

# UnrealTournament Server Guide

Running Unreal Tournament 1999 GOTY Servers Audience: Unreal Tournament 1999 Server Administrators

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## Introduction for Running Unreal Tournament 1999 GOTY Servers

This document outlines the steps needed to configure an Unreal Tournament server from inside the game, and from the command line.  
 Configuring and Launching a Dedicated Server from Inside the Game  
 Enabling Web-based Remote UT

The Unreal Tournament 1999 server has an internal webserver which is used to remotely administer the game, but it is disabled by default.

Also in Advanced Options, under Networking | Web-based Remote Administration, you can find the username and password for the webserver.

WARNING: Web-based remote administration of Unreal Tournament 1999 servers running on Windows 2000 may expose your system to security risks.

## Launching the Server

In the Unreal Tournament 1999 menus, choose Multiplayer | Start New Internet Game. Choose the gametype and map.

If you want Bots on your server, go to the Bots tab and set the Minimum Total Players to a number greater than the number of bots you want.

Under the Server tab, be sure to give your server a Server Name, and to check the Advertise Server checkbox.

Finally, press the Dedicated button to launch the dedicated server. Once your server is configured, you can find its IP address in the Server tab.

## Launching a Dedicated Server from the Command Line Enabling Web-based Remote Administration

Before you launch a dedicated server from the command line for the first time, you first need to edit your C:\UnrealTournament\System\UnrealTournament.ini file.

Open C:\UnrealTournament\System\UnrealTournament.ini with NotePad and find the following section:

```
[UWeb.WebServer]
Applications[0]=UTServerAdmin.UTServerAdmin
ApplicationPaths[0]=/ServerAdmin
bEnabled=False
```

Change the "bEnabled=False" line to read "bEnabled=True".

Should you need to change the port number the internal Unreal Tournament 1999 webserver runs on (eg if your system is behind a firewall), you can do so in the [UWeb.WebServer] section.

Just below the [UWeb.WebServer] section is the [UTServerAdmin.UTServerAdmin] section. You need to change the "bEnabled=False" line to read "bEnabled=True".

## Launching the Server from the Command Line

The syntax for running a server from a command line is as follows:

```
C:\UnrealTournament\System> ucc.exe server mapname.unr?game=GameType [port=portnum] [multihome=ipaddress]
```

port - the optional base port number the server uses.

ini - the name of the ini file the server uses. This defaults to unrealtournament.ini

log - the name of the logfile the server generates. The default is ucc.log

multihome - the IP address the server should bind to, where the server has multiple local IP addresses.

GameType - one of Botpack.DeathMatchPlus, Botpack.Domination, Botpack.CTFGame.

Some examples:

```
ucc server dm-Turbine?game=Botpack.DeathMatchPlus ini=server1.ini log=server1.log
```

```
ucc server ctf-core?game=Botpack.CTFGame multihome=204.12.54.28 ini=server2.ini log=server2.log
```

```
ucc server dom-Sesmar?game=Botpack.Domination multihome=204.12.54.29 ini=server3.ini log=server3.log
```

It's a good idea to make a small batch file which restarts the server should it crash:

```
:top
```

```
c:
```

```
cd \unrealtournament
\system

ucc server dm-Turbine?game=Botpack.DeathMatchPlus ini=server1.ini log=server1.log

copy server1.log server1crash.log

goto top
```

Should you get a server crash, please mail the logfile to [utbugs405@epicgames.com](mailto:utbugs405@epicgames.com).

#### Multiple Servers Per Machine

Each copy of the Unreal Tournament 1999 dedicated server can serve one and only one level at a time.

However, you can run multiple level servers on one machine. Each copy of the server should have its own unique

You should give each server a unique base UDP port number. Unreal Tournament 1999's default port number is 7770

```
ucc server ctf-core?game=Botpack.CTFGame ini=server1.ini log=server1.log port=7770
```

```
ucc server dom-Sesmar?game=Botpack.Domination ini=server2.ini log=server2.log port=7780
```

Some Windows NT servers have more than one IP address defined (under Advanced in the TCP/IP control panel). In

```
start ucc server ctf-core?game=Botpack.CTFGame multihome=204.12.54.28 ini=server1.ini log=server1.log
```

```
start ucc server dom-Sesmar?game=Botpack.Domination multihome=204.12.54.29 ini=server2.ini log=server2.log
```

#### Remote Administration

Once the server is up and running, and the remote administration is enabled, you can access your Unreal Tournament

```
http://127.0.0.1/ServerAdmin
```

Or if your copy of Unreal Tournament 1999's Webserver is running on a custom port number (with the ListenPort option

```
http://127.0.0.1:8888/ServerAdmin
```

Of course, substitute 127.0.0.1 for the IP of your server to administer it from a web browser on another computer.

- \* Current - Administer the current game in progress - view the player list, kick/ban players, add bots, change
- \* Defaults - Change the map list, rules and settings for each game type, configure server-level options, and

You'll want to change the following Defaults | Server options the first time you configure your server.

- \* Server Name - the name of your server
- \* Advertise Server - check this on to advertise your server to the master server
- \* ngWorldStats Logging - tcheck this on to have your server participate in ngWorldStats for Unreal Tournament

#### "Creeping Ping" bug with Win2000

Some server admins have reported that after a while all of the players get increasingly lagged out when the Unreal Tournament 1999 server is running on Windows 2000. This seems to happen only when the remote administration webserver is running. We believe it may be related to this Win2K issue:

<http://support.microsoft.com/support/kb/articles/Q258/1/00.ASP?LN=EN-US&SD=tech&FR=0>

The workaround is to only run the remote admin webserver when you actually want to administer your server. Disable the remote administration webserver by removing the line which says

```
ServerActors=UWeb.Webserver
```

in your server's INI file. To activate the webserver, join your server as an admin and type the following command:

```
admin summon uweb.webserver
```

When you've finished administering your server, you can disable the webserver with the command

```
admin killall webserver
```

#### Performance For Unreal Tournament 1999 GOTY Servers

- \* Make sure to match the maximum number of users for your server to the bandwidth you have available. The amount of bandwidth available to your server is determined by the MaxClientRate variable. The MaxClientRate variable can be changed by editing your UnrealTournament.ini file in your UnrealTournament directory.

When you have your MaxPlayers or MaxClientRate set too high for your upstream bandwidth, you typically see

> What should the MaxClientRate be set to, to allow good ping on an ADSL Server? And how many players would

It really depends on your ADSL provider. You need to work out what your maximum upstream bandwidth is in

Once you have that number, work out what maxclientrate you want to give everyone. 2600 is the bare minimum

$32000 / 2600 = 12$  players at modem quality play

$32000 / 5000 = 6$  players at ISDN quality play

$32000 / 10000 = 3$  players at better-than-ISDN quality play

$32000 / 20000 = 1$  player at LAN quality play.

I'd go for the 6 players at 5000 if all I had as 256kbps upstream bandwidth, because 5000 doesn't play to

\* We recommend disabling local NGStats for internet servers. Processing the NGStats logs takes some time between

\* Administrators can control downloading of packages from their server by editing the [IpDrv.TcpNetDriver] section of the

```
[IpDrv.TcpNetDriver]
```

```
AllowDownloads=True
```

```
MaxDownloadSize=0
```

AllowDownloads disables all autodownloads.

MaxDownloadSize=0 means allow autodownload of any sized file. Otherwise the value is in BYTES. We recommend

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