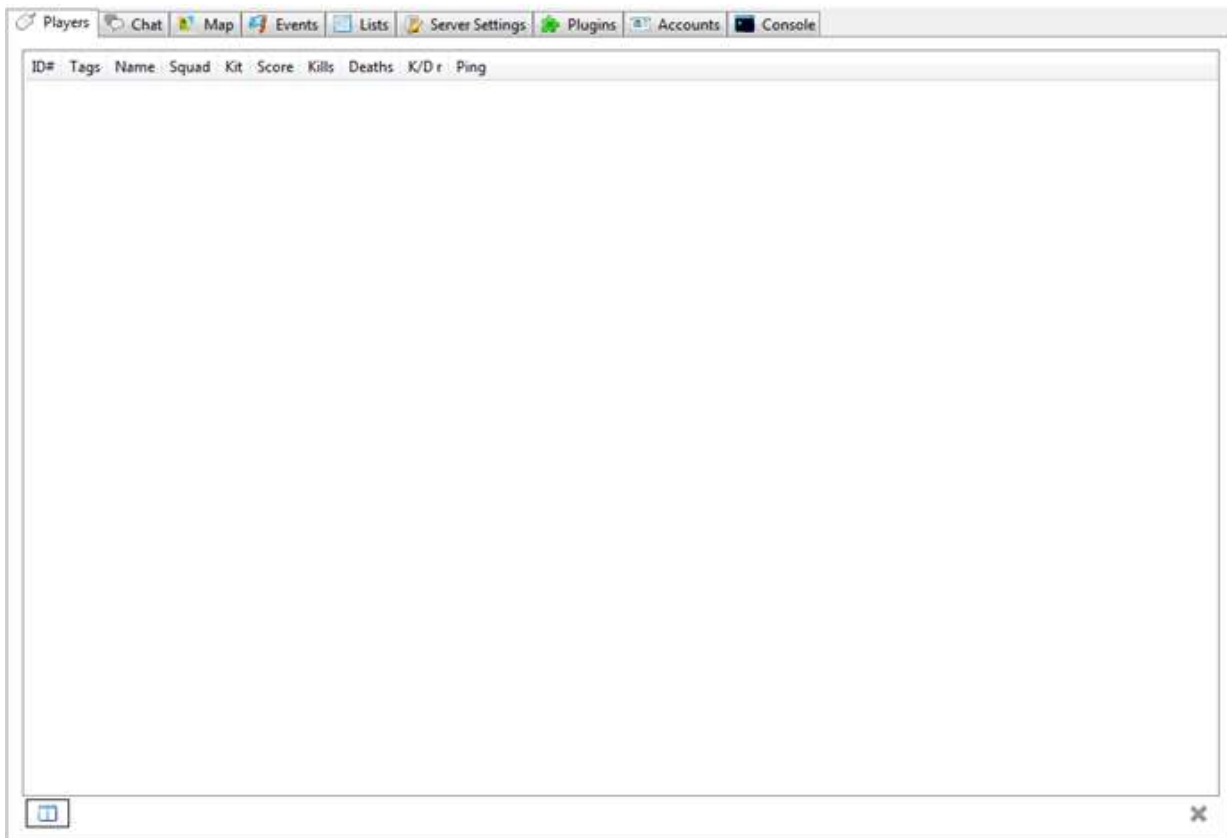
## Screen Tabs Overview



- Players – this shows a list of players on the server.
- Chat – displays chat traffic on server – includes general, team and squad chat
- Map - shows the present running battle map
- Events – Event in procon and the server
- Lists - Banlist, Maplist, Reserved slots, Text chat moderation
- Server Settings – Configuration settings on the server
- Plugins – lists and allows configuration of plugins
- Accounts – Procon user accounts
- Console – Server and Punkbuster events on the server

## Screen Tab Details

### Players Tab



- ID – The slot number of the player on the server
- Tags – Clan tag
- Name – Players Name
- Squad – which squad the player is in
- Kit – what the players kit is
- Score – players score
- Kills – How many time the player has killed
- Deaths – How many time the player has died
- K/D r – Kills to Deaths ratio
- Ping – Player ping at the server



This is the screen division – click once you have two columns – team 1 and team 2

ID#	Tags	Name	Squad	Kit	Score	Kills	Deaths	K/D r	Ping

ID#	Tags	Name	Squad	Kit	Score	Kills	Deaths	K/D r	Ping

Click again and the screen will be divided into 4 – Useful for squad death match

ID#	Tags	Name	Squad	Kit	Score	Kills	Deaths	K/D r	Ping

ID#	Tags	Name	Squad	Kit	Score	Kills	Deaths	K/D r	Ping

ID#	Tags	Name	Squad	Kit	Score	Kills	Deaths	K/D r	Ping

ID#	Tags	Name	Squad	Kit	Score	Kills	Deaths	K/D r	Ping



## Players Display

ID#	Tags	Name	Squad	Kit	Score	Kills	Deaths	K/D r	Ping
1 - US Army - 583 Tickets									
4	MyClan	Freddy	Recon		310	6	14	0.43	109
		Averages	Recon		310.00	6.00	14.00	0.43	109
		Totals	1R		310	6	14	0.43	

ID#	Tags	Name	Squad	Kit	Score	Kills	Deaths	K/D r	Ping
1 - Russian Army - 589 Tickets									
1		No_Clanner	Alpha	Recon	1147	12	7	1.71	90
		Averages	Recon		1147.00	12.00	7.00	1.71	90
		Totals	1R		1147	12	7	1.71	

Here we have two players.

### Freddy – Details

- Name Freddy
- Tag MyClan
- Squad Isn't in a squad
- Kit Playing as Recon
- Score 320
- Kills 6
- Deaths 15
- K/D r .43
- Ping 109

### No\_Clanner – Details

- Name No\_Clanner
- Tag No clan or tag
- Squad Is in Alpha squad
- Kit Playing as Recon
- Score 1147
- Kills 12
- Deaths 7
- K/D r 1.71
- Ping 90

## Player Control

If you click on a player, the details of that player will appear.

The screenshot shows a web interface for 'Procon\_Manual (Australia)'. On the left, there are fields for 'PB Guid:' (6840e720a3423e2f2 720a3423e2f24d0), 'IP:' (228.228.3.226:43720), 'EA Guid:' (EA\_82628207E379CB27875C528B3F8BD1D3), and 'Inventory:' (SA-91 Automat, M9 Pistol, RPG-7 AT). On the right, there are two tabs: 'BFBC2' and 'Punkbuster'. The 'Punkbuster' tab is active, showing radio buttons for 'Kill', 'Kick', 'Permanently ban', and 'Temporary ban'. A 'Reason' dropdown menu is next to these. Below the radio buttons is a 'Time' field with a 'Minutes' dropdown. At the bottom right, there are buttons for 'Kill Procon\_Manual' and 'Dishonorably Discharge'.

### PB GUID

This is a unique code for each player generated by Punk Buster and is linked to the players CD Key.

<http://en.wikipedia.org/wiki/PunkBuster>

### IP

This is the IP address that the player is connecting to the server from. IF the player has a normal internet IPS connection, then this number may change each time they connect. If they have a fixed IP address, then this number will not change.

### EA GUID

The EA\_GUID is tied to the EA Account of a player. This is linked to the game CD Key.  
If you have more than one soldier created with that account all share the same EA\_GUID.  
The same goes for the PB\_GUID.

### Inventory

This shows what the player is using as weapons and kit.

## Kill - Kick - Ban

There are two tabs BFBC2 and Punkbuster.

BFBC2 tab – this will use the players game ID – which is the EA\_GUID when banning.

Punkbuster – this will use the players Punkbuster ID – which is the PB\_GUID when banning.

This screenshot shows the 'BFBC2' and 'Punkbuster' tabs. The 'Punkbuster' tab is selected. On the left, there are radio buttons for 'Kill', 'Kick', 'Permanently ban', and 'Temporary ban'. Below these is a 'Time' field with a 'Minutes' dropdown. On the right, there is a 'Reason' dropdown menu with a list of reasons: 'Hacking/Cheating', 'Admin abuse', 'Making Room for Members', 'Being Disrespectful', 'Team Killing', 'Spawn Killing', 'Attacking Enemy Base', and 'Team balance'.

The difference in the banning methods

**BFBC2** - the player may get a new EA\_GUID by changing name etc. So they may be able to enter the server again even though you have banned them.

**Punkbuster** - Banning by the PB\_GUID will force the player to use another CD game key and create a new EA player account before they can again join your server.

Note: The bans are stored on the game server. Punkbuster bans issued by the procon UI are prefixed with "BC2! ", similar to the "PBBANS! " prefix. This was to simply identify Punkbuster bans issued by the admin so they can be displayed on the Banlist. When Procon checks the bans, it only lists those with the "BC2!" in the reason; otherwise the Banlist would be populated with a lot of automated bans.

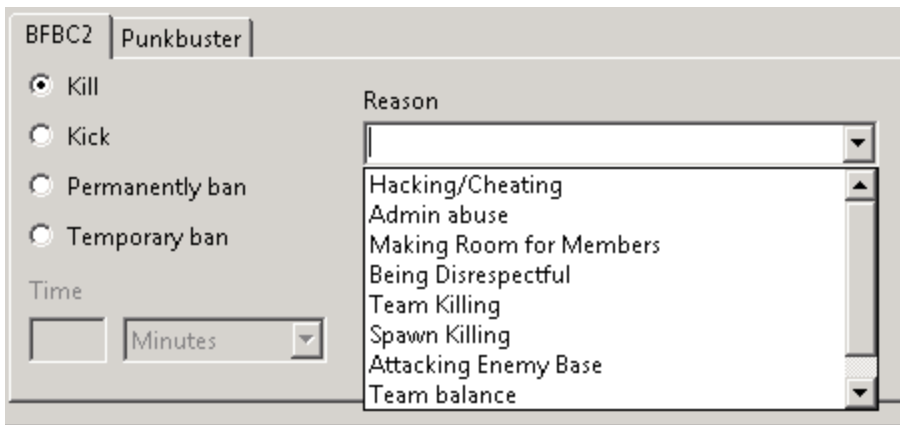
As there is a limit in Punkbuster of only sending the first 100 bans on the local Banlist, it's better to use the EA GUID.

Kill - This kills the player in game

Kick – this kicks the play from the game – they can re-join

Permanently Ban – this will ban the player from the server permanently. Though if your ban list on your game server gets lost or deleted, they will be able to join your server

Temporary Ban – this will ban the player for the time selected via the Time drop down list. This can be minutes, hours, weeks, months or years. Procon will deduct this as time goes by. See ban lists section for more details.



### ***TIP: REASONS FILE***

In the procon\Configs directory, there is a file called reasons.cfg

You can edit this file to add or remove the reasons that appear in the drop down list for Killing, Kicking or Banning a player.

```
////////////////////////////////////
```

```
// This config file will be NOT be overwritten during an update. (Eventually.. not during 0.6.X.X beta)
```

```
////////////////////////////////////
```

```
procon.protected.reasons.clear ← don't touch this line
```

```
procon.protected.reasons.add "Making Room for Members"
```

```
procon.protected.reasons.add "Being Disrespectful"
```

```
procon.protected.reasons.add "Team Killing"
```

```
procon.protected.reasons.add "Spawn Killing"
```

```
procon.protected.reasons.add "Attacking Enemy Base"
```

```
procon.protected.reasons.add "Team balance"
```

```
procon.protected.reasons.add "Team switch to winning team"
```

For example, the lines Hacking/Cheating and Admin Abuse have been added.

```
procon.protected.reasons.add "Hacking/Cheating"
```

```
procon.protected.reasons.add "Admin abuse"
```

```
procon.protected.reasons.add "Making Room for Members"
```

```
procon.protected.reasons.add "Being Disrespectful"
```

```
procon.protected.reasons.add "Team Killing"
```

```
procon.protected.reasons.add "Spawn Killing"
```

```
procon.protected.reasons.add "Attacking Enemy Base"
```

```
procon.protected.reasons.add "Team balance"
```

```
procon.protected.reasons.add "Team switch to winning team"
```

.You will need to restart procon for it to pick any changes.

## Chat Tab



This displays the chat on the server – shows global, team and squad chat.

- ☒ Enable scrolling
- ☐ Display join/leaving
- ☐ Display kills/deaths

- Enable scrolling – enables the scroll down of lines as they occur
- Display join/leaving – enable disable the display of player joining and leaving
- Display kill/deaths – enable disable the display of kills and deaths

Audience: All Players Display: Say Display time: 2 seconds Send

You can send messages to the players on the server.

Type your message into the box.

There is a limit on the size of the message so keep it brief – (100 characters limit)

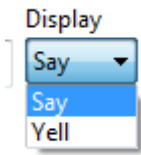
The drop down box allows you to select who to send to

Audience: All Players Display: Yell Display time: 20 seconds

- All Players
- Russian Army
- U.S Army
- Procon\_Manual

Note: This will also display players names – so you can send a message to individual players as well. In this case there is only one player on the server – who is called Procon\_Manual.

You can either Say or Yell



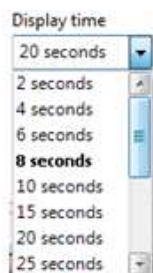
Say appears in the usual server/player messages screen on the player's game screen



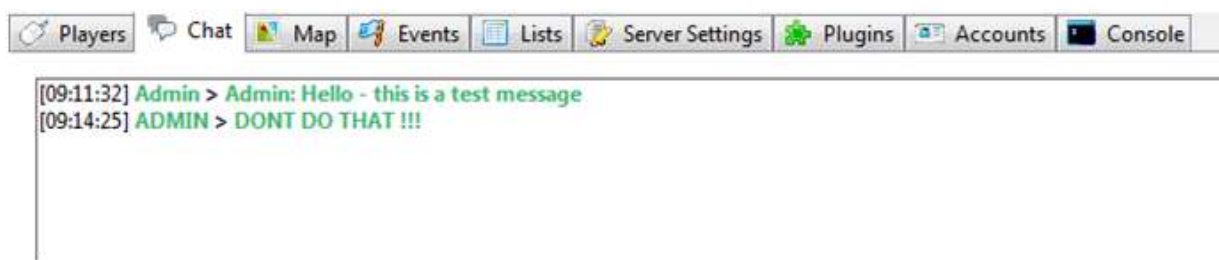
Yell appears in the middle of the players screen.



When you select yell, you can also select how long the message will flash on the players screen.

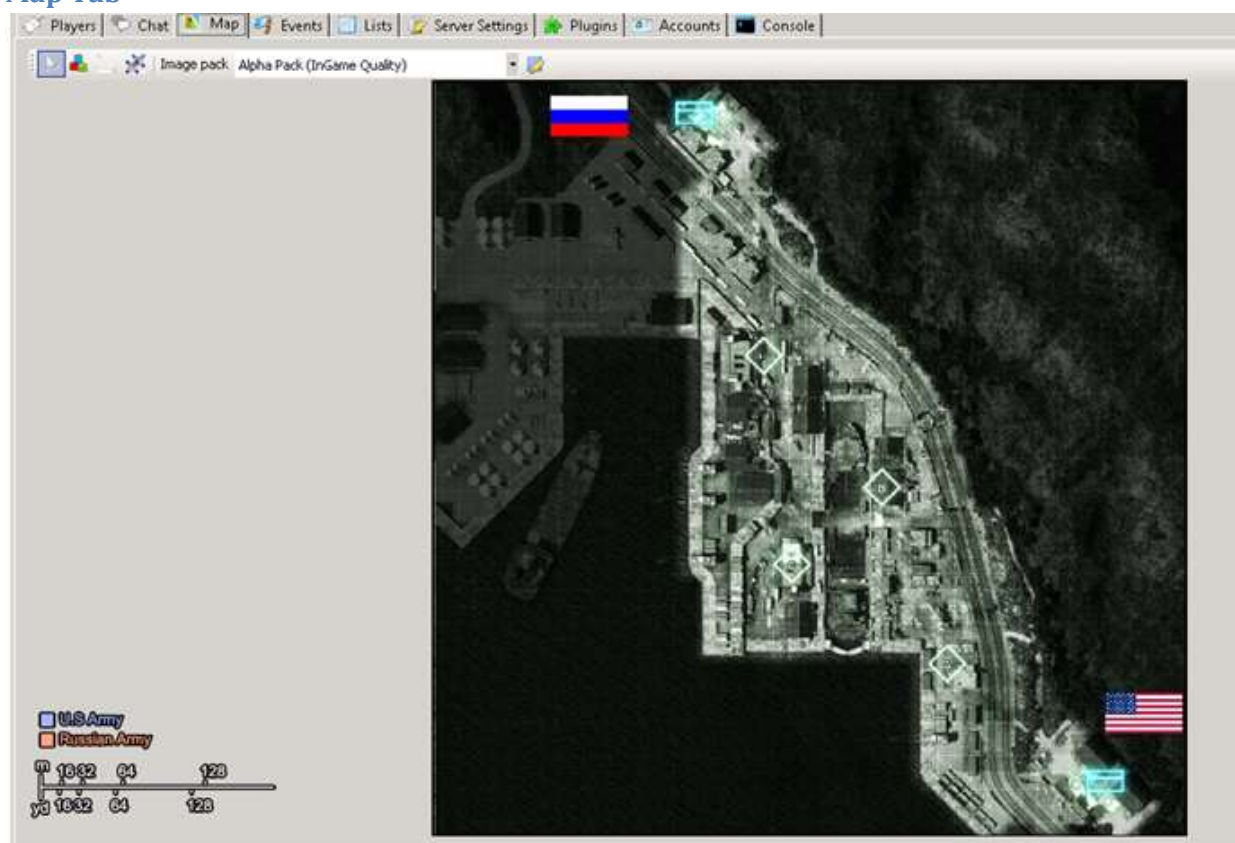


From 2 seconds up to 60 seconds



The sent messages also display in the chat tab window.

## Map Tab



This shows the battle map. As players kill or be killed, the **approximate** position will show on the map.

This tab is also used to setup zones on the map for various plugins.

The Icons



Basic pointer – co-ordinates will change as you move over map. You can also use this to control the display and to use the history recorder





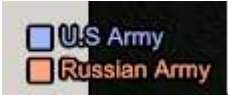
You can move back and forward in time. Here it shows when the round changed.



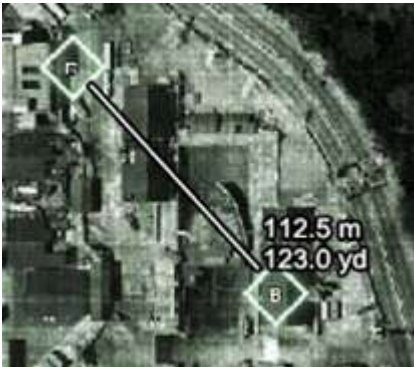
Colours - Change the team colours shown on the icons on the map



OR



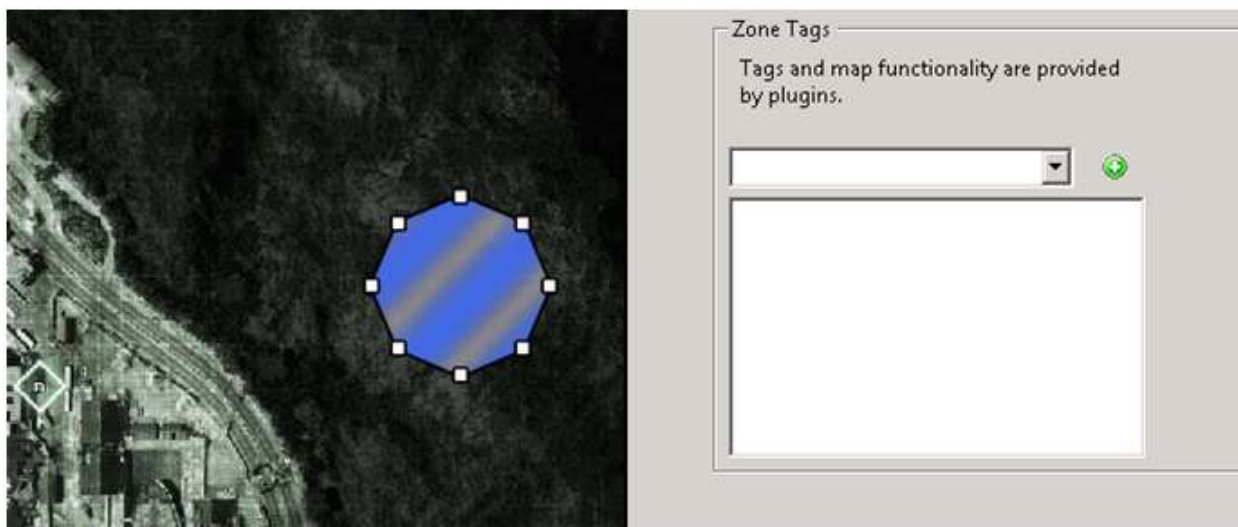
Measurement tool – Measure on the map



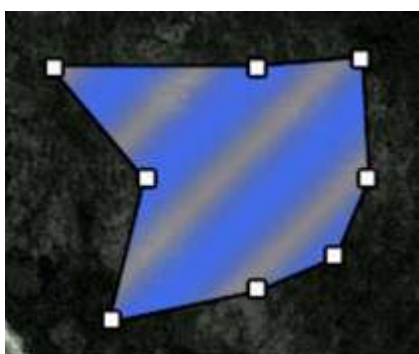




## Map Zones – add zones to maps



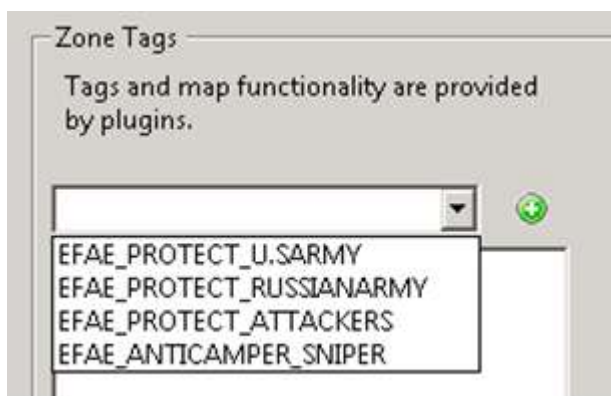
A zone is an area on the map which you can add actions to via the plugins. When you click on the map, you will get a round zone. You can drag the white squares around to change the shape.



### *Zone Tags*

The zones are tags that enable the plugin to take actions.

For example - with the Basic Map Zone plugin enabled, you have these selections



In this case, if you have EFAE\_PROTECT\_U.SARMY as the tag, no opposing player could kill a US player in that area without the plugin taking action, which with the standard settings for that plugin would kill the offending player.

Multiple tags can be assigned to one area – so if you added EF AE\_ANTICAMPER\_SNIPER to this area as well, an opposing team player will be killed by the server if they kill a US team member in that area. Also, if a US sniper kills an opposing team player from that area, he will be killed by the server.

Note: It is not within that area by from that area – the sniper could kill someone on the other side of the map and they will be killed by the server.

NOTE: Various Plugins use the tag zones differently and you have to read the plugins instructions and some plugins can create the Tag Zones for you.

## Image Pack



From time to time various resolution map images were available. Here you could select the resolution of the map images. The standard Procon only supplies one image pack at present so there is only one selection here.

## Calibration



This provided a method for advanced users to calibrate the positions of the map images. *Do not change anything here.*

## Events Tab

This shows the event on the server – the players' names are usually shown where the coloured blocks are located.

Source	Date and Time	Admin	Event	Message
Playerlist	08/09/2011 13:06:17		PlayerSwitchedSquads	swapped from squad None to Alpha
	08/09/2011 13:06:57		PlayerKicked	Procon_Manual was kicked from the server
Playerlist	08/09/2011 13:06:58		PlayerLeave	Procon_Manual left the server
Playerlist	08/09/2011 13:07:16		PlayerKilled	killed [GOL Sniper Magnum]
Playerlist	08/09/2011 13:07:28		PlayerSwitchedTeams	swapped from team Russian Army to U.S Army
Playerlist	08/09/2011 13:07:28		PlayerSwitchedSquads	swapped from squad Alpha to Alpha
Playerlist	08/09/2011 13:07:28		PlayerSwitchedSquads	swapped from squad Alpha to None
Playerlist	08/09/2011 13:07:28		PlayerMovedByAdmin	was moved to another team/squad by an admin
Playerlist	08/09/2011 13:07:45		PlayerKilled	killed [Combat Knife]
Plugins	08/09/2011 13:09:02		PluginEnabled	BasicMapZoneActions
Playerlist	08/09/2011 13:09:41		PlayerKilled	killed [Combat Knife]
Plugins	08/09/2011 13:10:23		PluginDisabled	InsanePunisher
Playerlist	08/09/2011 13:10:31		PlayerKilled	killed [870 Combat]
Playerlist	08/09/2011 13:10:31		PlayerKilled	killed [GOL Sniper Magnum   -HEADSHOT-]
Playerlist	08/09/2011 13:11:23		PlayerKilled	killed [M3A3 Bradley 25mm Auto Cannon]
Playerlist	08/09/2011 13:11:58		PlayerKilled	killed [M3A3 Bradley 25mm Auto Cannon]
Playerlist	08/09/2011 13:12:02		PlayerKilled	killed [GOL Sniper Magnum]
Playerlist	08/09/2011 13:12:05		PlayerLeave	left the server
Playerlist	08/09/2011 13:12:09		PlayerSuicide	
	08/09/2011 13:12:35		PlayerKicked	was kicked from the server
Playerlist	08/09/2011 13:12:35		PlayerKickedByAdmin	was kicked from the server by an admin
Playerlist	08/09/2011 13:12:36		PlayerLeave	left the server
Playerlist	08/09/2011 13:13:06		PlayerSwitchedTeams	swapped from team U.S Army to Russian Army
Playerlist	08/09/2011 13:13:06		PlayerSwitchedSquads	swapped from squad Alpha to Alpha
Playerlist	08/09/2011 13:13:06		PlayerSwitchedSquads	swapped from squad Alpha to None
Playerlist	08/09/2011 13:13:06		PlayerMovedByAdmin	was moved to another team/squad by an admin
Playerlist	08/09/2011 13:13:54		PlayerKilled	killed [GOL Sniper Magnum]
Playerlist	08/09/2011 13:14:13		PlayerLeave	left the server
Playerlist	08/09/2011 13:14:55		PlayerLeave	left the server
	08/09/2011 13:15:55		LevelLoading	Levels/MP 001

## List Tab

### *Banlist*

Procon by itself does not store bans, except from its memory as it has to deal with them. Bans are stored on the server and reloaded by the related .list commands on startup.

On startup Procon only queries the "normal" ban list (banlist.txt) which can contain EA\_GUID or Soldier name based bans. This is because the Punkbuster ban list (pbbans.dat) can grow huge.

The Punkbuster part is queried if you hit the reload button on the ban list tab.

If you add a ban using Procon it will add the Prefix "BC2!" by default to have those bans marked as from procon. On a manual reload Procon will query the pb ban list only for bans having "BC2!" in their description.

### *Maplist*

This is a list of maps and the order that they will load on the server. With this list, it is not possible to change the type of game played – if you select conquest, then you will be able to cycle through the selected conquest maps.

There are other plugins such as mixed mode map list – which allow you to change the game type as well as the maps.

### *Reserved Slots*

You can add players to the reserved slots list. This means if you have a 16 slot server that is full, if a reserved slot player joins, then one of the non-reserved slots players on the server will be kicked to make room for the reserved slot player.

The name you enter must match the players in game name without the tag.

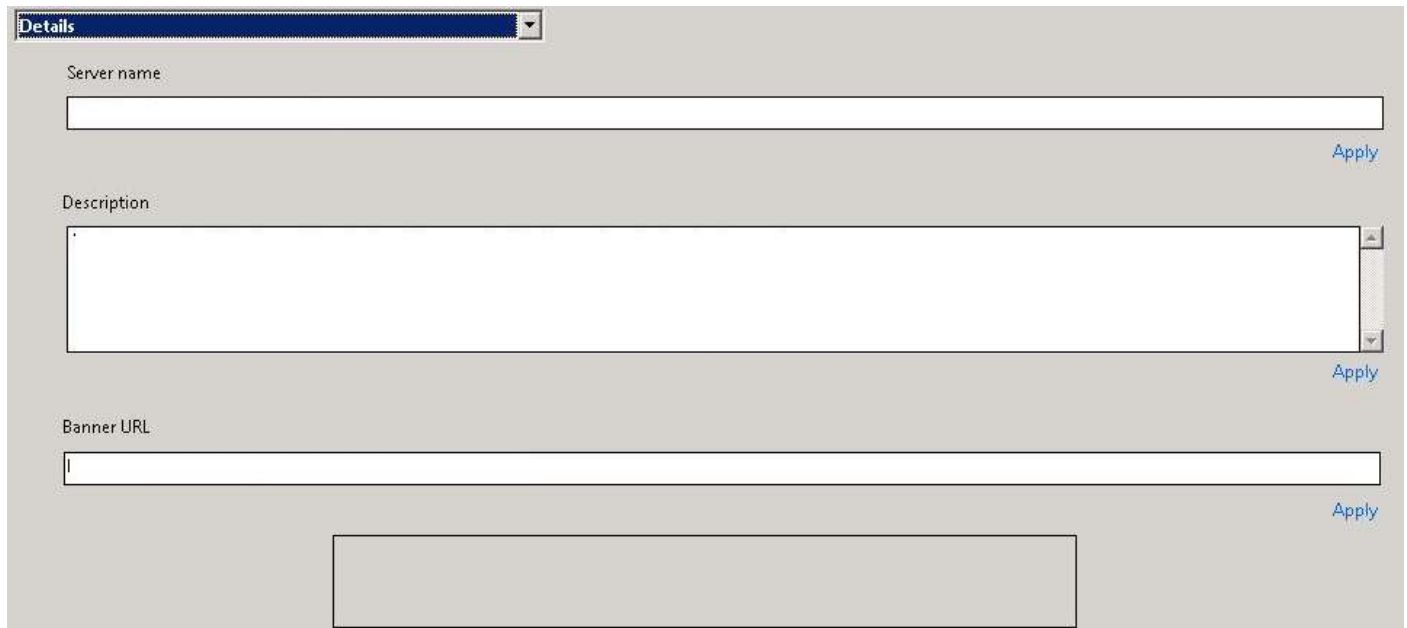
### *Text Chat moderation*

With you can define which user is allowed to use what kind of chat. You can mute all or some players totally or you can allow some to use the text chat but not the voice chat

## Server Settings Tab

The drop down list allows changes to various server settings.

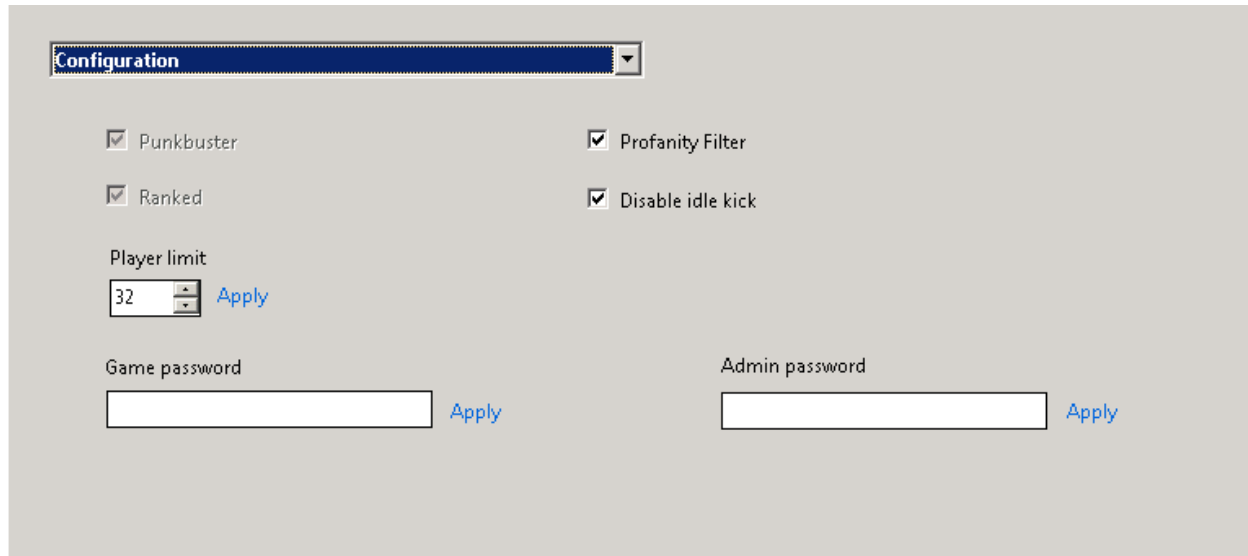
### Details



The screenshot shows the 'Details' tab in a server settings interface. It features a dropdown menu at the top labeled 'Details'. Below it are three input fields: 'Server name' (a single-line text box), 'Description' (a multi-line text area), and 'Banner URL' (a single-line text box). Each input field has a blue 'Apply' button to its right. At the bottom of the tab, there is a large, empty rectangular box.

- Server Name
- Description
- Banner URL

### Configuration



The screenshot shows the 'Configuration' tab in a server settings interface. It features a dropdown menu at the top labeled 'Configuration'. Below it are four checkboxes: 'Punkbuster', 'Ranked', 'Profanity Filter', and 'Disable idle kick'. The 'Player limit' is set to 32 in a spinner box, with a blue 'Apply' button next to it. At the bottom, there are two password fields: 'Game password' and 'Admin password', each with a blue 'Apply' button next to it.

- Punkbuster
- Profanity Filter
- Ranked
- Disable idle kick
- Player Limit
- Game Password

- Admin password

## Gameplay

**Gameplay**

<input checked="" type="checkbox"/> Hardcore	<input type="checkbox"/> 3D spotting
<input checked="" type="checkbox"/> Friendly fire	<input type="checkbox"/> Minimap spotting
<input type="checkbox"/> Killcam	<input type="checkbox"/> Third person vehicle cameras
<input type="checkbox"/> Minimap	<input checked="" type="checkbox"/> Team balance
<input type="checkbox"/> Crosshair	<input type="checkbox"/> No rank limit

1 [Apply](#)

- Hardcore
- Friendly fire
- Kill Cam
- Minimap
- Crosshair
- 3d spotting
- Minimap spotting
- Third person vehicle camera
- Team Balance

## Text Moderation

**Moderation mode**

☒ Free - Normal, Voice, and Admin players can chat

☐ Moderated - Voice and Admin players can chat

☐ Muted - only admin players can chat

**Messages to trigger spam filter**

5 [Apply](#)

**Length of time to detect spam (seconds)**

10 [Apply](#)

**Length of time to mute offenders (seconds)**

60 [Apply](#)

- Normal – Normal, Voice and admin players can chat
- Moderated – Voice and Admin players can chat
- Muted – only Admin players can chat
- Messages to trigger spam filter
- Length of time to detect spam (seconds)
- Length of time to mute offenders (seconds)

## Team Killing

- No Team kill counter limit tick box OR value
- No team kill value limit OR value
- Value per team kill
- Teamkill value cool down (per second)

Team killing

☐ No teamkill counter limit  [Apply](#)  
A player will be kicked for 6 teamkills in one round

☐ No teamkill value limit  [Apply](#)  
Value per team kill  
 [Apply](#)  
Teamkill value cooldown (per second)  
 [Apply](#)  
A player will be kicked for teamkilling a minimum of 4.1 player(s) in one second or at a minimum rate of 7.04 player(s) per minute  
A player is forgiven for one teamkill in 20.0 seconds

Note: as you change the values, the text below will change to inform you of the effects.

## Level Variables

Level variables

Context  
☒ Global ☐ Gamemode ☐ Level [Default](#)

Tickets  [Apply](#) Ticket bleed speed  [Apply](#) Vehicle spawn rate  [Apply](#)

Start delay  [Apply](#) Respawn delay  [Apply](#) ☐ Vehicles disabled

Evaluated effects for selected context

Context	Tickets	Ticket Bleed Speed	Vehicle Spawn Rate	Vehicles Disabled	Start Delay	Respawn Delay
Global	300	-	150	-	4	10
Effects	300	Default	150	Default	4	10

- Global
- Gamemode
- Level
- Tickets
- Ticket bleed speed
- Vehicle spawn rate
- Start delay
- Respawn delay
- Vehicles disabled

## Config Generator

```
Config Generator

# This script file is run automatically when the server is launched.
# It contains commands on the same format as you would type them in the command console.
# It is always processed as if it is run by a logged-in user.
# It is run even if the remote-admin interface is disabled.
#
# When editing this file, you can check that it is syntactically correct by performing 'admin.runScript Startup.txt' from
# the command console, and check the result.
#
# This is a good place to put one-time configurations of the server's gamemode (friendly fire on/off etc).
# the Symbol # needs to be removed from the front of the line in order to activate that var.
#
#
-----
# File generated by PROCon Frostbite. Replace the contents of your /cfg/AdminScripts/startup.txt
# on your game server with this file for your settings to remain persistent on game server restart.
#
-----

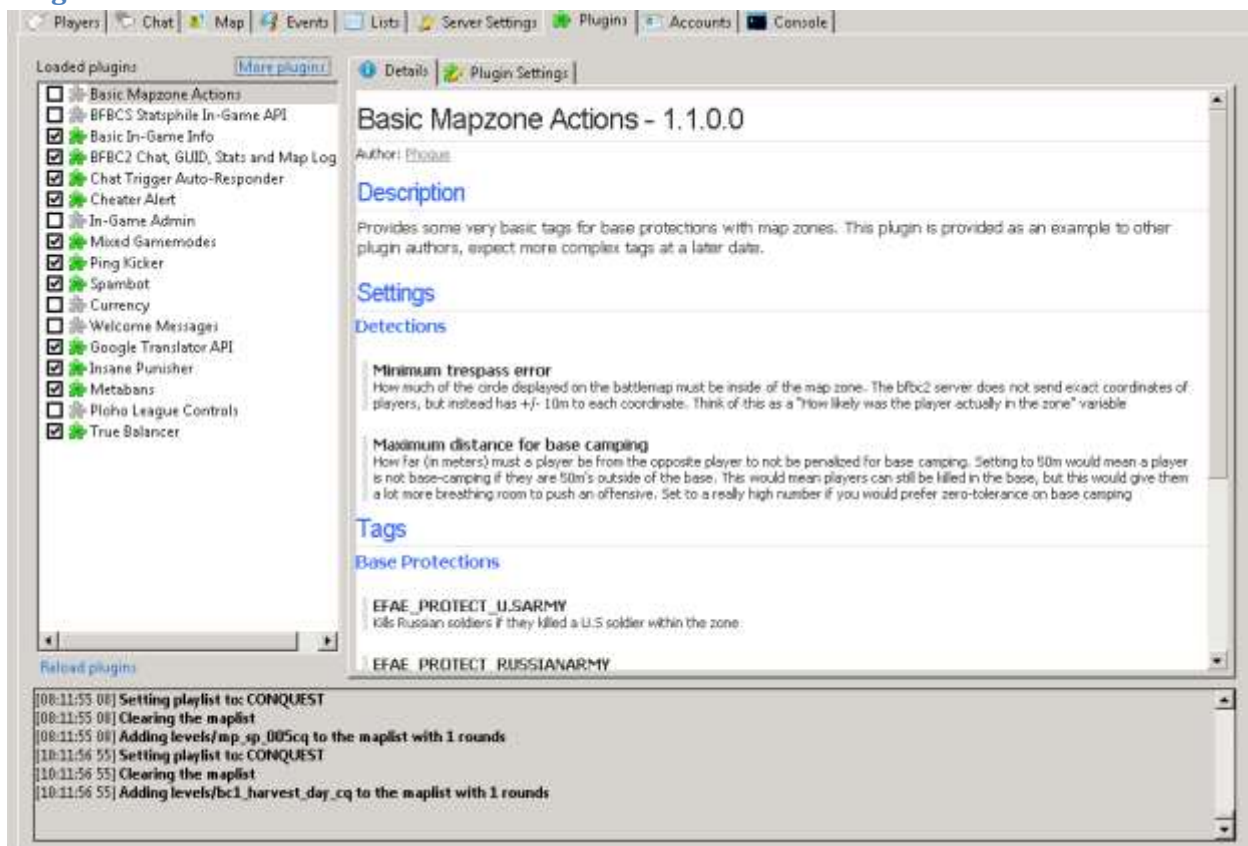
vars.gamePassword ""
vars.ranked true
vars.punkBuster true
```

Once you save your settings, you can then use the config generator to create and copy the startup.txt file for your server. You can then copy it to the server configuration.

Why?

If procon isn't running then your server will still display and have the settings you want. Usually if procon isn't running, and your server restarts, then you will end up with the default settings from the game server host provider.


## Plugins Tab



Shows the installed plugins, allows changes to those plugins configurations and shows the plugin events window below.

## Accounts Tab

**PRoCon layer server setup**

 [Turn PRoCon layer server on](#)  
Server is offline

[What is a PRoCon layer?](#)

**Choose an account to assign privileges to**

Account	RCon Access	Local Access	IP:Port
---------	-------------	--------------	---------

[Manage accounts](#)

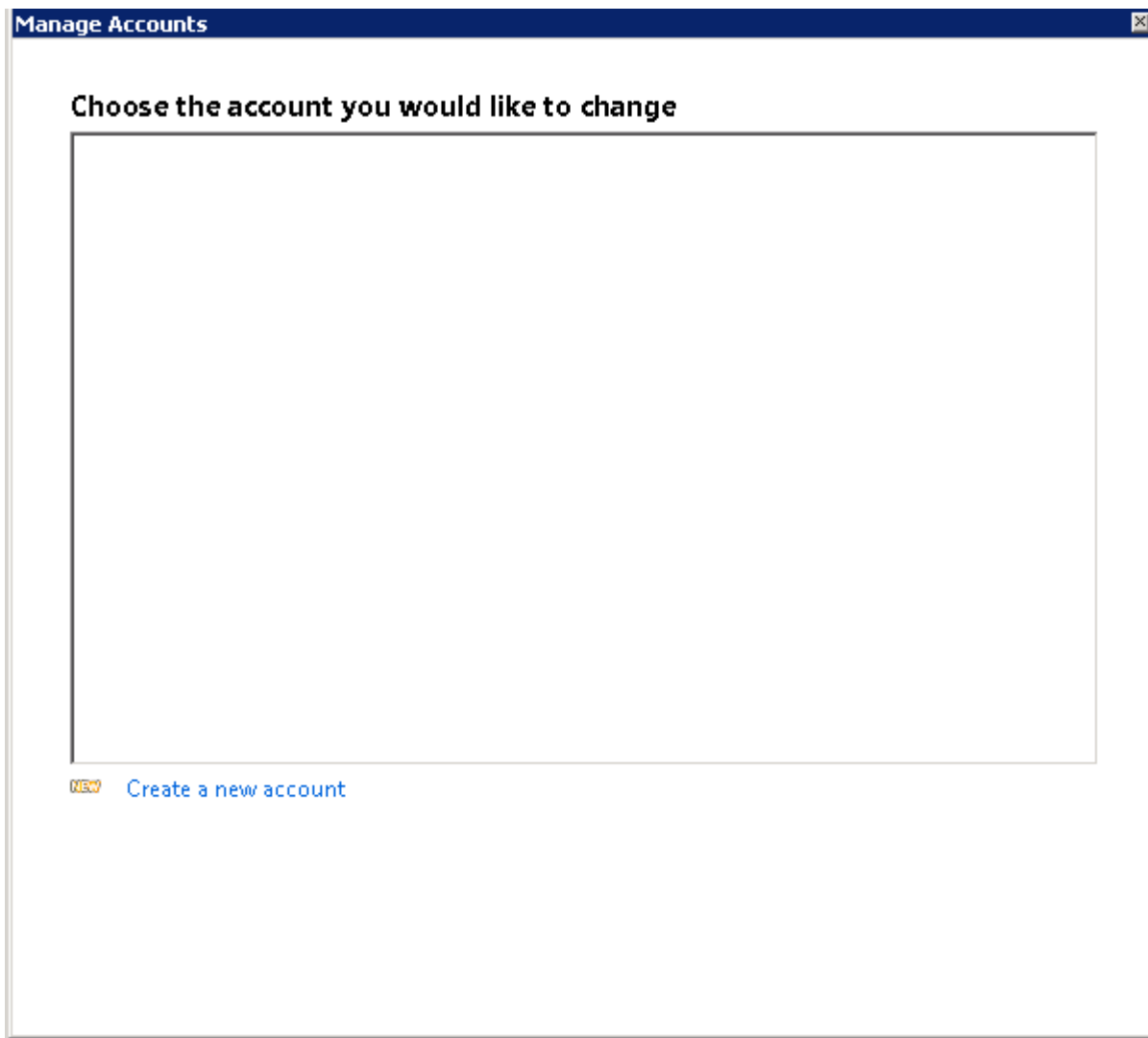
This is where you setup that accounts for in game admins and other procon users connecting to your main procon.

Please note that the account name **MUST** match exactly the in game name of the player **WITHOUT TAGS** if you wish to use the in game admin features.

So a player named Fr33dY with tags =ooo= should be added as Fr33dY

To add your first user, click on Manage accounts



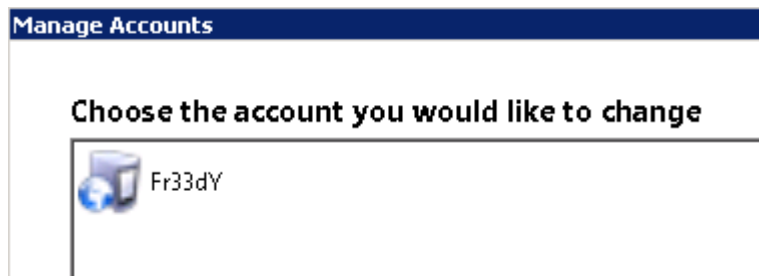


There are no users so click on create a new account.

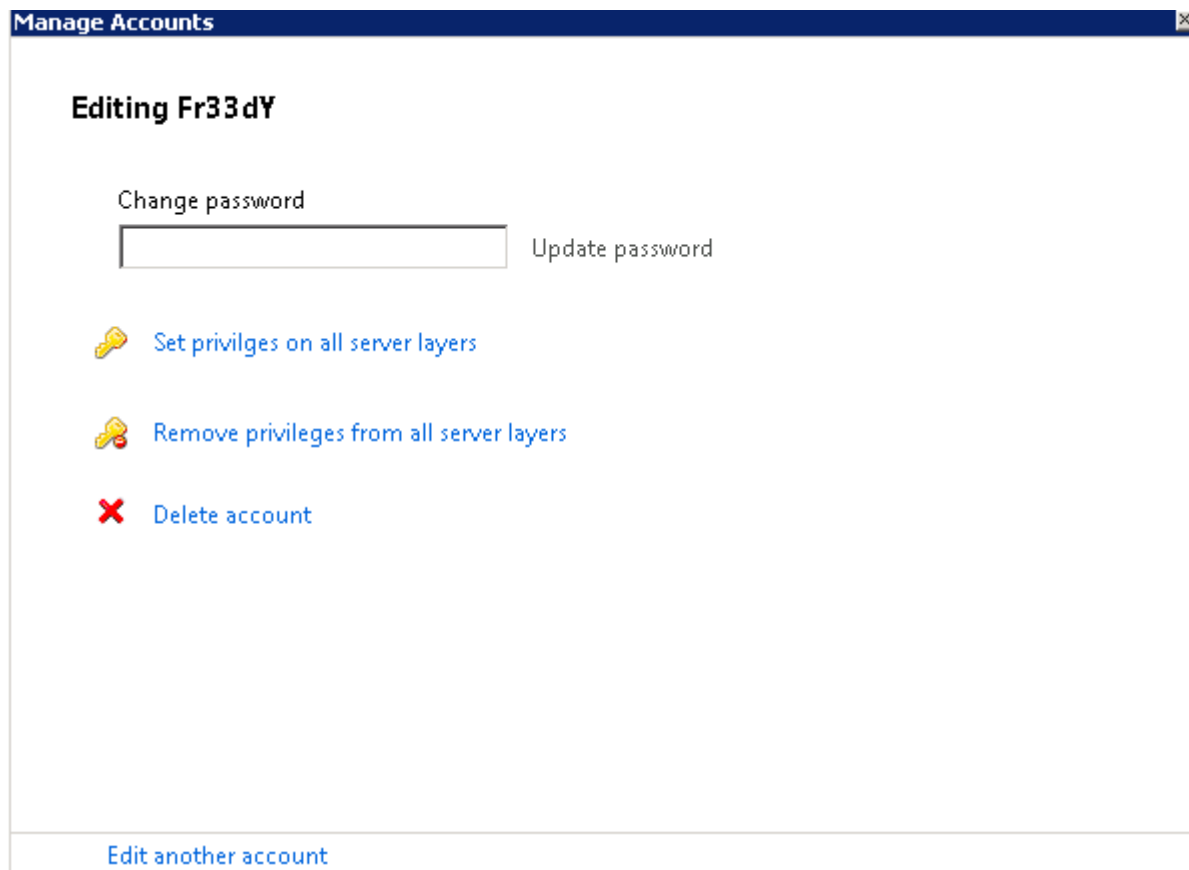
A screenshot of the same "Manage Accounts" window, but now showing the "Create new account" form. The header bar remains the same. The main content area has the title "Create new account" in bold. Below the title are two text input fields. The first field is labeled "Username" and contains the text "Fr33dY". The second field is labeled "Password" and contains the text "this\_is\_secret". At the bottom of the form, there are two buttons: "Create Account" and "Cancel".

NOTE: The password is not used or required for in game admin, only for people who will be running procon on another machine, connecting to this main procon.

Once you create the first account the Manage Accounts screen will show that user.



Click on the user



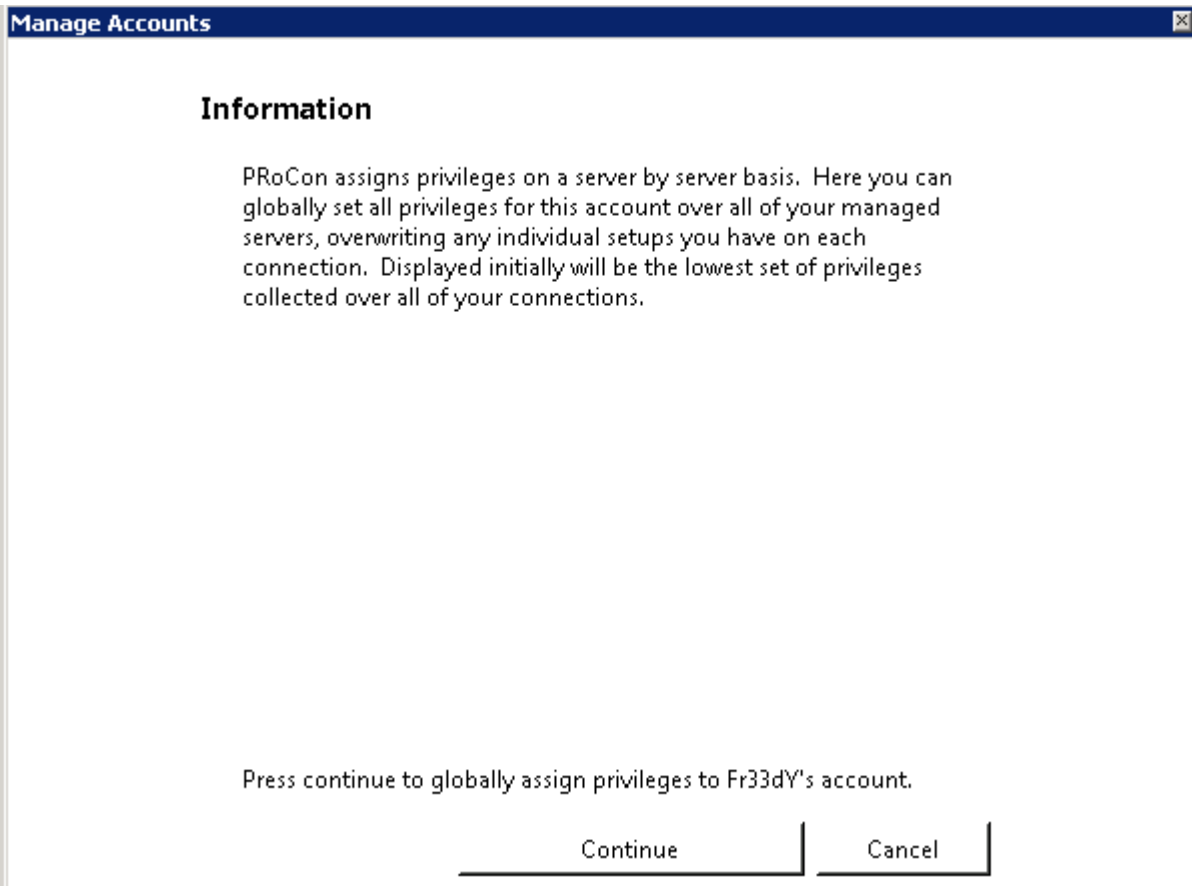
Here you can

- Change the user password
- Set privileges on all server layers
- Remove privileges from all server layers
- Delete account

### Set privileges on all server layers

Clicking on Set privileges on all server layers will give you the following screen.

- 
-



Click continue

This will bring up the Assign account privileges Form.

There are various sections to this form which will be shown in detail.

Each section affects how and what the user can do, both in procon and in plugins such as in game admin.

It will affect if an admin can kill, kick or ban players, restart maps and a whole host of other items in both in game admin and the remote procon.

## Assign account privileges to Fr33dY

---

- ☐ Allow Remote Console access to layer
  - ☒ No access to extended procon commands (recommended)
  - ☐ Allowed to manage plugins
  - ☐ Allowed to manage accounts and plugins
  - ☐ Allowed to manage accounts, plugins and execute commands locally on the layer
- ☐ Allowed to shutdown the game server

### Allow Remote Console access to layer

If you do not tick this then the user will not be able to connect to this copy of procon via the layer

If you tick this to allow the user access, then you have to set the access you are allowing.

The choices for access are.

- No access to extended procon commands [recommended]
- Allowed to manage plugins
- Allowed to manage accounts and plugins
- Allowed to manage accounts, plugins and execute commands locally on the layer

### Allowed to shutdown the game server

Access to reboot command but that only does a restart, but it might be related to your Game Service Providers config. Example: With gameservers.com it only does a restart.

Commands accessible via Remote Console and plugins

Server state 

---

- ☐ Alter server settings
- ☐ Change current map functions

### Server state

- Alter server settings
- Change current map functions

### Players

- Not allowed to punish players
- Killing players only
- Kicking and killing players
- Kicking, killing and temporary banning
- Kicking, killing, temporary and permanent banning
- Allowed to move players between teams and squads

## Punkbuster

Punkbuster \_\_\_\_\_

- ☒ Not allowed to issue punkbuster commands
- ☐ Limited punkbuster commands (screenshots and playerlists)
- ☐ Full punkbuster access

- Not allowed to issue Punkbuster commands
- Limited Punkbuster commands (screenshots and playerlists)
- Full Punkbuster access

## Battlemap

Battlemap \_\_\_\_\_

- ☐ Edit map zones

- Edit map zones

## Lists

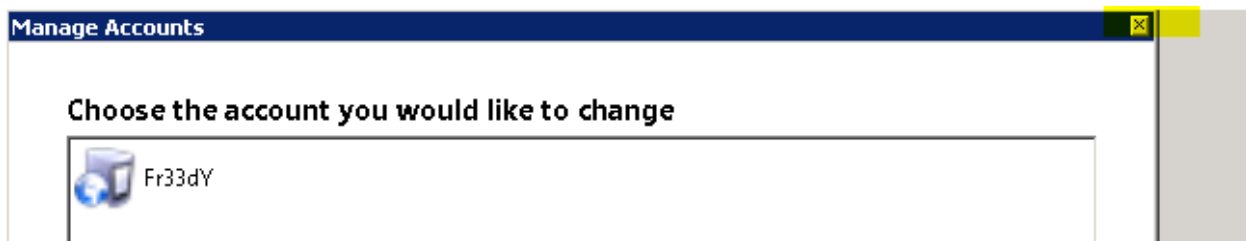
Lists \_\_\_\_\_

- ☐ Edit map list
- ☐ Edit ban list
- ☐ Edit reserved player slots
- ☐ Edit text moderation list

- Edit map list
- Edit ban list
- Edit reserved player slots
- Edit text moderation list

When you have finished, click on save privileges

You then go back to the Manage accounts. Close that form by the cross in the top right hand corner.




The list will now show the users with the basic rights that they have – in this case Fr33dY has no rights

**PRoCon layer server setup**

 [Turn PRoCon layer server on](#)  
Server is offline




[What is a PRoCon layer?](#)

**Choose an account to assign privileges to**




Account	RCon Access	Local Access	IP:Port
 Fr33dY	None	None	

These are some other user accounts with various rights.

- BIG\_USER has both in game and procon access to everything
- IN\_GAME\_ONLY has only access via the in game admin and cannot connect to procon
- Fr33dY still has no in game or procon access

Account	RCon Access	Local Access	IP:Port
 Fr33dY	None	None	
 Big_User_Procon_Ingame	Full	Full	
 In_game_only	None	Limited	

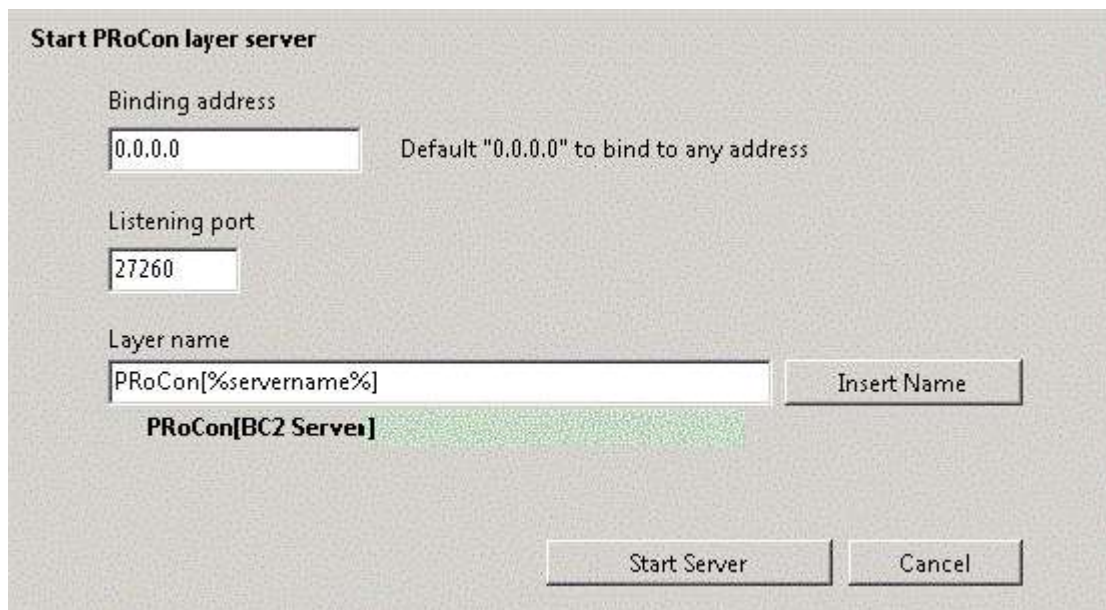
No users are connected at present

Account	RCon Access	Local Access	IP:Port
 Fr33dY	None	None	
 Big_User_Procon_Ingame	Full	Full	(0 CMD/EVNT) 192.168.1...
 In_game_only	None	Limited	

This shows BIG\_USER is connected via a copy of procon

## Start Procon Layer Server

If you want other people running procon to connect, you must click on Turn procon layer server on.  
This will bring up the settings screen



The dialog box is titled "Start PProCon layer server". It contains three input fields: "Binding address" with the value "0.0.0.0" and a tooltip "Default '0.0.0.0' to bind to any address"; "Listening port" with the value "27260"; and "Layer name" with the value "PProCon[%servername%]". To the right of the "Layer name" field is a button labeled "Insert Name". Below the "Layer name" field, the text "PProCon[BC2 Server]" is displayed. At the bottom right are two buttons: "Start Server" and "Cancel".

### Binding Address

Leave the binding address as 0.0.0.0

Unless you have a technical reason for changing it, such as you have two network cards and you only want to connect to one.

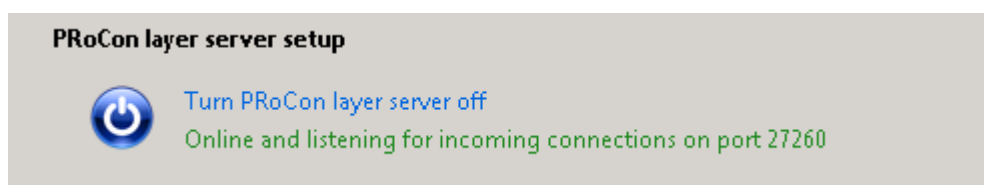
### Listening port

The listening port can be left as the default port number 27260

### Layer name

This is the name that will appear in the home screen and status screen of a copy of procon that is connecting to this main procon.

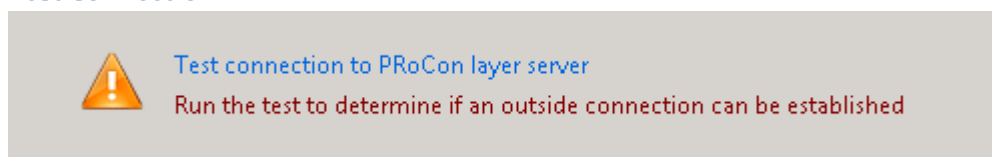
Click on start server



The status should change to online and listening for incoming connections on port XXXXX

Which will be the number you entered for the listening port. If default, it should be 27260

### Test Connection

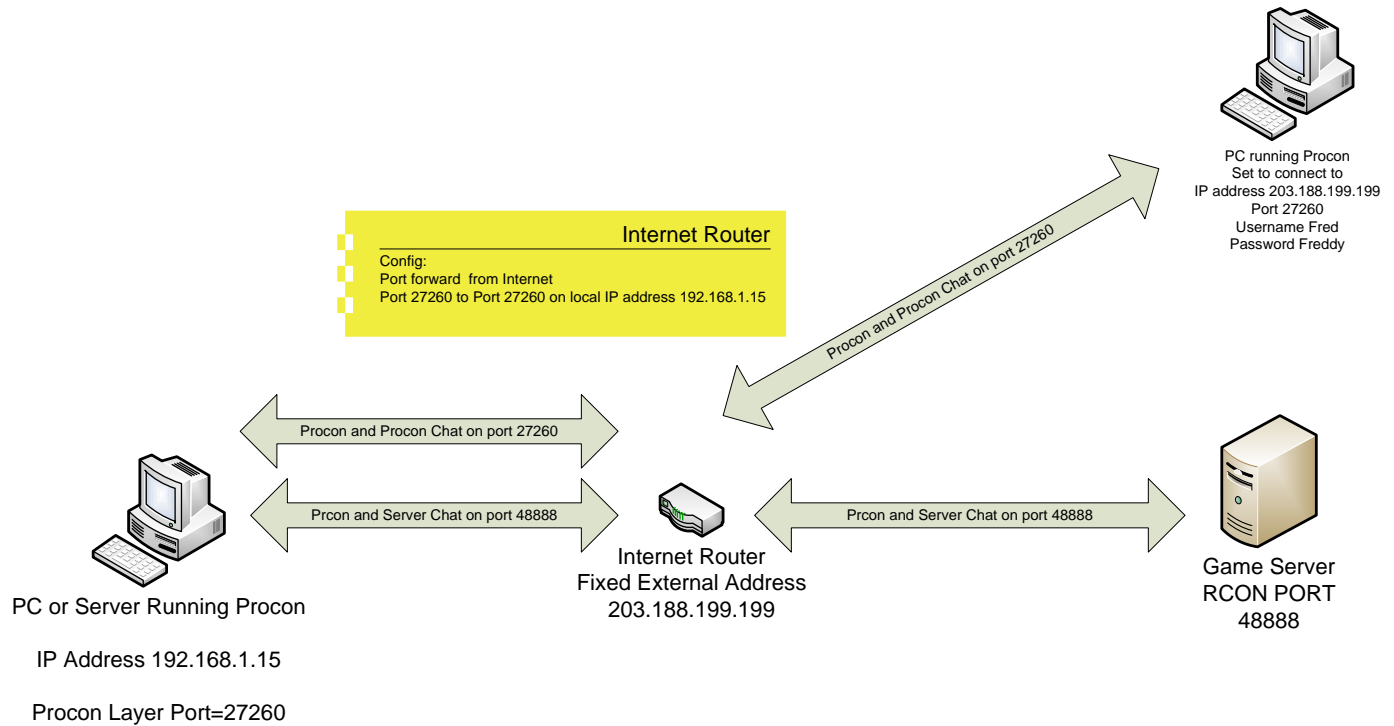


This does not work in 95% of situations. You can try it but do not be concerned if it doesn't connect correctly.

## Setup of WAN/LAN for layer access

### Basic Diagram

To allow other people to connect to your procon via the layer, you have to make some changes to your setup on the network. These changes are on your internet router and involve setting up a port forward from the internet to the machine running your main procon. This allows a machine on the internet to connect to your procon.



### Internet IP Address

Your internet connection should be a fixed IP address. This means that it doesn't change every time you disconnect and connect to the internet. You usually have to pay extra to have your ISP assign your internet connection a fixed IP address.

You can go to <http://www.whatismyip.com/> to see what your internet address is. In our example diagram, the internet address is 203.188.199.199

### Local LAN IP

The machine you where you are running Procon, should have a fixed LAN IP as well.

If you open a command prompt on that machine

Go to Start

Run

Enter CMD in the box and hit enter.

This will bring up a black box. Type ipconfig into the box and hit enter



```
C:\Users>ipconfig

Windows IP Configuration

Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix  . : 
    Link-local IPv6 Address . . . . . : fe80::f90b:eeda:7a02:a211%10
    IPv4 Address. . . . . : 192.168.1.15
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : 192.168.1.1
```

Here the IP address of the machine is 192.168.1.15

Port Forward

You have to then connect to your internet router and setup a port forward from the internet to your machine running procon. Each router is different in how it does port forwarding but this site has guides on must routers

<http://portforward.com>

This is a Netcom adsl modem to show what you would normally look for.

Virtual server or port forward – the menu under advanced may show either.

Local Network

Internet

IP Routing

Virtual Server

Port Forwarding

Port Triggering

DMZ Host

Dynamic DNS

Static DNS

NAT ALG

Firewall

Quality of Service

Port Mapping

Add New Port Forwarding Rule

Application Name:

☐ Pre-defined:Audio/VideoCamerades

☒ User defined:Procon

From Internet Host IP Address:ALL

Forward to Internal Host IP Address:192.168.1.15

By using the rules:

Protocol	External Packet		Forward to Internal Host	
	Port Start	Port End	Port Start	Port End
TCP	27260	27260	27260	27260
TCP				
TCP				

< Back

Apply

- Enter 27260 as the start port and end port in the external packet column
- Enter 27260 in both start and end ports on forward to internal host column
- Enter the IP address of the machine with procon into the Forward to internal host address.

Apply and restart your router (in most cases)

You can then get your other admins to try to connect.

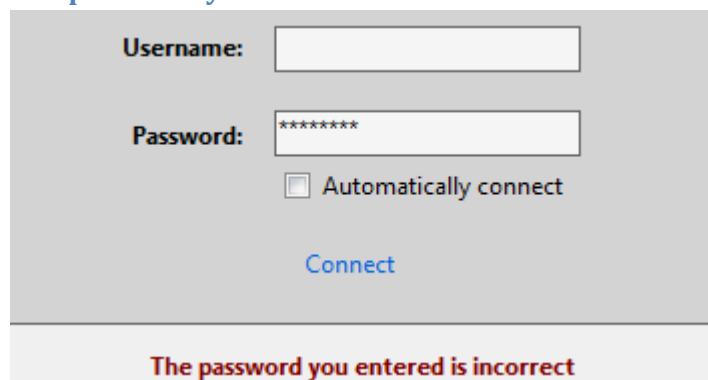
You may also need to change the router firewall to allow the traffic in and out.

Again, all routers have different methods and you will need to consult your router manual for this information.

# Trouble Shooting

## Initial Connection Issues

### The password you have entered is incorrect



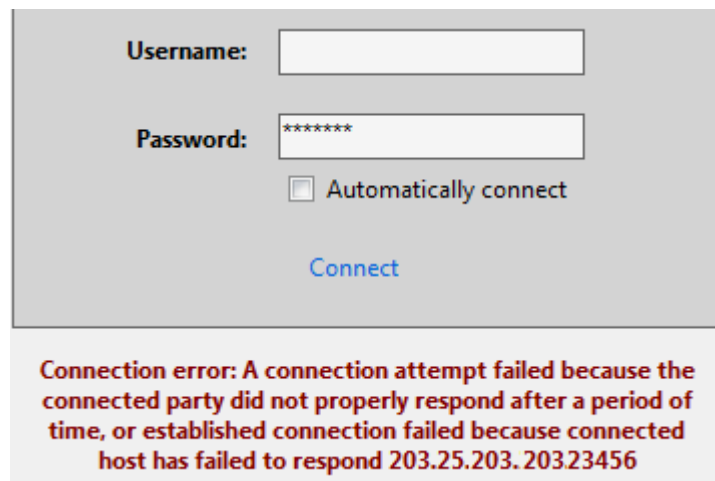
A screenshot of a web-based connection form. The form has a light gray background. It contains two input fields: 'Username:' and 'Password:'. The 'Password:' field is filled with seven asterisks. Below the password field is a checkbox labeled 'Automatically connect'. A blue 'Connect' button is positioned below the checkbox. At the bottom of the form, a red error message reads: 'The password you entered is incorrect'.

This means that you do not have the correct RCON password.

Also – ensure that you have not entered a username. This is not required for the initial procon.

Recheck your server IP or Hostname, RCON port and RCON password supplied to you by the Game Server Host Provider.

### Connection Error



A screenshot of a web-based connection form, similar to the one above. It has 'Username:' and 'Password:' fields, with the password field containing seven asterisks. Below the password field is a checkbox labeled 'Automatically connect'. A blue 'Connect' button is positioned below the checkbox. At the bottom of the form, a red error message reads: 'Connection error: A connection attempt failed because the connected party did not properly respond after a period of time, or established connection failed because connected host has failed to respond 203.25.203.20323456'.

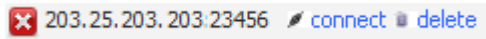
This is usually caused by the wrong IP Hostname or RCON port.

Recheck your server IP or Hostname, RCON port supplied to you by the Game Server Host Provider

In this case if the details are incorrect, you will have to hit the home button,



Then delete the connection and start again.



Click on delete



Answer Yes

Create the connection again with the right settings

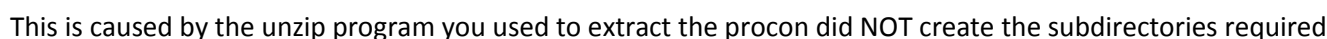
### The username does not exist on the layer

A screenshot of a connection configuration dialog box. It has two input fields: 'Username:' with the text 'Wong\_user\_name' and 'Password:' with '\*\*\*\*'. Below the password field is a checkbox labeled 'Automatically connect' which is unchecked. At the bottom of the dialog is a blue 'Connect' button. Below the dialog box, on a light gray background, is a red error message: 'The username does not exist on the layer'.

There is no user with that name on the main copy of procon that you are trying to connect to.

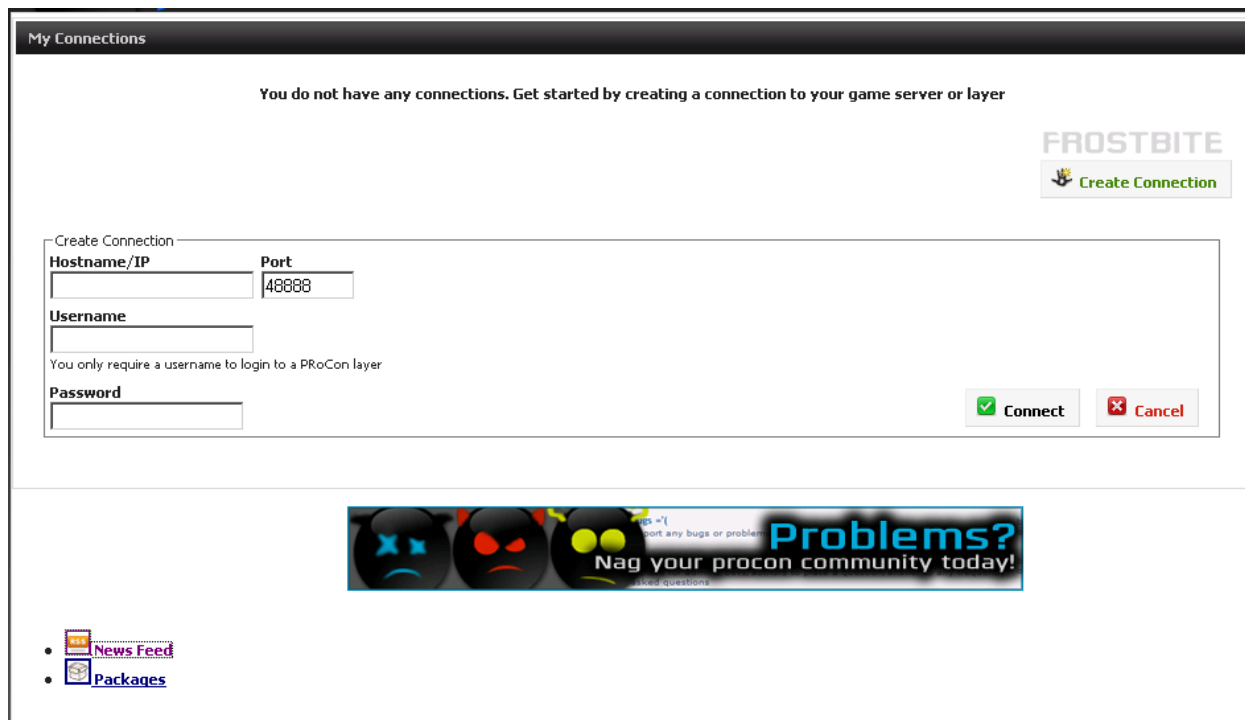
-----

## Menus Missing



This is roughly what your procon directory should look like. If it doesn't contain the folders, then try again to extract and make sure your unzip process has folder names included.

## Buttons don't work



My Connections

You do not have any connections. Get started by creating a connection to your game server or layer

FROSTBITE  
Create Connection

Create Connection

Hostname/IP Port  
48888

Username

You only require a username to login to a PROCon layer

Password

Connect Cancel

Problems?  
Nag your procon community today!

News Feed  
Packages

This is usually caused by security settings in Internet Explorer.

For servers from 4sysops

“In Windows Server 2003, one has to uninstall the corresponding Windows Component. In Windows Server 2008, this doesn't work anymore. You have to click on the root folder in Server Manager. Then you scroll down to the Security Information Section and click “Configure IE ESC”. You can turn off IE ESC for Administrators and/or for users.”

Link to full article

<http://4sysops.com/archives/how-to-disable-internet-explorer-enhanced-security-configuration-ie-esc-in-windows-server-2008/>

Also for both workstations and servers, you should set the security settings for all zones to default levels.

Usually under tools, internet options, security.

