

**deceptive {rcon}**

**{deceptivestudios}**

## Registration

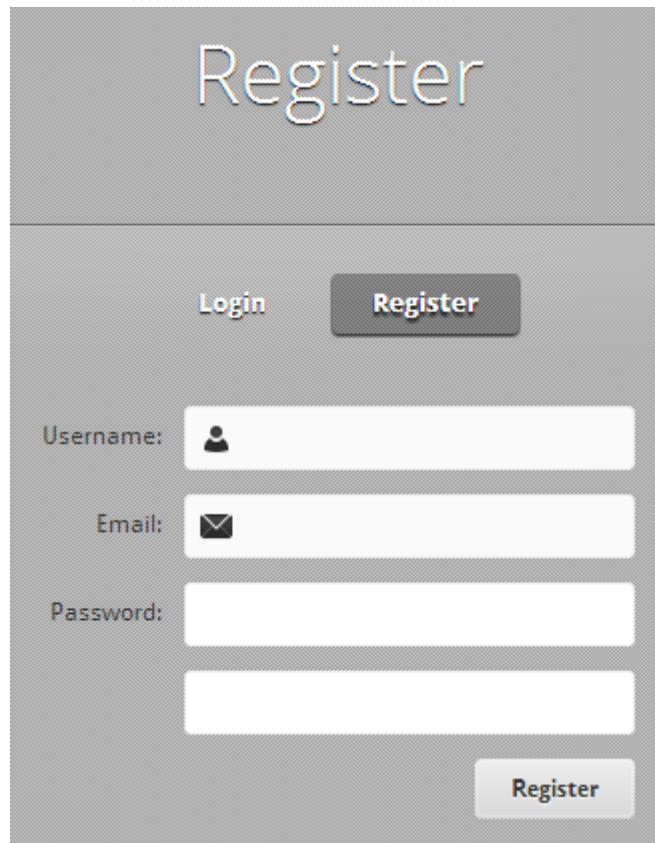
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The Deceptive Studios RCON has been developed specifically for Black Ops and is an always online system that connects to the server from a server I have hosted in the US.

To setup the service, you need to register at the website:

<http://rcon.deceptivestudios.com>

Click on the Register link at the top of the page and you will see the following register window.



Enter a username, email and password (with double-check). The system will send you an email to the supplied address for activation. The email will look similar to this:

Hello NewUser,

To activate your account, please follow the link below:

<http://rcon.deceptivestudios.com/?module=login&action=register&activation=1234567890123>

Once your activation is complete you will be able to add a server to control from the 'Servers' menu.

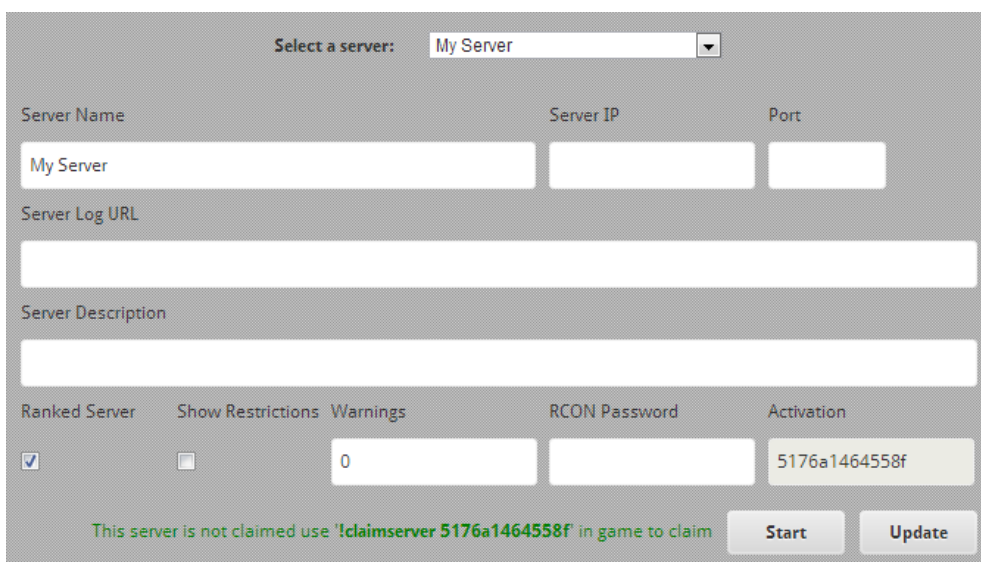
Deceptive {rcon}

Simply click the link to authenticate your account. You are then free to login from the main website.

## Server Creation

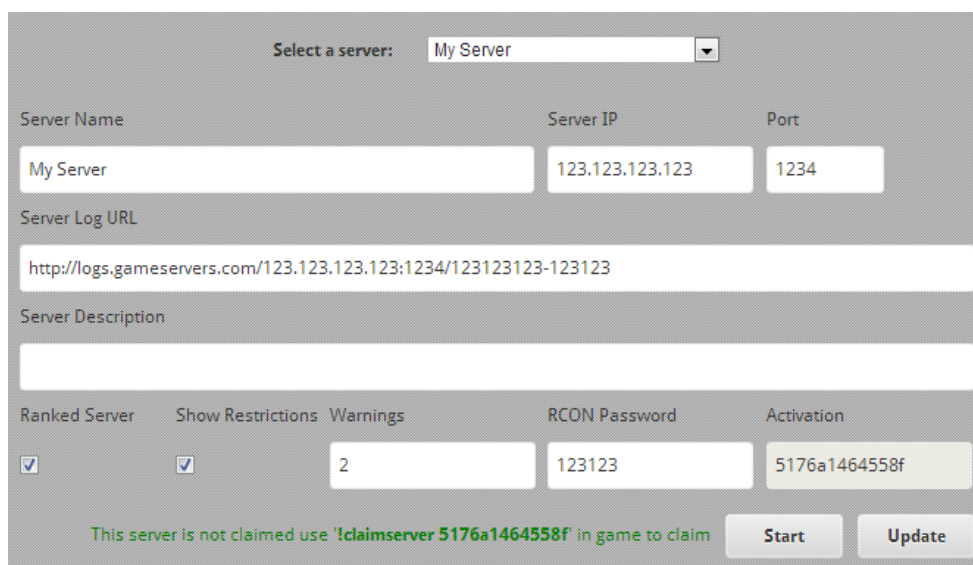
On first login you will be presented with the Overview page but without any available servers. Click on the Servers link at the top to start configuring your server.

A simple window requesting the name of the server (this can be changed later) and a button to Create the server is displayed. Enter the name you wish the server to be called and click Create. It will then be selectable from the "Select a server" drop down at the top of every page. The following screen will be displayed:



The screenshot shows a web form for configuring a server. At the top, there is a dropdown menu labeled "Select a server:" with "My Server" selected. Below this are several input fields: "Server Name" (containing "My Server"), "Server IP" (empty), "Port" (empty), "Server Log URL" (empty), and "Server Description" (empty). At the bottom, there are five sections: "Ranked Server" with a checked checkbox, "Show Restrictions" with an unchecked checkbox, "Warnings" with a value of "0", "RCON Password" (empty), and "Activation" with a value of "5176a1464558f". A green message at the bottom states: "This server is not claimed use '!claimserver 5176a1464558f' in game to claim". There are "Start" and "Update" buttons at the bottom right.

The required fields to be entered are the Server IP and Port, the Server Log URL and the RCON Password. Once you are happy with the settings, click the Update button and the settings will be saved. See below for an example:



The screenshot shows the same web form as above, but with the following values entered: "Server IP" is "123.123.123.123", "Port" is "1234", "Server Log URL" is "http://logs.gameservers.com/123.123.123.123:1234/123123123-123123", "Warnings" is "2", and "RCON Password" is "123123". The "Ranked Server" and "Show Restrictions" checkboxes are now checked. The "Activation" value remains "5176a1464558f". The green message and buttons are still present.

At this point, Deceptive {rcon} is ready to start controlling your server, click the Start button, login to your server and claim the server using the command shown in green, this will link your in-game GUID to the server and add you into the Owner group. You will need to configure other things that the server requires, such as item restrictions, map rotation, timed messages and rules, and the commands the separate groups can run. See below for details.

## Overview

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The overview page shows the current status of the server. It is basically just displaying, what map, mode, type of game, who is online, in which slot and their current status.

Slot	Name	GUID	Score	IP	Ping
No players online					
Update in 17 seconds					

It refreshes every 30 seconds by re-querying the database for the current map and the player data, the next map is determined by querying the server for the next detail.

You can use the player data to be able to determine a slot number to kick people from the server using the Console window (i.e. `clientkick [slot] [reason]`).

## Restrictions

The restrictions page is used to configure which item usage is not acceptable on your server. Each item available in game is selectable including the ability to differentiate between Ballistic Knife Melee and Projectile and even down to using a specified attachment, including scopes.

The interface shows a grid of item categories with checkboxes for selection. At the top, a dropdown menu is set to 'My Server'.

Assault Rifles	Attachments	Equipment	Killstreaks
<input type="checkbox"/> AK47	<input type="checkbox"/> ACOG Scope	<input type="checkbox"/> C4	<input type="checkbox"/> Attack Chopper
<input type="checkbox"/> Aug	<input type="checkbox"/> Dual Clip	<input type="checkbox"/> Claymore	<input type="checkbox"/> Attack Dogs
<input type="checkbox"/> Commando	<input type="checkbox"/> Dual Wield	<input type="checkbox"/> Concussion	<input type="checkbox"/> Chopper Gunner
<input type="checkbox"/> Enfield	<input type="checkbox"/> Extended Mag	<input type="checkbox"/> Decoy	<input type="checkbox"/> Death Machine
<input type="checkbox"/> FAL	<input type="checkbox"/> Flamethrower	<input type="checkbox"/> Flash	<input type="checkbox"/> Grim Reaper
<input type="checkbox"/> Famas	<input type="checkbox"/> Full Auto Pistol	<input type="checkbox"/> Frag	<input type="checkbox"/> Gunship
<input type="checkbox"/> G11	<input type="checkbox"/> Grenade Launcher	<input type="checkbox"/> Knife	<input type="checkbox"/> Mortar Team

Launchers	Light Machine Guns	Pistols	Shotguns
<input type="checkbox"/> Ballistic Knife Melee	<input type="checkbox"/> HK21	<input type="checkbox"/> ASP	<input type="checkbox"/> HS10
<input type="checkbox"/> Ballistic Knife Projectile	<input type="checkbox"/> M60	<input type="checkbox"/> CZ75	<input type="checkbox"/> Olympia
<input type="checkbox"/> China Lake	<input type="checkbox"/> RPK	<input type="checkbox"/> M1911	<input type="checkbox"/> SPAS-12
<input type="checkbox"/> Crossbow	<input type="checkbox"/> Stoner63	<input type="checkbox"/> Makarov	<input type="checkbox"/> Stakeout
<input type="checkbox"/> M72 Law		<input type="checkbox"/> Python	
<input type="checkbox"/> RPG			
<input type="checkbox"/> Strela-3			

Sniper Rifles	Sub-machine Guns
<input type="checkbox"/> Dragunov	<input type="checkbox"/> AK74u
<input type="checkbox"/> L96A1	<input type="checkbox"/> Kiparis
<input type="checkbox"/> PSG1	<input type="checkbox"/> MAC11
<input type="checkbox"/> WA2000	<input type="checkbox"/> MP5K
	<input type="checkbox"/> MPL
	<input type="checkbox"/> PM63
	<input type="checkbox"/> Skorpion

The system is designed as simple as possible, and making an item unavailable it simply a matter of ticking the associated tick box (clicking the name works too).

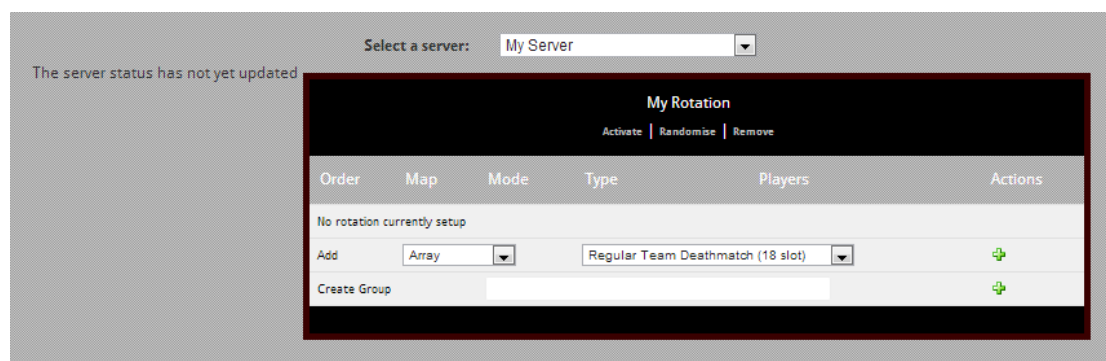
The change is automatic and as soon as you click that box that item is restricted in the game.

There will be the ability to have multiple setups for restrictions that are quickly activated both from the interface and in-game.

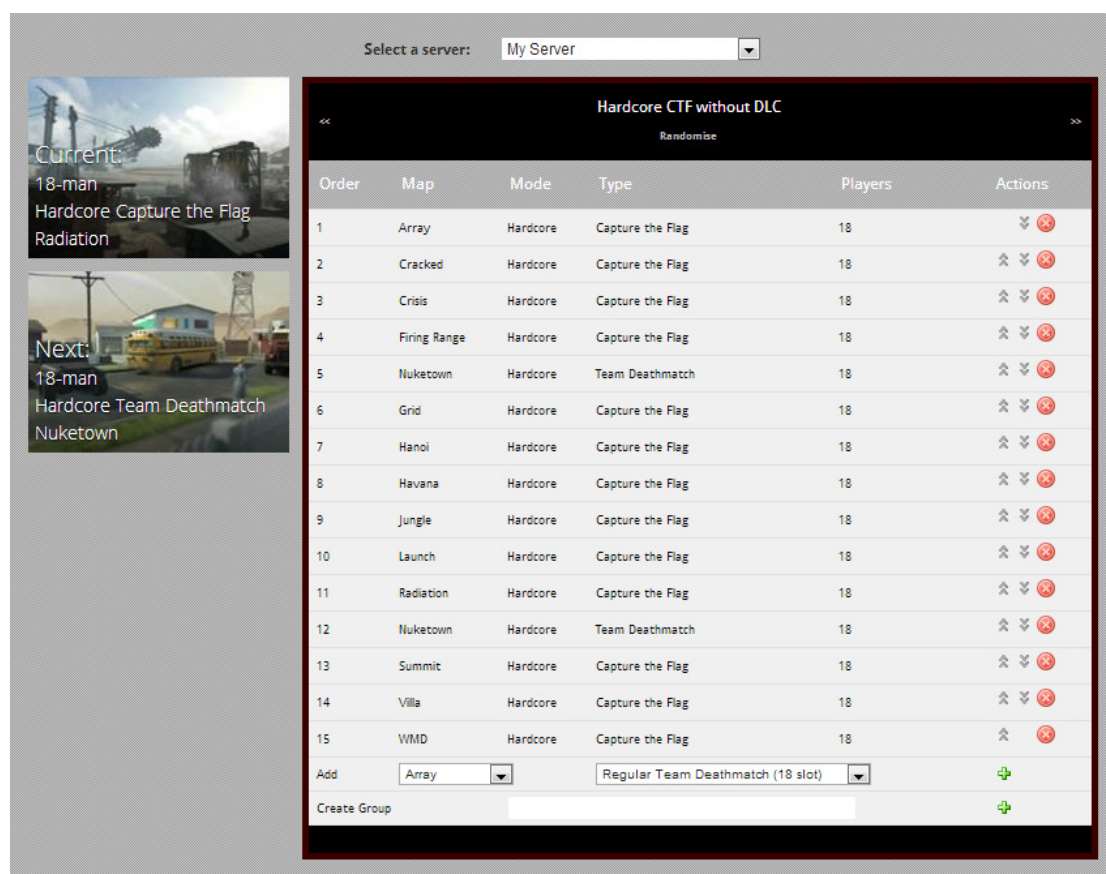
## Rotation

Deceptive {rcon} supports a multiple map rotation system which allows you to setup a specific map rotation to suit your needs. In most cases you will use only a single rotation on a server, but you may also want to have the ability to have the standard rotation and event nights that use DLC or different game modes. Each map rotation group is created simply and activated quickly and easily.

On first use you will be presented with a form similar to the Server creation requiring a name and button to Create, once you have created this first group you won't see this again.



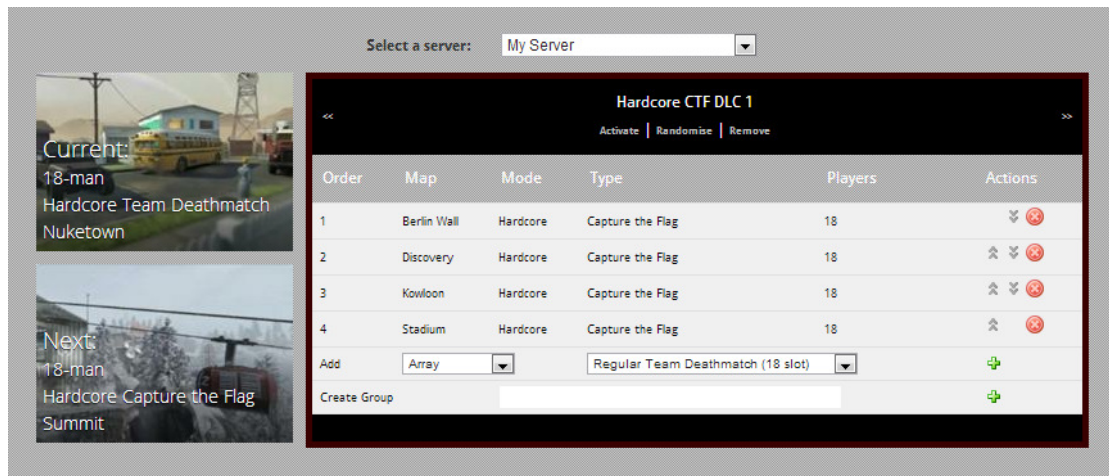
To create your rotation, simply select the map, the game type and click the Add button. Once you are happy with your Rotation the game is ready to go.



Once the Deceptive {rcon} is monitoring the server and the rotation system has started, the window will change to something similar to the image above. It shows both the current and next map.



If you have multiple rotation groups, you will notice arrows either side of the rotation group name, clicking either of the buttons shows the next or previous rotation group. When the current group is not shown you will notice a few extra options below the group name:

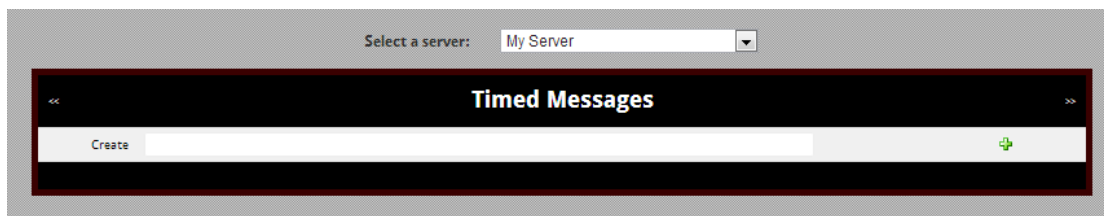


Activate makes this the current rotation group, it will take into effect after the next rotation (in this case rotating from Nuketown to Summit). You can Randomise the order of any group that you have created on your server and you can also Remove a group that is not the active rotation group.

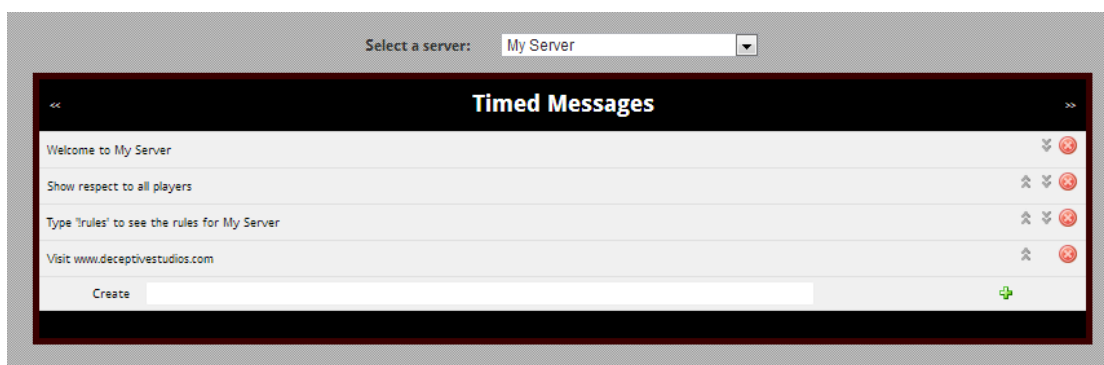
## Messages

The messages system is used to show the rules (when someone types “!rules”) and a system for displaying timed messages on a one minute rotation.

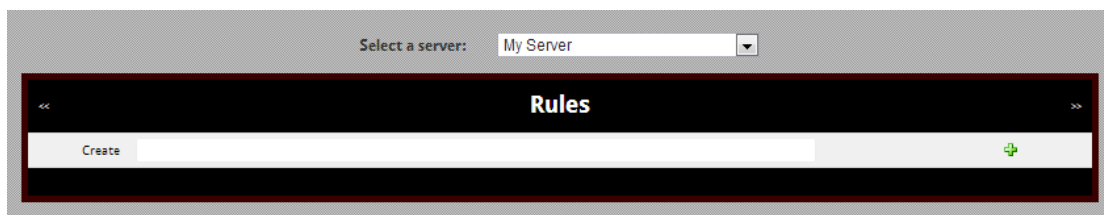
Each is configured from a simple text entry:



First create your timed messages, this would include things like your website, basic warnings, information you want your users to know. The messages support any colours from the Black Ops system (i.e. ^1 = red, ^7 = white etc) so feel free to use those values.



Once you are happy with your timed messages, click one of the arrows on either side of the Timed Messages title to view the rules.



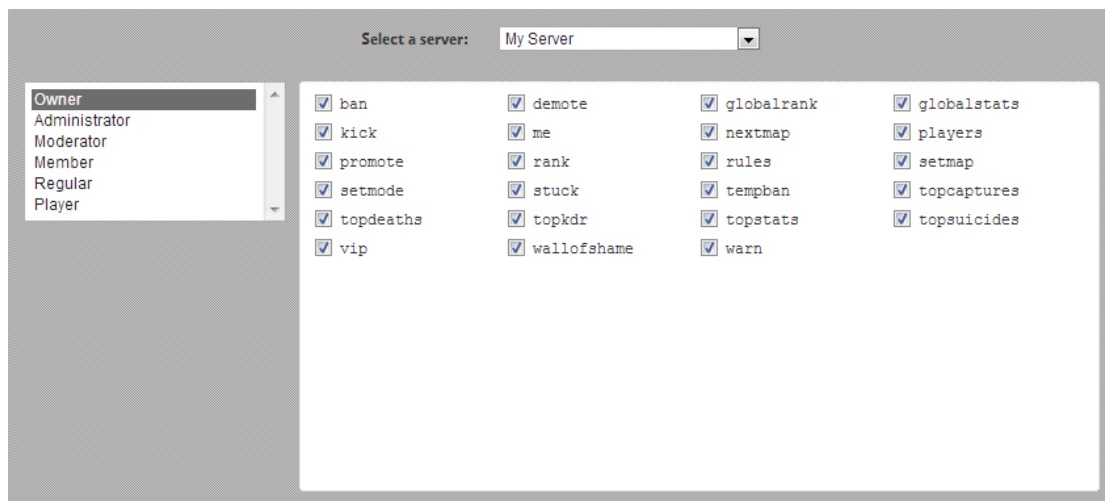
Again, it is simply matter of entering the rules that you want the player to see when they type “!rules” inside Black Ops. You don’t need to put a number at the front and there is no need to include any restricted items as they are added automatically.





## Commands

The commands are always set to nothing when a server is first created, even the Owner group, so you will need to configure each group to how you think they should be, usually that will be all on for Owner and a combination of values for all other commands.



Select the group from the left side and tick the commands you wish to be available on the right. This occurs instantly so please make sure you want people in the Player group to have access to **ban** before you tick it on.

## Moderation Commands

Command	Usage	Description
warn	!warn [player/id] [reason]	Warns a player for doing something they shouldn't be doing. It is always good to warn a player before kicking or banning them even if it is in the rules, unless it is for something that instantly requires a kick/ban.
kick	!kick [player/id] [reason]	Kicks a player from the server with the specified reason. Use this for first offences and only tempban or ban if their behaviour doesn't change, of course the punishment should be equal to the crime.
tempban	!tempban [player/id] [reason]	Temporary ban the player from the server using the entered reason. This is a five minute ban that the Black Ops server controls.
ban	!ban [player/id] [reason]	Ban the player permanently from the server using the entered reason.
promote	!promote [player/id] [rank]	Promote a player up one rank, or to the specified rank. You cannot promote above your rank.
demote	!demote [player/id] [rank]	Demote a player down one rank, or to the specified rank. Again you cannot demote a player above your rank.
players	!players	List the players by slot number.
vip	!vip	Kicks the lowest scoring player in group 6 to allow someone else to login.

**Player / ID** A players name that is unique or their slot number.

**Reason** Can be any text, spaces are allowed.

**Rank** A number from 1 to 6, 1 is Owner, 6 is Player

## Status Commands

Command	Usage	Description
nextmap	!nextmap	Announces to the server what the next map and mode is set to rotate to.
setmap	!setmap [map/file]	Set the map that will come up next. After the map has rotated to the specified one, the standard rotation will come back into effect.
setmode	!setmode [mode] [type] [players]	Set the mode that will come up next. After the map has rotated to the specified mode, the standard rotation will come back into effect.
stuck	!stuck	Forces the server to set the map to next map in the rotation. The server will become stuck when there is a server outage and the rcon isn't able to communicate with the server during a rotation.
rules	!rules	Announces the rules to the server followed by the item restrictions.
help	!help	Tells the player what commands they have available.

<b>Map / File</b>	A partial name of a map (i.e. nuke) or the map file name (i.e. mp_nuked).
<b>Mode</b>	Either hardcore (hc / hard), regular (std / reg) or barebones (bb / bare).
<b>Type</b>	One of team death match (tdm), free for all (ffa), capture the flag (ctf), search and destroy (snd), headquarters (hq), domination (dom), sabotage (sab), demolition (dem), team tactical (tac).
<b>Players</b>	Either 12 or 18 players.

## Statistic Commands

Command	Usage	Description
me	!me	Tells the player via pm what their current kills, deaths, kdr, objective captures and suicides they have.
globalme	!globalme	Tells the player via pm what their current kills, deaths, kdr, objective captures and suicides they have over all servers run by Deceptive Rcon.
rank	!rank	Announces the players rank according to total kills.
globalrank	!globalrank	Announces the players rank according to total kills across all servers controlled by deceptive {rcon}.
topstats	!topstats	Displays the top five players according to total kills on this server.
globalstats	!globalstats	Displays the top five players according to kills across all servers controlled by deceptive {rcon}.
topkdr	!topkdr	Displays the top five players according to kill / death ratio on this server.
topdeaths	!topdeaths	Displays the top five players according to total deaths on this server.
topsuicides	!topsuicides	Displays the top five players according to their suicides on this server.
topcaptures	!topcaptures	Displays the top five players according to their objective captures on this server.
wallofshame	!wallofshame	Displays the top five players according to the amount of times they have killed the friendly flag carrier.

## ***Command Aliases***

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Command	Aliases
help	cmd
players	pl
nextmap	next
globalrank	grank, global
globalstats	gstats
topstats	top, stats
topkdr	kdr
topdeaths	topdeath, deaths, death
topsuicides	topsuicide, darwin, suicide, suicides
topcaptures	captures, caps, topcaps
wallofshame	wall, topshame, shame

When you use a command incorrectly you will be told how to use it and if it has specific requirements any fields that may have been entered incorrectly. Some commands will respond to let you know if it was successful or not.

## History

You can also view the history of a player or players on the server. If there are more than one player found in your search, they will be listed.

The screenshot shows a search interface with three input fields: 'Player Name / GUID' containing 'unknown soldier', 'Start Date' with a calendar icon and 'dd/mm/yyyy' format, and 'End Date' with a calendar icon and 'dd/mm/yyyy' format. Below these is a dropdown menu set to 'All'. The results section is titled 'Players Matching 'unknown soldier'' and lists eight entries, each labeled 'Unknown Soldier' followed by a GUID in parentheses.

Player Name / GUID	Start Date	End Date
unknown soldier	dd/mm/yyyy	dd/mm/yyyy

All

**Players Matching 'unknown soldier'**

- Unknown Soldier 1 (?????????)
- Unknown Soldier 2 (?????????)
- Unknown Soldier 2 (?????????)
- Unknown Soldier 5 (?????????)
- Unknown Soldier 10 (?????????)
- Unknown Soldier 3 (?????????)
- Unknown Soldier 3 (?????????)
- Unknown Soldier 5 (?????????)

When a player is entered and only one player found you will see the detail listed below. You can limit what you see by setting a start or end date as well as selecting the type of actions to display. If there are more than 15 records, you can view more by clicking the > or >> links at the top of the page.

The screenshot shows the same search interface but with 'dsxc' entered in the 'Player Name / GUID' field. The results section is titled 'History for DSXC (?????????)' and includes a table with three columns: 'Timestamp', 'Reason', and 'Detail'. The table contains 18 rows of log entries. At the top right of the table, there are links '>' and '>>'. At the bottom right, there is a small disk icon.

Timestamp	Reason	Detail
2012-10-26 16:28:23	Player left server	
2012-10-26 16:27:32	Chat Log	!topcaps
2012-10-26 16:25:35	Chat Log	!nextmap
2012-10-26 16:25:10	Chat Log	!who
2012-10-26 16:24:11	Player connected	
2012-10-05 10:05:45	Player left server	
2012-10-05 10:01:38	Player connected	
2012-10-05 09:56:24	Player connected	
2012-10-05 09:55:22	Chat Log	ello
2012-10-05 09:55:22	Chat Log	!nextmap
2012-10-05 09:54:55	Chat Log	!rank
2012-10-05 09:54:48	Player connected	
2012-10-01 16:01:59	Player left server	
2012-10-01 16:01:22	Player connected	
2012-10-01 15:59:41	Chat Log	!nextmap

If you need to copy and paste the history into a document, you can get the last 1000 records on your current search by clicking the little disk icon that is in the bottom right hand corner of each page. It is displayed without any formatting in a comma separated format.

If you are looking for a specific date range but not limited to player, extra detail will be shown (i.e. the player name and players GUID).

Player Name / GUID

dd/mm/yyyy

Start Date

dd/mm/yyyy

End Date

dd/mm/yyyy

Chat History

History

>

|

>>

Player	Timestamp	Reason	Detail
uncle (?????????)	2012-12-12 20:35:32	Chat Log	!SETMAP
Sneaky_Arab (?????????)	2012-11-12 11:36:25	Chat Log	!cmd
Sneaky_Arab (?????????)	2012-11-12 11:36:07	Chat Log	!rank
Mungo (?????????)	2012-11-11 22:51:19	Chat Log	dont kill me
Mungo (?????????)	2012-11-11 22:51:12	Chat Log	oi
Mungo (?????????)	2012-11-11 22:50:41	Chat Log	hurry up lets to domination
CMJ BoSSen (?????????)	2012-11-11 22:37:57	Chat Log	yas lata
CMJ BoSSen (?????????)	2012-11-11 22:37:57	Chat Log	cheers for the games
CMJ BoSSen (?????????)	2012-11-11 22:37:14	Chat Log	yeh bro
Mungo (?????????)	2012-11-11 22:37:06	Chat Log	gg
Mungo (?????????)	2012-11-11 22:37:06	Chat Log	that was sooo close
Mungo (?????????)	2012-11-11 22:36:58	Chat Log	YES
CMJ BoSSen (?????????)	2012-11-11 22:36:58	Chat Log	nice guys
Benson (?????????)	2012-11-11 22:36:58	Chat Log	gg
CMJ BoSSen (?????????)	2012-11-11 22:36:36	Chat Log	comeing from ur 6

## Console

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The web interface also has direct command access to the server. You can send any command that the server understands and it will respond on screen with the detail for any RCON command, and inform you that any game commands have been added to the queue (see the command listing above).

The screenshot shows a web interface for sending RCON commands. At the top, there is a dropdown menu labeled "Select a server:" with "My Server" selected. Below this is a text input field containing the command "!setmap mp\_duga". Underneath the input field is a large text area displaying the server's response. The response starts with "Command added to the system queue" and "map: mp\_nuked". It then shows a table header with columns: "num", "score", "ping", "guid", "name", "lastmsg", "address", and "qport rate". The table is followed by a dashed line, indicating that the data is truncated.

```
Command added to the system queue
map: mp_nuked
num score ping guid  name          lastmsg address      qport rate
-----
-----
```

You simply enter the command in the entry field and hit enter, the response will show in the window below with new responses displaying at the top.

For further details on RCON commands there are many good tutorials out there, here are a couple that were used to help create this RCON tool:

<http://www.auroralegion.com/tutorials/article/14-guide-cod-black-ops-rcon-commands/>

<http://forums.gameservers.com/viewtopic.php?f=11&t=42538>

<http://www.rconmax.co.uk/smf/index.php?topic=767.0>

These would be if you used the commands from inside the console in game, as such there is no need to use "/rcon" in front of each command. Also, there is no need to login to the server (host / login) as this is handled internally by Deceptive {rcon}.