Insurgency Sandstorm Server Admin Guide

JIGSAW77 / 25 LUTEGO 2021 / GRY

Installation

Prerequisites [Windows only]

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jakość korzystania z naszej strony.

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SteamCMD

Like other games published on Steam, Insurgency: Sandstorm's server files are published through a command-line tool known as `SteamCMD`. This GUI-less Steam client allows you to install and update the server files easily.

You can download SteamCMD from the following links:

- Windows
- Linux

If you're using **Windows**, unzip **SteamCMD** to a known folder location or create a new one to use for the installation. You will frequently be navigating back to this location during the installation process.

Most commands through SteamCMD require knowledge of the app ID. For Insurgency: Sandstorm, the app ID is `581330`.

For a basic server setup, please follow the instructions below:

1) Open `SteamCMD` and wait for it to update. This can take a few minutes.
2) Type `login anonymous` and hit Enter. This will log you in anonymously, allowing you to download most game servers.
3) Type `app_update 581330 validate` and hit Enter. This will install and validate the Insurgency: Sandstorm dedicated server.
4) Type `quit` and hit Enter once you have received a message stating that the app was fully installed.

You will now be able to find your dedicated server in the common subfolder located within the Steamapps folder. The full path should look like this: **SteamCMD\steamapps \common**. You can create a shortcut to this folder for ease of access in the future.

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ow to use it **here**.

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Launching

Once SteamCMD is installed, you will need to create a script to launch the server with your desired options and settings. On Windows, this is a **batch** file; on Linux, this is a **shell** script.

For Windows:

1) Create a new text document in the `sandstorm_server` directory.
2) Open it and press `CTRL + Shift + S`. A window should appear and ask you to save the file.
3) Name the file `start.bat` and hit Enter.

For Linux:

1) Run `cd .steam/steamapps/common/sandstorm_server` to navigate to the newly created Server directory.
2) Run `touch start.sh` and hit Enter.

A new file with the specified name will be created in the specified location. You will need to edit this file with the specific command line for your operating system to launch the server.

The command line should include the starting map, the scenario, and any other launch parameters. For example:

Platform	Command Line
	sh_Security?MaxPlayers=28 stname="My Server"
	rver-Linux-Shipping Oilfield?Scenario=Scenario_Refinery_Push_Security?MaxPlayers=28

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Platform	Command Line
	-Port=27102 -QueryPort=27131 -log -hostname="My Server"

In this example, the server will be started on Refinery (Oilfield) Push Security, hosted on port 27102 with a maximum of 28 players. If there is a typo in the map or scenario name, the server will default to Farmhouse. If this happens, verify that you spelled everything correctly in the command line.

Port Forwarding

For your server to show up on the server browser, you will have to forward both `TCP` and `UDP`. You can find tutorials on port forwarding on a lot of websites. We suggest portforward.com, which offers tutorials for most router manufacturers.

You will need to put the ports that you have forwarded in the script that you created earlier. For example, if you forwarded ports `27102` and `27131`, your command line should look like this:

Platform	Command Line
	InsurgencyServer.exe
	...sh_Security?MaxPlayers=28 `-Port=27102`
	...rver-Linux-Shipping
	...sh_Security?MaxPlayers=28 `-Port=27102`

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Firewall

Now that you have forwarded your ports, you will need to make sure that your Firewall allows the connection to be made for your server to show up in the server browser.

For Windows:

1) Press `Windows + R` . This will open the Run window.
2) Paste the following string: `wf.msc` and hit Enter.
3) Click `Inbound Rules` on the left panel, then click `New Rule` on the right panel.
4) Select `Port` and hit Next.
5) Select `TCP` and make sure you have `Specific local ports` selected, then put the ports you have forwarded into the box separated by a comma (for us, this is `27102` for our game port and `27131` for our query port).
6) Select `Allow the connection` and hit Next.
7) Make sure that all of the boxes are checked and hit Next.
8) Name the rule: `Insurgency Server` and hit Finish.

Repeat steps 3 to 8, but instead of allowing **TCP** at rule 5, you will need to allow **UDP**. In total, you should have two new rules in the Inbound Rules section.

You can edit your rules by going back to the Inbound Rules tab, right-clicking the rules you created, and then clicking Properties.

For Linux:

It's a good idea to reference your distribution's documentation to facilitate the configuration of the Firewall.

Once you've added your **Inbound Rules** to the Firewall, you can now launch your server with the batch/shell script file we created earlier in the **Launching** section. Please note that the server will be running a default configuration. The default configuration cycles the **Official game rules**.

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find the information you need

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Configuration

Command Line Arguments

Most server configuration is performed through .INI files and launch parameters. These files can be edited with any text editor such as Notepad, Notepad++, Sublime Text, and VSCode.

The configuration files can be found in the following directories (relative to the server's installation directory):

For Windows: `Insurgency\Saved\Config\WindowsServer`
For Linux: `Insurgency/Saved/Config/LinuxServer`

If the directory does not already exist, you will need to create one manually. You will also need to create new .INI files:

For Windows:

1) Create a new folder named `WindowsServer` inside of the Config directory found here: `Insurgency\Saved\Config`.
2) Create a new text document in the `WindowsServer` folder.
3) Open it and press `CTRL + Shift + S`. A window should appear and ask you to save the file.
4) Name the file `Engine.ini` and hit Enter.
5) Open the new text document again and press `CTRL + Shift + S`.
6) Name the file `Game.ini` and hit Enter.

For Linux:

1) T......k.dir.....Insurgency/Saved/Config/`LinuxServer`. This will create a

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jakość korzystania z naszej strony.   rver to navigate to the newly

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Two new INI files with the specified names will be created in the same location.

`-log`	Enables log window.
`-hostname="My Server"`	Set the server's name as it appears on the server browser (replacing My Server with the name of your choice).
`-EnableCheats`	Enable cheats for testing.
`-Port=xxxx`	The UDP port that game connections are made to (replace XXXX with port number).
`-QueryPort=xxxx`	The port that Steam runs server queries on (replace XXXX with port number).

Travel Parameters

Travel parameters are placed at the end of the map name in the command line, following it with a question mark (?) and then the setting variable and its value. In the above example, MaxPlayers is the travel parameter.

Parameter	Description
`Password`	Sets a password for the server.
`MaxPlayers`	Sets the maximum number of players that can join the server. On coop servers, this is the number of human players.

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                                                    ll need to know their 64-bit Ste

ID (aka steamID64). You can find this by using an online converter such as STEAMID I/O.

You will then need to create a file named `Admins.txt` inside the following directory: **Insurgency/Config/Server**.

For Windows:

1) Create a new folder named `Config` inside the Insurgency folder found in the root directory.
2) Create a new folder named `server` inside the newly created `Config` folder. Your path should now look like this: **Insurgency/Config/Server**.
3) Create a new text document in the `Server` folder named `Admins.txt` .

For Linux:

1) Run `mkdir -p Insurgency/Config/Server` . This will create the new Server directory.
2) Run `cd Insurgency/Config/Server` to navigate to the newly created Server directory.
3) Run `touch Admins.txt`

You can also override the file by specifying a command-line switch. For example, **-AdminList=OtherAdminList** would make the server read from **OtherAdminList.txt** instead.

For each admin you want to add, you will need to put their **steamID64** on a new line inside the **Admins.txt** file. You can do this for as many admins as you would like to add. Adding new admins will require a server restart or level change for any changes to be reflected in-game. When a player with admin privileges connects to the server, they will be able to open the admin menu bound to the Keypad Subtract button by default and can be re-bound in the key bindings menu.

Message of the Day

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nce a message of the day during
n
n be defined on the command line
lyOtherMOTD , you would

```
specify -motd=MyOtherMOTD.txt
```

If this file does not exist, you will need to create it.

For Windows:

1. Create a new text document in the Server folder named `Motd.txt`.

For Linux:

1. Run `cd Insurgency/Config/Server` to navigate to the Server directory.
2. Run `touch Motd.txt` to create the text file.

The file does not allow for any formatting and will only display text.

Remote Access (Rcon)

Rcon can be enabled to provide remote access to the server for administrative tasks that don't require you to join the server. This is implemented using the Source Engine Rcon Protocol, which has clients available for it, such as mcrcon and Simple SourceDS RCON.

Enabling Access

Rcon can be enabled by modifying the **Game.ini** file or through the server's **command line**. To enable it via the command line, you can provide the following arguments:

```
 -Rcon -RconPassword=password -RconListenPort=27015
```

The values for the password and port arguments can be replaced with ones of your preference.

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```
Password=password
ListenPort=27015
```

The following additional config variables are also available:

`bUseBroadcastAddress`	True	If enabled, then the rcon socket will listen on all available network devices.
`ListenAddressOverride`	0.0.0.0	If bUseBroadcastAddress is False, this is the network IP the rcon socket is bound to.
`bAllowConsoleCommands`	True	When enabled, any unknown rcon commands will be interpreted as console commands.
`MaxPasswordAttempts`	3	The maximum number of failed authentication attempts before the IP address is temporarily banned.
`IncorrectPasswordBanTime`	30	The amount of time (in minutes) a client is banned from attempting to connect to rcon if they've reached their maximum number of attempts.

Commands

You can get a list of commands at any time by typing `help` into the console. This will show a summary of all available commands, their usage, and a description of the command's function.

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atory parameters are shown
e surrounded with „['' and „]''. A

help		Displays a list of commands.

listplayers		Lists players currently connected to the server.
kick	<id/netid/name> [reason]	Kicks a player from the server.
ban	<id/netid/name> [duration in minutes] [reason]	Bans a player from the server.
banid	[duration in minutes] [reason]	Bans a player (by net ID) from the server. Does not require the player to be on the server.
permban	<id/netid/name> [reason]	Permanently bans a player from the server.
unban		Lifts a ban for a user.
listbans		Shows the ban list for the server.
say		Shows a message to all players in the chatbox.
restartround	[0 = no team switch, 1 = swap teams]	Restarts the current round.
maps	[level filter]	Lists available maps.
scenarios	[level filter]	Lists available scenarios.
travelscenario		Change level to given scenario.
		Transitions the server to a different level.
		Gets or sets a gamemode property for the length of the

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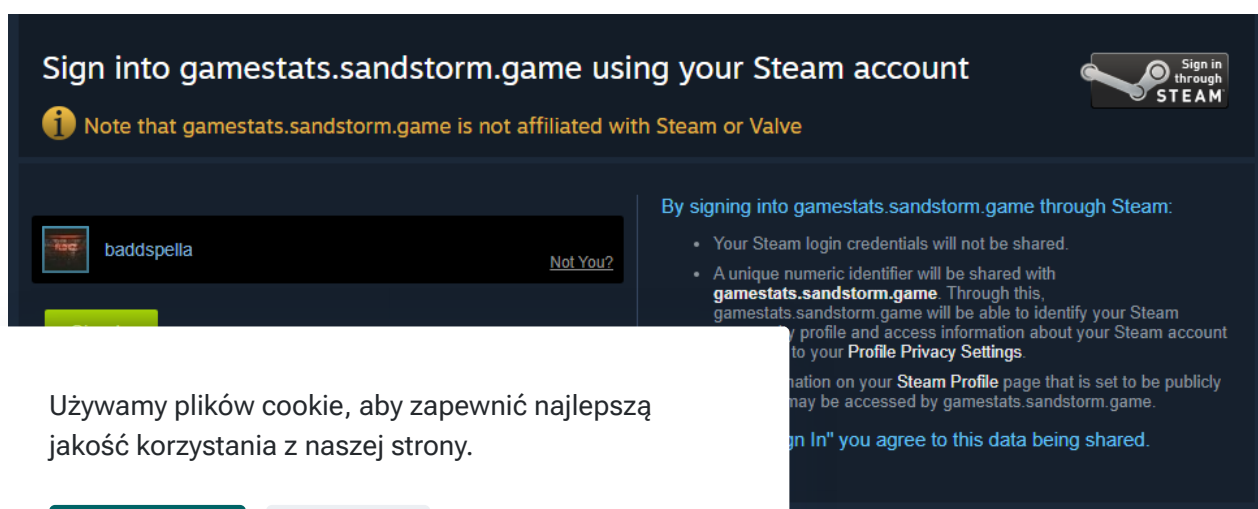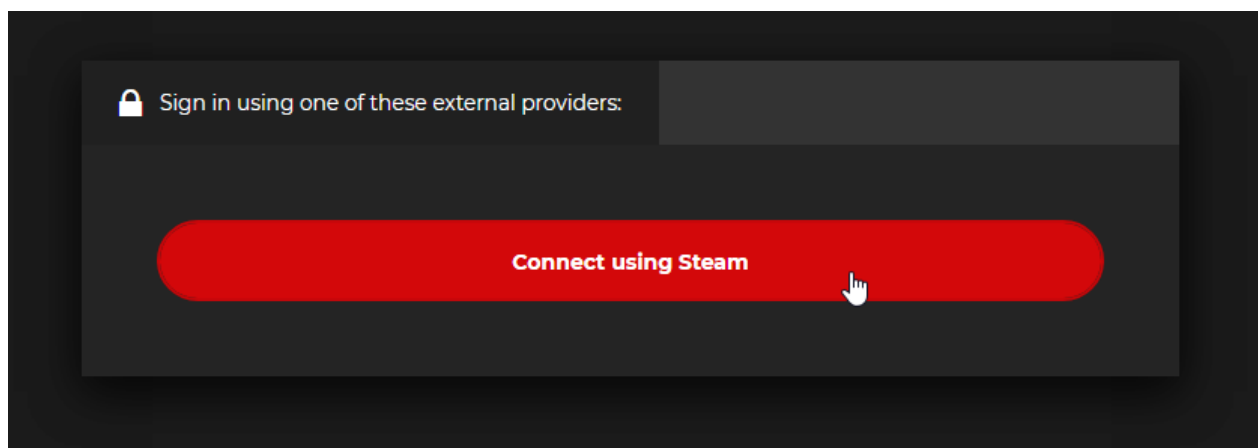**Akceptuję**   Odrzuć

		scenario.
listgamemodeproperties	[property filter]	Lists all properties available for the currently loaded gamemode.

By default, any unknown commands will be executed as console commands.

Enabling Stats

Any Insurgency: Sandstorm community server can host a stats-enabled game. Enabling stats on your server also enables experience gain while playing on the server. The only requirement is that you must use a Steam GSLT, and you must not have a server password.

1. Visit the GameStats Token Generator and authenticate through your Stream profile.
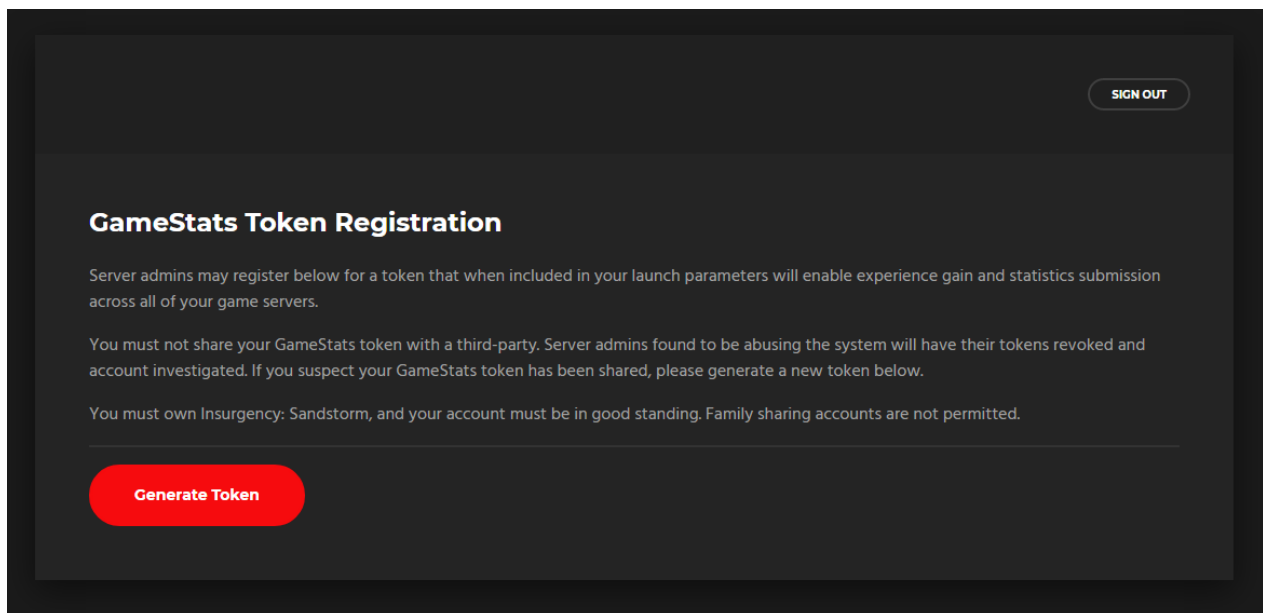

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meStats token.

Your token will look something like this:

```
-GameStatsToken=1417264D1C6549CC95E10CA1E9BE8F09
```

Simply add the generated token to your launch parameters, and stats will be enabled! Make sure **not to share your GameStats token with a third party**. Server admins found to be abusing the system will have their tokens revoked, and your account will be investigated. If you suspect your GameStats token has been shared, please generate a new token.

GSLT Authentication

For your server to authenticate with the stats server, you must authenticate your server through **Steam GSLT** (Game Server Login Token). GSLTs can be obtained from Steam's **Game Server Account Management** page. As this page states, there are various criteria your Steam account needs to meet to generate a token. This includes **ownership of the game**, **linking your Steam account with a phone number**, and **having your account in good standing**.

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ne App ID: **581320**. The memo
ber which token you are
e token for each server you are

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To start your server with GSLT authentication,

add `-GSLTToken=xxxxxxxxxxxxxxxx` to the server's command line where xxxxxxxxxxxxxxxx is the token displayed on the Steam Game Server Account page.

Stats Opt-in

By default, the game servers will not attempt to report to the stats system. Following the GSLT login steps above, adding `-GameStats` to your server's command line will enable the opt-in to the system.

Optional: Official Rules

The game ships with a ruleset which are considered **official rules**; this locks down the options you can change on your dedicated server. If you are running a mostly vanilla server, you may consider opting into this ruleset for your server to appear under the „**official rules**" filter. To opt-in, add `-ruleset=OfficialRules` to your server's command line.

Map Cycle

By default, a server will cycle through all Versus PVP scenarios available.

The server can be configured with a map cycle file that contains a list of scenarios separated by newlines. By default, this file must be placed in **Insurgency/Config/Server /MapCycle.txt**. This can be defined on the command line using the `-MapCycle` parameter. So if you wanted it to read **MyOtherMapCycle.txt**, you would specify `-MapCycle=MyOtherMapCycle`.

If this file does not exist, you will need to create it.

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ed `MapCycle.txt`.

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1) Run `cd Insurgency/Config/Server` to navigate to the Server directory.

2) Run `touch MapCycle.txt` to create the text file.

For example, a Skirmish only server's MapCycle.txt should look like the following:

```
Scenario_Crossing_Skirmish
Scenario_Hideout_Skirmish
Scenario_Precinct_Skirmish
Scenario_Refinery_Skirmish
Scenario_Farmhouse_Skirmish
Scenario_Summit_Skirmish
```

Additionally, you may define an entry with an override game mode as some game modes can share scenarios. For example, to have Hardcore Checkpoint Security on Hideout, you would enter the following:

```
(Scenario="Scenario_Town_Checkpoint_Security",Mode="CheckpointHa
rdcore")
```

Scenario List

For Checkpoint scenarios, „Insurgents" and „Security" refer to the faction you play as. For Push, the faction names represent the team you attack as. Firefight for most maps will contain a West and an East layout.

Bab	
	Description

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Scenario Name	Description
Scenario_Bab_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Bab_Checkpoint_Security	Checkpoint Security
Scenario_Bab_Domination	Domination
Scenario_Bab_Firefight_East	Firefight East
Scenario_Bab_Outpost	Outpost
Scenario_Bab_Push_Insurgents	Push Insurgents
Scenario_Bab_Push_Security	Push Security

Crossing (Canyon)

Scenario Name	Description
Scenario_Crossing_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Crossing_Checkpoint_Security	Checkpoint Security
Scenario_Crossing_Domination	Domination
	efight West
	ontline

Scenario Name	Description
Scenario_Crossing_Outpost	Outpost
Scenario_Crossing_Push_Insurgents	Push Insurgents
Scenario_Crossing_Push_Security	Push Security
Scenario_Crossing_Skirmish	Skirmish
Scenario_Crossing_Team_Deathmatch	Team Deathmatch

Farmhouse	
Scenario Name	Description
Scenario_Farmhouse_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Farmhouse_Checkpoint_Security	Checkpoint Security
Scenario_Farmhouse_Domination	Domination
Scenario_Farmhouse_Firefight_East	Firefight East
Scenario_Farmhouse_Firefight_West	Firefight West
	ontline
	sh Insurgents

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Scenario_Farmhouse_Push_Security	Push Security
Scenario_Farmhouse_Skirmish	Skirmish
Scenario_Farmhouse_Team_Deathmatch	Team Deathmatch

Hideout (Town)	

Scenario Name	Description
Scenario_Hideout_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Hideout_Checkpoint_Security	Checkpoint Security
Scenario_Hideout_Domination	Domination
Scenario_Hideout_Firefight_East	Firefight East
Scenario_Hideout_Firefight_West	Firefight West
Scenario_Hideout_Frontline	Frontline
Scenario_Hideout_Push_Insurgents	Push Insurgents
	sh Security
	irmish

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jakość korzystania z naszej strony.

Akceptuję   Odrzuć

Scenario Name	Description
Scenario_Hideout_Team_Deathmatch	Team Deathmatch

Hillside (Sinjar)

Scenario Name	Description
Scenario_Hillside_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Hillside_Checkpoint_Security	Checkpoint Security
Scenario_Hillside_Domination	Domination
Scenario_Hillside_Firefight_East	Firefight East
Scenario_Hillside_Firefight_West	Firefight West
Scenario_Hillside_Frontline	Frontline
Scenario_Hillside_Outpost	Outpost
Scenario_Hillside_Push_Insurgents	Push Insurgents
Scenario_Hillside_Push_Security	Push Security (INS2014 layout)
	irmish
	am Deathmatch

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Akceptuję   Odrzuć

Ministry

Scenario Name	Description
Scenario_Ministry_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Ministry_Checkpoint_Security	Checkpoint Security
Scenario_Ministry_Domination	Domination
Scenario_Ministry_Firefight_A	Firefight
Scenario_Ministry_Outpost	Outpost
Scenario_Ministry_Skirmish	Skirmish
Scenario_Ministry_Team_Deathmatch	Team Deathmatch

Outskirts (Compound)

	Description
	Checkpoint Insurgents

Scenario_Outskirts_Checkpoint_Security	Checkpoint Security
Scenario_Outskirts_Domination	Domination
Scenario_Outskirts_Firefight_East	Firefight East
Scenario_Outskirts_Firefight_West	Firefight West
Scenario_Outskirts_Frontline	Frontline
Scenario_Outskirts_Outpost	Outpost
Scenario_Outskirts_Push_Insurgents	Push Insurgents
Scenario_Outskirts_Push_Security	Push Security
Scenario_Outskirts_Skirmish	Skirmish
Scenario_Outskirts_Team_Deathmatch	Team Deathmatch

Power Plant (PowerPlant)

Scenario Name	Description
...eckpoint Insurgents	
...eckpoint Security	

Scenario_PowerPlant_Domination	Domination
Scenario_PowerPlant_Firefight_East	Firefight East
Scenario_PowerPlant_Firefight_West	Firefight West
Scenario_PowerPlant_Outpost	Outpost
Scenario_PowerPlant_Push_Insurgents	Push Insurgents
Scenario_PowerPlant_Push_Security	Push Security

Precinct

Scenario Name	Description
Scenario_Precinct_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Precinct_Checkpoint_Security	Checkpoint Security
Scenario_Precinct_Domination	Domination
Scenario_Precinct_Firefight_East	Firefight East
	efight West
	ntline

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Akceptuję   Odrzuć

Scenario_Precinct_Push_Insurgents	Push Insurgents
Scenario_Precinct_Push_Security	Push Security
Scenario_Precinct_Skirmish	Skirmish
Scenario_Precinct_Team_Deathmatch	Team Deathmatch

Refinery (Oilfield)

Scenario Name	Description
Scenario_Refinery_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Refinery_Checkpoint_Security	Checkpoint Security
Scenario_Refinery_Domination	Domination
Scenario_Refinery_Firefight_West	Firefight West
Scenario_Refinery_Frontline	Frontline
Scenario_Refinery_Push_Insurgents	Push Insurgents
	sh Security
	irmish

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

Akceptuję   Odrzuć

Scenario_Refinery_Team_Deathmatch	Team Deathmatch
Summit (Mountain)	

Scenario Name	Description
Scenario_Summit_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Summit_Checkpoint_Security	Checkpoint Security
Scenario_Summit_Domination	Domination
Scenario_Summit_Firefight_East	Firefight East
Scenario_Summit_Firefight_West	Firefight West
Scenario_Summit_Frontline	Frontline
Scenario_Summit_Push_Insurgents	Push Insurgents
Scenario_Summit_Push_Security	Push Security
Scenario_Summit_Skirmish	Skirmish
	am Deathmatch

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Akceptuję   Odrzuć

Tell	
Scenario Name	**Description**
Scenario_Tell_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Tell_Checkpoint_Security	Checkpoint Security
Scenario_Tell_Outpost	Outpost
Scenario_Tell_Domination	Domination
Scenario_Tell_Firefight_East	Firefight East
Scenario_Tell_Firefight_West	Firefight West
Scenario_Tell_Frontline	Frontline
Scenario_Tell_Push_Insurgents	Push Insurgents
Scenario_Tell_Push_Security	Push Security

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Akceptuję   Odrzuć

Scenario Name	Description
Scenario_Tideway_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Tideway_Checkpoint_Security	Checkpoint Security
Scenario_Tideway_Domination	Domination
Scenario_Tideway_Firefight_West	Firefight West
Scenario_Tideway_Frontline	Frontline
Scenario_Tideway_Push_Insurgents	Push Insurgents
Scenario_Tideway_Push_Security	Push Security

Lighting Scenarios

In addition to day scenarios, night scenarios are also available. This is controlled through the travel parameter `?Lighting=` , valid values are **Night** or **Day**.

For the map cycle, you control this through a Lighting parameter, similar to the Mode parameter. You should make sure that this parameter is specified for the correct voting image to show. For example:

```
                                                        :urity",Lighting="Night")
```

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at Night on the Checkpoint
in the same map cycle by
nd Night, for example:

```
(Scenario="Scenario_Town_Checkpoint_Security",Lighting="Night")
(Scenario="Scenario_Town_Checkpoint_Security",Lighting="Day")
```

This will allow you to play Hideout Checkpoint Security on both Day and Night which will show the appropriate images on the voting screen.

Mods

Mods are delivered using Mod.io. To get started, you will need a Mod.io account. Once you have signed in, click your username at the top right, and click API Access from the left navigation.

Under **OAuth 2 Management,** under **Generate Access Token**, enter a name to give your token and give it read access (write access is not needed) and click **Create Token**.

Your clipboard... copy this to your clipboard. In ... authenticate your server with the ...):

```
AccessToken=TOKEN HERE
```

Now you have entered your authentication token and your server is ready to start accepting mods. Your server *must* include `-Mods` on the command line for this to function.

To specify a list of mods your server is running, you can add a text file in the following directory `Insurgency/Config/Server/` specifying each mod ID line by line. If this file does not exist, you will need to create it.

For Windows:

1) Create a new text document in the Server folder named `Mods.txt` .

For Linux:

1) Run `cd Insurgency/Config/Server` to navigate to the Server directory.
2) Run `touch Mods.txt` to create the text file.

You can also override the text file read by specifying `-ModList=MyCustomModList.txt` on the command line.

If you wish to specify a list of mods on the command line, you may do this through specifying `-CmdModList="mod1,mod2,mod3"` where **mod1,mod2,mod3** is a comma-separated list of mod IDs.

You may specify a map to travel to after mods are downloaded by specifying the `ModDownloadTravelTo=` command-line argument, followed by the travel URL argument to change to.

An excellent resource for newcomers is the **community guides** available on **Mod.io**.

nfiguration assets which the

rs by

specifying `-Mutators=MutatorName` on the server command line where

„**MutatorName**" is from the following options:

AllYouCanEat	All You Can Eat	Start with 100 supply points.
AntiMaterielRiflesOnly	Anti-Materiel Only	Only anti-materiel rifles are available along with normal equipment and explosives.
BoltActionsOnly	Bolt-Actions Only	Only bolt-action rifles are available along with normal equipment and explosives.
Broke	Broke	Start with 0 supply points.
BulletSponge	Bullet Sponge	Health is increased.
Competitive	Competitive	Equipment is more expensive, rounds are shorter, and capturing objectives is faster.
CompetitiveLoadouts	Competitive Loadouts	Player classes are replaced with those from Competitive.
FastMovement	Fast Movement	Move faster.
Frenzy	Frenzy	Fight against AI enemies who only use melee attacks. Watch out for special enemies.
Guerrillas	Guerrillas	Start with 5 supply points.
Hardcore	Hardcore	Mutator featuring slower movement speeds and longer capture times.
		Players only take damage when shot in the head.
		A live fragmentation grenade is

		dropped on death.
LockedAim	Locked Aim	Weapons always point to the center of the screen.
NoAim	No Aim Down Sights	Aiming down sights is disabled.
PistolsOnly	Pistols Only	Only pistols are available along with normal equipment and explosives.
ShotgunsOnly	Shotguns Only	Only Shotguns are available along with normal equipment and explosives.
SlowCaptureTimes	Slow Capture Times	Objectives will take longer to capture.
SlowMovement	Slow Movement	Move slower.
SoldierOfFortune	Soldier of Fortune	Gain supply points as your score increases.
SpecialOperations	Special Operations	Start with 30 supply points.
Strapped	Strapped	Start with 1 supply point.
Ultralethal	Ultralethal	Everyone dies with one shot.
Vampirism	Vampirism	Receive health when dealing damage to enemies equal to the amount of damage dealt.
		Start with 10 supply points.

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

eparated list. For example, to

`s=HotPotato,Vampirism on`

Some mutators can be configured beyond what is provided by the defaults. These mutators are listed below. All Mutator settings go in Game.ini.

Headshots Only

Headshots Only settings can be configured under `[/Script /Insurgency.Mutator_HeadshotOnly]`.

`bCheckMeleeDamage`	false	N/A	Should melee be checked for headshots

Hot Potato

Hot Potato settings can be configured under `[/Script /Insurgency.Mutator_HotPotato]`.

`GrenadeClass`	/Game/Game/Actors/Projectiles /BP_Projectile_M67.BP_Projectile_M67_C	N/A
`ThrowbackWeaponClass`	/Game/Game/Actors/Weapons/Grenade /BP_Grenade_M67.BP_Grenade_M67_C	N/A
		`HotPotato_bIg`
		`HotPota   ›Bo`

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

Akceptuję   Odrzuć

Vampirism

Vampirism settings can be configured under `[/Script /Insurgency.Mutator_Vampirism]`.

`bCountFriendlyFire`	false	`Vampirism_bCountFriendlyFire`	Count friendly fire towards health gain?
`MaxHealth`	1000	`Vampirism_MaxHealth`	The maximum amount of health that you can gain from damaging other players.

General Configuration

A bunch of general gameplay options can be added to Game.ini. Below is a table that

to the file) as well as the options

[/Script/Insurgency.INSGameMode]		
Variable	**Default**	**Description**
bKillFeed	False	Is the kill feed enabled?
bKillFeedSpectator	True	Is the kill feed enabled for dedicated spectators and replays?
bKillerInfo	True	Show information about a death (killer, weapon) to the victim?
bKillerInfoRevealDistance	False	Reveal distance of kills?
TeamKillLimit	3	Limit for the number of team kills one player can perform before being kicked.
	0.2	Grace timer between team killing incidents.
	90	How long until a player's T count reduces

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

Akceptuję   Odrzuć

Variable	Default	Description
		by 1.
`bDeadSay`	False	Can alive players see messages from the dead?
`bDeadSayTeam`	True	Can alive players see messages from dead teammates using team-only chat?
`bVoiceAllowDeadChat`	False	Can alive players hear voice chat from dead players?
`bVoiceEnemyHearsLocal`	True	Can proximity voice chat be heard by enemies?
`[/Script/Insurgency.INSMultiplayerMode]`		
Variable	Default	Description
	5	The additional time to wait for additional players during the starting intermission.

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

Akceptuję   Odrzuć

`WinTime`	5	How long players are frozen before transitioning to the round intermission screen.
`PostRoundTime`	15	How long is spent on the intermission screen.
`PostGameTime`	15	How much time is spent between last post-round and game over
`bAllowDeathCamera`	True	True when players can use the death camera on this server.
`bAllowThirdPersonSpectate`	True	Are players permitted to use the 3rd person camera while spectating?
	True	Enables friendly fire.

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

Akceptuję   Odrzuć

`bAllowPlayerTeamSelect`	True	Allow players to switch between teams of their choice?
`bAutoAssignTeams`	True	Should teams be assigned on connect?
`FriendlyFireModifier`	0.2	Damage modifier for friendly fire.
`FriendlyFireReflect`	0	Damage modifier for friendly fire that is mirrored back at the attacker.
`AutoBalanceDelay`	10	How long to wait after detecting unbalanced teams.
`bMapVoting`	True	Enabled map voting at the end of each game.
	True	Enables the use of the map cycle. If disabled, the current map loops indefinitely

`bVoiceIntermissionAllowAll`	True	Allow both teams to talk to each other between rounds.
`IdleLimit`	150	How long a player can be idle before being kicked.
`IdleLimitLowReinforcements`	90	How long a player can idle for when there are low reinforcements.
`IdleCheckFrequency`	30	How frequently to check for idle players.

For example, enable the kill feed, show kill distance, and disable friendly fire; you would enter the following in your Game.ini:

```
[/Script/Insurgency.INSGameMode]
bKillFeed=True
bKillerInfoRevealDistance=True

[/Script/Insurgency.INSMultiplayerMode]
bAllowFriendlyFire=False
```

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

[Akceptuję] [Odrzuć]

Gamemode options can be defined through Game.ini, with each section corresponding

to a given gamemode. The INI sections are as follows:

- Push: `[/Script/Insurgency.INSPushGameMode]`
- Frontline: `[/Script/Insurgency.INSFrontlineGameMode]`
- Skirmish: `[/Script/Insurgency.INSSkirmishGameMode]`
- Firefight: `[/Script/Insurgency.INSFirefightGameMode]`
- Checkpoint: `[/Script/Insurgency.INSCheckpointGameMode]`
- Team Deathmatch: `[/Script/Insurgency.INSTeamDeathmatchGameMode]`

Any of the below settings under the general sections can be applied globally by putting them in the appropriate INI section.

General (`[/Script/Insurgency.INSGameMode]`)	
Variable	Default
`ObjectiveCaptureTime`	Varies
`ObjectiveResetTime`	-1
	0.25

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

Akceptuję   Odrzuć

`ObjectiveMaxSpeedupPlayers`	4
General ([/Script/Insurgency.INSMultiplayerMode])	

Variable	Default
`MinimumPlayers`	1
`RoundLimit`	Varies
`WinLimit`	Varies
	-1

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

Akceptuję   Odrzuć

PreRoundTime	10
RoundTime	Varies
OverTime	60
TeamSwitchTime	10
SwitchTeamsEveryRound	Varies
	True
	False

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

BotQuota	Varies
InitialSupply	15
MaximumSupply	15
bSupplyGainEnabled	False
bAwardSupplyInstantly	False
SupplyGainFrequency	150
bRestrictClassByPlayerLevel	True

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

Variable	Default
RoundTimeExtension	300
AttackerWavesPerObjective	5
AttackerWaveDPR	0.25
AttackerWaveTimer	20
DefenderWavesPerObjective	5

DefenderWaveDPR	0.25
DefenderWaveTimer	35
LastStandSetupDelay	10
AdvanceAttackerSpawnsDelay	30
Frontline [/Script/Insurgency.INSFrontlineGameMode]	
Variable	Default
StartingWaves	15
	2

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

RegressSpawnsTimer	20

Skirmish [/Script/Insurgency.INSSkirmishGameMode]

Variable	Default
DefaultReinforcementWaves	5
CaptureBonusWaves	1

ameMode]

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

| Akceptuję | Odrzuć |

	Default

General Coop [/Script/Insurgency.INSCoopMode]

Variable	Default
AIDifficulty	0.5
bUseVehicleInsertion	True
FriendlyBotQuota	4
MinimumEnemies	6
MaximumEnemies	12

Checkpoint [/Script/Insurgency.INSCheckpointGameMode]

Variable	Default
	90

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

`DefendTimerFinal`	180
`RetreatTimer`	10
`RespawnDPR`	0.1
`RespawnDelay`	20
`PostCaptureRushTimer`	30
	0.2

Variable	Default
`CounterAttackRespawnDelay`	20
`ObjectiveTotalEnemyRespawnMultiplierMin`	1
`ObjectiveTotalEnemyRespawnMultiplierMax`	1
`FinalCacheBotQuotaMultiplier`	1.5
`Outpost [/Script/Insurgency.INSOutpostGameMode]`	

Variable	Default
	15
	45

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

Akceptuję   Odrzuć

WaveSurvivalSupplyAward	1
NumWaves	7
bDeductWaveAfterRetreat	False
bResetWavesOnRetreat	False
bForceRespawnOnRetreat	True
	True

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

Akceptuję   Odrzuć

`EliminationRetreatDelay`	2
`bAllowRetreatOnFinalWave`	True
`DefendTimer`	120
`FinalDefendTimer`	180
	0

MinimumBotsPerAdditionalObjective	2
MaximumBotsPerAdditionalObjective	6
MinimumBotsPerCompletedWave	0.5
MaximumBotsPerCompletedWave	1
	0.5

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

BotDPRRespawnFinal	0.2
BotDPRMinimumTimeRemaining	15
bUseSpecialWaves	True
SpecialWaveFrequency	2
bResetLoadoutOnNewRound	True
	(Item="/Game/Game/Acto /BP_Firearm_Makarov.BP_

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję　　Odrzuć

OutpostWaveConfigAssetPath	/Game/Game/Data/Gamer /OutpostWaveConfig_Def:

Player Voting

Community servers can opt into enabling player voting on their servers. This can be enabled by entering the following into Game.ini:

```
[/Script/Insurgency.TeamInfo]
bVotingEnabled=True
TeamVoteIssues=/Script/Insurgency.VoteIssueKick
```

This will enable voting and include the vote kick issue, which is the only supported voting issue. When additional vote issues are available, you would add a new line below for each issue you want to enable.

When voting is enabled, players can press **Esc** and click **Call Vote** to vote for a voting issue. Pressing **F1** will vote yes, and pressing **F2** will vote no.

Vote Kick Options

INI Section: `[/Script/Insurgency.VoteIssueKick]`

MinimumPlayersRequired	0	The number of players required to start a
		s issue require a minimum number of to show their voting intentions before ncing the vote?

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

Akceptuję   Odrzuć

MinimumPlayerRatio	0.25	Minimum ratio of team required to start a vote.
VotePassRatio	0.75	Ratio of team required to vote yes for vote to pass.
MinimumYesNoDifference	2	For the vote to succeed, yes must have this number of votes over no.
VoteTimeout	90	How long until this vote can be called again.
bCanTargetEnemies	false	Can the vote target an enemy player?
IdleVoteBanDuration	-1	How long voting an idle player will ban them for in seconds, -1 represents a kick only.
DefaultVoteBanDuration	120	How long a ban for any other reason will last in seconds.

Parametry game.ini

```
;Enable rcon for the server
[Rcon]
bEnabled=True
Password=ins_sandstorm_password_yadiyadanana
ListenPort=29099
bAllowConsoleCommands=True



;To remove movement lag and stutter on server
```

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

```
[/Script/Engine.GameSession]
```

```
;MaxPlayers currently limited by the server
MaxPlayers=50
MaxSpectators=0



;AISystem for bot when bot move and navigating to each path
```
[/Script/AIModule.AISystem]
```
;Strafing = bot spray and suppress and shoot faster while walking and runing
;Enable this if u want ur bot to shoot player instantly when they walking/ru
;This doesn't change bot accuracy but also reveal bot location to players if
bAllowStrafing=False
bAcceptPartialPaths=True
bEnableBTAITasks=False
bFinishMoveOnGoalOverlap=False

```
[/Script/AIModule.AIController]
```
;Allow strafe when bot is camping and not navigating
;Enable this to make bot deadly when they walk in the checkpoint where bot i
;Bot will instant shoot them and spray on them
bAllowStrafe=True
bLOSflag=True
bSkipExtraLOSChecks=False
bWantsPlayerState=True
bAdvancedTactics=True
bSetControlRotationFromPawnOrientation=True



```
[/Script/AIModule.AIPerceptionComponent]
```
;Change other AI info to make AI deadly
HearingRange=768
SightRadius=3000
LoseSightRadius=3500
```

```
[/Script/AIModule.AISenseConfig_Hearing]
HearingRange=768
LoSHearingRange=1500



[/Script/AIModule.AISenseConfig_Sight]
;Change other AI sight config
SightRadius=3000
LoseSightRadius=3500


;Change AI Vision Angle Degree for sight
PeripheralVisionAngleDegrees=360


;Last seen location (Default -1)
AutoSuccessRangeFromLastSeenLocation=500



[/Script/AIModule.EnvQueryManager]
;Lower the interval will check the environment faster but will eat up ur CPU
QueryCountWarningInterval=5.0



[/script/Insurgency.INSGameInstance]
;Require bAllowMatureLanguage to be false in engine.ini for profanity word to
;Remove default profanity words (If you don't want to remove the default pro
;Look like the clearing doesn't work
!ProfaneWords=ClearArray

;Add profanity words (If you don't want this, remove it)
+ProfaneWords=(Word="Faggot", bIsStrongWord="true")
+ProfaneWords=(Word="Fag", bIsStrongWord="true")
```

```
GrenadeClass="/Game/Game/Actors/Projectiles/BP_Projectile_M67.BP_Projectile_
ThrowbackWeaponClass="/Game/Game/Actors/Weapons/Grenade/BP_Grenade_M67.BP_Gre
bIgnoreHeadshots=False
bBotsOnly=False



[/Script/Insurgency.Mutator_Vampirism]
bCountFriendlyFire=False
MaxHealth=1000



[/Script/Insurgency.Mutator_SupplyBase]
bAllowLoadoutSaving=False
MaxSupply=999
bOverrideMaxSupply=False
InitialSupply=18



[/Script/Insurgency.INSGameMode]
;Server Hostname (If you don't want to use -hostname param)
ServerHostname="[INS] Coop (www.insurgency.pro)"
Rulesets = ""

;Turn on KillFeed/Deathmessage in top right
bKillFeed=True
bKillFeedSpectator=True

;Turn on killer info (Show killer weapon, name, and distance when you died)
bKillerInfo=True
bKillerInfoRevealDistance=True

;Teamkill settings
```

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

```
;Chat message
bDeadSay=True
bDeadSayTeam=True

;Voice
bVoiceAllowDeadChat=True
bVoiceEnemyHearsLocal=True

;Objective time
;Time require to capture the objective in seconds
ObjectiveCaptureTime=30
;Objective reset when nobody on the capture point (-1 to disable)
ObjectiveResetTime=-1
;Speed up 25% per player on objective
ObjectiveSpeedup=0.25
;Max amount of players for speed up. If 25% with 4 players then its 25 x 4 =
ObjectiveMaxSpeedupPlayers=4
;Not sure wat this radio thing is
ObjectiveRadioSpeedup=0.6
;Objective visibility setting
FloatingObjectiveVisibility="ShowActiveOnly"

;Use Restricted area in game or not (Best to have it off for Coop and have i
;Somehow it not working
bAllowRestrictedAreas=False
bDisableRestrictedAreasOnWaveDepletion=True

;Spawn Protection
;Default for protection on move is true
bLoseSpawnProtectionOnMove=False
;Default for move grace is 0.3 second
LoseSpawnProtectionOnMoveGrace=5.0
```

```
                                          false)

                                          oup dissapear
```

```
;Others
WarmupEnterTime=0.0

;Start player as spectator
bStartPlayersAsSpectators=False
```

[/Script/Insurgency.INSMultiplayerMode]
```
bAutoRecordReplaysDedicated=True
bHandleDedicatedServerReplays=True

;Pregame time (Before the first round)
GameStartingIntermissionTime=30

;Other Time
;PreRoundTime is the time you on the truck in the beginning of the game
PreRoundTime=10
PostRoundTime=15
PostGameTime=15

;Friendly Fire
bAllowFriendlyFire=True
FriendlyFireModifier=0.2
FriendlyFireReflect=0

;Map (Only 1 of them can be true)
bMapVoting=True
bUseMapCycle=False

;Allow players to talk to other team (PvP)
bVoiceIntermissionAllowAll=True
```

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

```
IdleCheckFrequency=30
bCheckLastPersonStanding=True

;Leaver penalty
LeaverPenaltyPlayerLeaveTime=840
LeaverPenaltyGameStartTimeLimit=60
LeaverPenaltyPlayerLeftTimeLimit=120

;Minimum player before the game start
MinimumPlayers=1

;Total round for each map
RoundLimit=3

;Total win for each map before map change
WinLimit=1
;bRoundWonOnceWinLimitReached
;bResetPointsEachRound

;Supply point
InitialSupply=18
MaximumSupply=50

;Gain Supply point
bSupplyGainEnabled=True
bAwardSupplyInstantly=True
;Gain supply point every 250 score
SupplyGainFrequency=250

;Allow spectator can look at other in 3rd person instead of first person
bAllowThirdPersonSpectate=True
```

Używamy plików cookie, aby zapewnić najlepszą jakość korzystania z naszej strony.

Akceptuję   Odrzuć

```
OvertimeTime=60
TeamSwitchTime=10

;Advance spawning (Not sure how this work)
bUsesAdvancedSpawning=True

;Switch Team Every round? (1 is true and 0 is false)
SwitchTeamsEveryRound=0

;Scoreboard config
ScoreboardConfig=(bDisplayRoundsWon=True,bDisplayTeamScore=True,bDisplayTeam

;Other stuff
bIgnoreBotPurge=False
bIgnoreRoundOver=False

;Some scoring system (Not sure what this is)
bUsePlayerStartScoring=False
MaxPlayerStartsToScore=20

;How long the screen for exp to show up
PostGameTimeExp=15
PostGameTimeMatch=2

;Changing the way to earn score
ScoringAmounts=(("Kill", 10),("OffensiveKill", 5),("DefensiveKill", 5),("Ass

;Automatic assign player class instead of letting them pick (I think only wo
bPromptKitMenuIfAutoAssignedClass=False
bAutoAssignClass=False
;bAutoAssignTeams
;bAllowUnbalancedTeams
```

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

t and found it working, please

```
;GamemodeOvertimeAdditionalWins=0

;GamemodeOvertimeAdditionalRounds=0

;bGamemodeHasOvertime=False

;bGamemodeOvertime=False

;GamemodeOvertimeSwitchTeamsEveryRound=0

;bLastRoundDraw=False

;bRedoRoundOnDraw=False

;bUsesPointsScoring=False

;bCanBeInCluster=False

;bCollideWhenPlacing=False

;bCanBeDamaged=False

;bReplicateMovement=False

;bTearOff=False
```

[/Script/Insurgency.INSPushGameMode]

```
RoundTimeExtension=300

AttackerWavesPerObjective=5

AttackerWaveDPR=0.25

AttackerWaveTimer=20

DefenderWavesPerObjective=5

DefenderWaveDPR=0.25

DefenderWaveTimer=35

LastStandSetupDelay=10

AdvanceAttackerSpawnsDelay=30

;WavesDepletedClockTime (Float)

;LastManStandingClockTime (Float)

;LastStandSetupDelay (Float)

;bLastStand (Bool)
```

[/Script/Insurgency.INSFrontlineGameMode]

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

[/Script/Insurgency.INSTeamDeathmatchGameMode]

;NearWinLimitThreshold (Int)

;bNearWinLimit (Bool)

;DeathmatchSpawnPointDelay (Float)

;SpawnScoringRecentSpawnCheckTime (Float)

;SpawnScoringRecentSpawnPenalty (Float)

;SpawnScoringEnemyDistanceFactor (Float)

;SpawnScoringFriendyDistanceFactor (Float)

;SpawnScoringMinDistanceEnemy (Float)

;SpawnScoringMinDistanceFriendly (Float)

;SpawnScoringMaxDistance (Float)

;bScoreKills (Bool)

[/Script/Insurgency.INSSkirmishGameMode]

DefaultReinforcementWaves=5

CaptureBonusWaves=1

[/Script/Insurgency.INSCaptureTheBaseGameMode]

CapturingBonusWave=1

StartingWaves=10

[/Script/Insurgency.INSConvoyGameMode]

RoundTimeExtension=300

[/Script/Insurgency.INSMissionGameMode]

;TotalDeadPlayers (Int)

;bStartedEvac (Bool)

;EvacTimerHandle

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

```
[/Script/Insurgency.INSOccupyGameMode]
;BonusReinforcementWaves (Int)
;DefaultReinforcementWaves (Int)



[/Script/Insurgency.INSOutpostGameMode]
;BotDPRRespawnFirst (Float)
;BotDPRRespawnFinal (Float)
;MinVehicleWave (Int)
;TotalWaves (Int)
;InitialPrepareTimer (Float)
;DefendExtensionTimer (Float)
;DefendTimer (Float)
;PrepareTimer (Float)



[/Script/Insurgency.DominationGameMode]
;DominationScoreFrequency (Int)



[/Script/Insurgency.INSCoopMode]
;Allow bot to show up with vehicle
bUseVehicleInsertion=True

;Total bots (Scale with amount of players)
MinimumEnemies=6
MaximumEnemies=20

;Allow friendly bots
;The following will require bBots enabled to use it
```

```
                                            quire bBots)


                                            equire bBots)
```

```
SoloReinforcementTime=60
;Increase the total amount of wave each objective is captured or destroyed (
SoloWaveIncrementOnObjectiveCapture=0
;Set amount of enemies total. Since enabling bBots will ignore your MinimumEi
SoloEnemies=30
;If you are using bBots then your round time will set to default. Use this ti
SoloRoundTime=1080


;Lose when all players dead.
bLoseWhenAllPlayersDead=True


;Amount of time bot go alert (When they alert they seem to shoot at player mi
;Default is 15
AlarmDuration=60


;Scale the min and max enemies with this amount of players
;If set to 8 then regardless if u have more than 8 players or not, it will u
MaxPlayersToScaleEnemyCount=8


;Adjust AI Difficulty (0.0 - 1.0)
AIDifficulty=1.0


;Make bot follows player loadouts
;Its useful for pistol only or shotgun only mutator (Enable this so the muta
bBotsUseHumanLoadouts=False


;Restrict the class depends on the player level
bRestrictClassByPlayerLevel=True



[/Script/Insurgency.INSCheckpointGameMode]
;Each objective round time
```

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

```
DefendTimerFinal=180


;Amount of second bot will retreat after an object is capture
;Also after counter attack
RetreatTimer=10


;Bot respawn
;DPR is counter as amount of bot died before it trigger the spawning
;Example 0.2 = 20% of bots dead before it respawn the bot
;Set DPR to 1.0 = 100% of the bot died before it respawn the bot (However, th
RespawnDPR=1.0
RespawnDelay=1


;Bot respawn for counter attack
;Set DPR 1.0 for counter attack to prevent bot from spawning for counter atta
CounterAttackRespawnDPR=1.0
CounterAttackRespawnDelay=0


;Bot will rush to the last objective after player captured/destroyed the las
;0 so bot will not rush and keep defense the next objective
PostCaptureRushTimer=0


;Respawn player when it counter attack
bCounterAttackReinforce=False


;This will only trigger when player is on the capture point bot will respawn
;Set multiplier to 0 will also prevent bot from spawning when capturing obje
;(1 = respawn all the bot. 0.5 = respawn half of the bots)
ObjectiveTotalEnemyRespawnMultiplierMin=1
ObjectiveTotalEnemyRespawnMultiplierMax=1
FinalCacheBotQuotaMultiplier=1.5
```

obably bot will come rushing a
re dead

```
;Other ambush config
BotAmbushRatio=0.25
BotAmbushRadius=5000

;Bot attack range (Default 12000.0)
BotTerritoryRadius=12000.0
;Bot wandering range when they didn't spot a player (Default 10000.0)
BotWanderRadius =10000.0

;Use random counter attack type
bUseRandomCounterAttackTypes=True
```

[/Script/Insurgency.INSCheckpointHardcoreGameMode]
```
;Remove all player gear and use default gear on respawn
bStripWeaponsOnRespawn=False

;The weapon player are spawn with if bStripWeaponsOnRespawn=True
RespawnLoadoutsDataAsset="CheckpointHardcoreLoadouts'/Game/Game/Data/Gamemod
RespawnLoadoutsDataAssetPath = "/Game/Game/Data/Gamemodes/HardcoreCheckpoint

;Set the weapon player spawn with
RandonPrimaryWeaponsToGiveOnSpawn = "((Item=/Game/Game/Actors/Weapons/Sniper
;No idea wat this is
PlayersWhoHaveSpawnedWithLoadout = ""

;Between 1 to 3 objects, there will be a supply crate
MinObjectiveForCrate=1
MaxObjectiveForCrate=3

;Amount of ammo box that spawn randomly in objective you captured or destroy
```

```
[/Script/Insurgency.TeamInfo]
bVotingEnabled=True
TeamVoteIssues=/Script/Insurgency.VoteIssueKick
```

```
[/Script/Insurgency.VoteIssueKick]
MinimumPlayersRequired=3
bRequiresMinimumToStart=True
MinimumPlayerRatio=0.25
VotePassRatio=0.75
MinimumYesNoDifference=2
VoteTimeout=90
bCanTargetEnemies=False
IdleVoteBanDuration=-1
DefaultVoteBanDuration=120
bOnlyAdminCanCall=False
bCanTargetAdmins=False
```

Skrypt instalacyjny LGSM (linux)

1.Potrzebne biblioteki:

sudo dpkg –add-architecture i386; sudo apt update; sudo apt install mailutils postfix curl wget file bzip2 gzip unzip bsdmainutils python util-linux ca-certificates binutils bc jq tmux lib32gcc1 libstdc++6 libstdc++6:i386

2. **Utwórz osobne konto użytkownika dla serwera.**

ong password.

```
passwd inssserver
```

```
su - inssserver
```

2. **Pobierz skrypt instalacyjny linuxgsm.sh.**

```
wget -O linuxgsm.sh https://linuxgsm.sh && chmod +x linuxgsm.sh
```

3. **Uruchom instalator i zainstaluj serwer.**

```
./inssserver install
```

All Commands

A complete list of commands can be found by typing

```
./inssserver
```

4.Przydatne komendy skryptu.

Running

start

```
./inssserver start
```

stop

```
./inssserver stop
```

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

console

Console allows you to view the live console of a server as it is running and allow you to enter commands; if supported.

```
./inssserver console
```

To exit the console press CTRL+b d. Pressing CTRL+c will terminate the server.

Updating

update

Update checks for any server updates and applies them. The server will update and restart only if required.

```
./inssserver update
```

Bypass the check and go straight to SteamCMD update.

```
./inssserver force-update
```

validate

You can use the SteamCMD validate option when updating the server.

```
./inssserver validate
```

Debugging

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.   erver such as passwords, ports,

Akceptuję   Odrzuć

```
./inssserver details
```

Debug

Use debug mode to help you if you are having issues with the server. Debug allows you to see the output of the server directly to your terminal allowing you to diagnose any problems the server might be having.

```
./inssserver debug
```

Logs

Server logs are available to monitor and diagnose your server. Script, console and game server (if available) logs are created for the server.

/home/inssserver/logs

Backup

Backup will allow you to create a complete bzip2 archive of the whole server.

```
./inssserver backup
```

Monitor

LinuxGSM can monitor the game server by checking that the proccess is running and querying it. Should the server go offline LinuxGSM can restart the server and send you an alert. You can use cronjobs to setup monitoring.

```
./inssserver monitor
```

:yjnych:

```
Windows Servers
InsurgencyServer.exe "MapCodeName"?Scenario="Scenario_"MapName"
```

```
For Linux Servers
./Insurgency/Binaries/Linux/InsurgencyServer-Linux-Shipping "Map
```

2.MapCycle.txt

Scenariusze coop checkpoint:

(Scenario="Scenario_Tideway_Checkpoint_Insurgents",Lighting="Day")
(Scenario="Scenario_Tideway_Checkpoint_Insurgents",Lighting="Night")
(Scenario="Scenario_Refinery_Checkpoint_Insurgents",Lighting="Night")
(Scenario="Scenario_Refinery_Checkpoint_Insurgents",Lighting="Day")
(Scenario="Scenario_Refinery_Checkpoint_Security",Lighting="Day")
(Scenario="Scenario_Refinery_Checkpoint_Security",Lighting="Night")
(Scenario="Scenario_Hideout_Checkpoint_Insurgents",Lighting="Night")
(Scenario="Scenario_Hideout_Checkpoint_Insurgents",Lighting="Day")
(Scenario="Scenario_Hideout_Checkpoint_Security",Lighting="Day")
(Scenario="Scenario_Hideout_Checkpoint_Security",Lighting="Night")
(Scenario="Scenario_Farmhouse_Checkpoint_Insurgents",Lighting="Night")
(Scenario="Scenario_Farmhouse_Checkpoint_Insurgents",Lighting="Day")
(Scenario="Scenario_Farmhouse_Checkpoint_Security",Lighting="Day")
(Scenario="Scenario_Farmhouse_Checkpoint_Security",Lighting="Night")
(Scenario="Scenario_Crossing_Checkpoint_Insurgents",Lighting="Night")
(Scenario="Scenario_Crossing_Checkpoint_Insurgents",Lighting="Day")
(Scenario="Scenario_Crossing_Checkpoint_Security",Lighting="Night")
(Scenario="Scenario_Crossing_Checkpoint_Security",Lighting="Day")
(Scenario="Scenario_Summit_Checkpoint_Insurgents",Lighting="Day")
(Scenario="Scenario_Summit_Checkpoint_Insurgents",Lighting="Night")
(Scenario="Scenario_Summit_Checkpoint_Security",Lighting="Night")

ghting="Day")
",Lighting="Day")
",Lighting="Night")
ighting="Day")
ighting="Night")
(Scenario="Scenario_Ministry_Checkpoint_Insurgents",Lighting="Night")

```
(Scenario="Scenario_Ministry_Checkpoint_Insurgents",Lighting="Day")
(Scenario="Scenario_Ministry_Checkpoint_Security",Lighting="Night")
(Scenario="Scenario_Ministry_Checkpoint_Security",Lighting="Day")
(Scenario="Scenario_Hillside_Checkpoint_Security",Lighting="Day")
(Scenario="Scenario_Hillside_Checkpoint_Security",Lighting="Night")
(Scenario="Scenario_Hillside_Checkpoint_Insurgents",Lighting="Night")
(Scenario="Scenario_Hillside_Checkpoint_Insurgents",Lighting="Day")
(Scenario="Scenario_PowerPlant_Checkpoint_Security",Lighting="Day")
(Scenario="Scenario_PowerPlant_Checkpoint_Security",Lighting="Night")
(Scenario="Scenario_PowerPlant_Checkpoint_Insurgents",Lighting="Night")
(Scenario="Scenario_PowerPlant_Checkpoint_Insurgents",Lighting="Day")
(Scenario="Scenario_Tideway_Checkpoint_Security",Lighting="Day")
(Scenario="Scenario_Tideway_Checkpoint_Security",Lighting="Night")
(Scenario="Scenario_Tideway_Checkpoint_Insurgents",Lighting="Night")
(Scenario="Scenario_Tideway_Checkpoint_Insurgents",Lighting="Day")
(Scenario="Scenario_Tell_Checkpoint_Insurgents",Lighting="Night")
(Scenario="Scenario_Tell_Checkpoint_Insurgents",Lighting="Day")
(Scenario="Scenario_Tell_Checkpoint_Security",Lighting="Night")
(Scenario="Scenario_Tell_Checkpoint_Security",Lighting="Day")
(Scenario="Scenario_Highlands_Checkpoint_Security",Lighting="Day")
(Scenario="Scenario_Noshahr_Canals_Checkpoint_Security",Lighting="Day")
(Scenario="Scenario_ps_cp_sec",Mode="Checkpoint",Lighting="Day")
(Scenario="Scenario: Scenario_HaaOya_Coop",Lighting="Day")
```

Używamy plików cookie, aby zapewnić najlepszą
jakość korzystania z naszej strony.

Akceptuję   Odrzuć

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Akceptuję   Odrzuć