

# Medal of Honor: Reborn

## Unofficial MoH:AA 1.12 Patch

### New Admin Commands

#### Notes:

1. You can use these commands when server authorized you as an admin
2. Field that contains “#” means that it requires number
3. Field that contains “<word>” means that it requires only one, single word
4. Field that contains “<ip-mask>” allows to use IP in format like this: xxx.xxx.xxx.xxx
5. Maximum count of banned IPs/Names/Words is 2000. Don't exceed this value.

Command	Usage	Description
<b>ad_kick</b>	ad_kick <name>	kicks a player with given name
<b>ad_clientkick</b>	ad_clientkick <clientnum #>	kicks a player with given Client Number (Client Id)
<b>ad_map</b>	ad_map <map>	changes map
<b>ad_restart</b>	-----	restarts game
<b>ad_fraglimit</b>	ad_fraglimit <fraglimit #>	sets a fraglimit to given number
<b>ad_gametype</b>	ad_gametype <gametype #>	sets g_gametype to given number
<b>ad_timelimit</b>	ad_timelimit <timelimit #>	sets round time limit to given number of minutes
<b>ad_banname</b>	ad_banname <name>	adds name to banned names list, player with this name will be banned
<b>ad_unbanname</b>	ad_unbanname <name>	unbans name (removes it from banned names list)
<b>ad_listnames</b>	-----	lists banned names (stored in namefilter.cfg)
<b>ad_banip</b>	ad_banip <ip-mask>	adds IP to banned IPs list, player with this IP will be banned
<b>ad_unbanip</b>	ad_unbanip <ip-mask>	unbans IP (removes it from banned IPs list)
<b>ad_listips</b>	-----	lists banned IPs (stored in ipfilter.cfg)
<b>ad_chatfilteradd</b>	ad_chatfilteradd <word>	adds bad word to chat filter list, player will get penalty points for using it, and can be kicked when reaching the points limit

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<b>ad_chatfilterremove</b>	ad_chatfilterremove <word>	removes bad word from chat filter list
<b>ad_listchatfilter</b>	-----	lists chat words to be filtered out (stored in chatfilter.cfg)
<b>ad_status</b>	-----	lists current players with their names/ips/client ids
<b>ad_listadmins</b>	-----	lists logged in admins with their access rights
<b>ad_rcon</b>	-----	sends a command to server console (standard RCon)

## Admin System – Giving admin rights

Rights	Value	Allowed Commands	Description
ACCESSLEVEL_PROTECTNAME	1	-----	his name is protected (reserved), only he can use his nickname on the server
ACCESSLEVEL_MAPCHANGE	2	ad_map	can change maps
ACCESSLEVEL_RESTART	4	ad_restart	can restart the game
ACCESSLEVEL_GAMETYPE	8	ad_gametype	can change gametype
ACCESSLEVEL_FRAGLIMIT	16	ad_fraglimit	can change frag limit
ACCESSLEVEL_TIMELIMIT	16	ad_timelimit	can change time limit
ACCESSLEVEL_KICK	32	- ad_kick - ad_clientkick	can kick players from game
ACCESSLEVEL_BADCMD	64	- wuss - tele - noclip - dog	can use bad commands, for admin debug/scripting purposes
ACCESSLEVEL_BAN	128	- ad_banip - ad_listips  - ad_banname - ad_listnames	can ban players IPs/names
ACCESSLEVEL_REMOVEBAN	256	- ad_unbanip - ad_listips  - ad_unbanname - ad_listnames	can unban players IPs/names
ACCESSLEVEL_CHATFILTER	512	- ad_chatfilteradd - ad_chatfilterremove - ad_listchatfilter	can add/remove/list words in chat filters list
ACCESSLEVEL_ADMINPROCMD	1024	-----	unused in this version
ACCESSLEVEL_LISTADMINS	2048	ad_listadmins	can view a list of in-game admins
ACCESSLEVEL_RCON	4096	ad_rcon	can have a full access to RCon console
ACCESSLEVEL_MAX	16383	-----	all rights

## Instructions:

To add a new admin for your server follow these steps:

### Windows:

1. Go to <your mohaa directory>\main
2. Open file **admins.ini**
3. Add new line looking like this:  
**name=<admin nickname> password=<admin password> rights=<admin rights>**

### Linux:

1. Go to <your mohaa directory>
2. Open file **admins.ini**
3. Add new line looking like this:  
**name=<admin nickname> password=<admin password> rights=<admin rights>**

## Examples:

```
name=pro_player password=mysecret rights=640
name=superadmin password=bornin1945 rights=49
name=[TaG] This is name with spaces password=111one rights=16383
```

## Notes:

### 1.

*Rights can be added!*

$\text{ACCESSLEVEL\_MAPCHANGE}(2) + \text{ACCESSLEVEL\_RESTART}(4) = 6$

$\text{ACCESSLEVEL\_PROTECTNAME}(1) + \text{ACCESSLEVEL\_MAPCHANGE}(2) + \text{ACCESSLEVEL\_RESTART}(4) = 7$

### In above examples we used:

$\text{ACCESSLEVEL\_CHATFILTER}(512) + \text{ACCESSLEVEL\_BAN}(128) = 640$

**and**

$\text{ACCESSLEVEL\_KICK}(32) + \text{ACCESSLEVEL\_TIMELIMIT}$  or  $\text{FRAGLIMIT}(16) + \text{ACCESSLEVEL\_PROTECTNAME}(1) = 49$

### 2.

*Don't use TAB's to make spaces between name, password, rights. Instead use spaces. Our engine can handle TAB's but it's more secure to use spaces.*

## How to log in as Admin:

To log in as admin, player has to type this in his game console before joining the server:

**setu admin\_auth "his\_password"**

or add this line to his config file located in main\configs.

## New Game CVars

Name	Values	Default	Description
<b>sv_kickbadcmd</b>	0: kicking OFF 1: kicking ON	1	when ON kicks players using bad commands
<b>sv_info</b>	MoH:AA 1.12 Reborn Patch RC1 Alpha	MoH:AA 1.12 Reborn Patch RC1 Alpha	please don't change this (may be changed in further development)
<b>sv_banning</b>	0: banning OFF 1: banning ON	1	when ON, turns on Banning System (name bans, ip bans)
<b>sv_filterchat</b>	0: chat filtering OFF 1: chat filtering ON	1	when ON, turns Chat Filtering System (bad words, penalty points)
<b>sv_disablechat</b>	0: in-game chat OFF 1: in-game chat ON	0	when ON, in-game chat is turned off (players can't speak on chat)
<b>g_badchatlimit</b>	<0,65000>	3	sets the limit of bad words that player can say on chat before he will get kicked when Chat Filtering System is ON  please don't choose high numbers
<b>g_teambalance</b>	0: Team Balance OFF 1: Team Balance ON	0 <b>Deprecated in this version!</b>	when ON, Team Balance is turned on (players are joining team with less members)
<b>sv_sounddistance</b>	<0, 65000>	5000 <b>Deprecated in this version!</b>	players further than this distance won't produce any sound  this is used against Far Sound ESP.  to disable this, set this CVar to 8000
<b>sv_antiwh</b>	0: AntiWH OFF 1: Bone A-WH ON 2: Hitbox A-WH ON 3: BonePredict A-WH ON	1	when ON, turns Anti Wallhack System

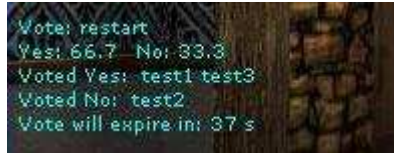
<b>sv_antistwh</b>	0: AntiSTWH OFF 1: AntiSTWH ON	1	when ON, turns Anti Shoot Through Walls Hack system
<b>sv_recoilemulation</b>	0: AntiNoRecoil OFF 1: AntiNoRecoil ON	1	when ON, turns NoRecoil detection and server recoil emulation for NoRecoil cheaters
<b>g_votetimeout</b>	<0,5>	1	This will set vote expire time. Time is counted in minutes. If you want to set expire time to less than one minute type: 0.x eg. 0.5 = 30 seconds
<b>sv_kickping</b>	0: Max Ping kick turned OFF <1,999>: Max Ping kick turned ON	500	If set to 0 - kicking players with high ping will be disabled If set from 1 to 999 – kicking players with high ping will be enabled and players with higher than value of this CVar will be kicked
<b>sv_stufftextdetection</b>	0: Stufftext Bypass Detection OFF 1: Stufftext Bypass Detection ON	1	If set to 1, Stufftext Bypass Detection System will check if players use modified game to protect themselves against admin tools that make use of stufftext command (this can make them invulnerable to kick commands etc.)
<b>sv_maxconnperip</b>	-1: Max Connections per IP turned OFF <0,100>: Max Connections per IP turned ON	3	Max Connections per IP that will be allowed by the game. More players than this value connecting with the same IP will be rejected.
<b>sv_updatedelay</b>	<1,65000>	12	Delay counted in hours between last and actual check for new update.  This means that server will check for new update each x hours.

## New Client Commands

Command	Usage	Description
<b>patchver</b>	patchver	If server is running 1.12 patch, player will get info about patch version being used and features that are disabled or enabled
<b>callvote</b>	callvote <command> <args>	Starts a vote. eg. callvote map dm/mohdm1
<b>vote</b>	vote <yes/no>	Votes yes or no if there is vote active
<b>allowedvotes</b>	allowedvotes	Shows which commands can be voted for
<b>allowedmaps</b>	allowedmaps	Shows which maps can be voted for when using “map” command in vote

## New Voting System

New patch version has brand new voting system included. This system overrides old one and brings more security and functionality.



New voting system will keep track of players who voted yes or no, and will show them on every player's screen. It also shows percentage of players who voted yes or no. There is also information telling players in how many seconds vote will expire.

Player can start a vote using command **callvote** (see New Client Commands section for new client commands). He will be counted as if he voted yes. His name will be added to **Voted Yes:** section. Message about vote will show up. From now, other players can decide if they want to vote yes or no using command **vote**.

- Vote caller cannot vote, if he started a vote call (he will automatically vote yes).
- Other players cannot vote twice.
- When vote caller will disconnect – vote will be cancelled
- When player who took part in a poll will disconnect – his vote will be cancelled. After reconnecting he will be able to vote again.
- New vote cannot be called until previous one will expire.

Expiration time can be set up by `g_votetimeout` CVar (see New Game CVars section for more information).

Server admins can specify which commands can be used in voting system.

They have to type each command in new line, in file called: **allowedvotes.cfg** which is included in new patch versions.

They can also choose what maps can be used in voting system by players that want to change map using map command. To allow specific maps, they have to add each map name (with path to it, eg. `dm/mohdm2` and **NOT** `mohdm2`) in new line, in file called: **allowedmaps.cfg** which is included in new patch versions.



## Launcher/Auto-Update System

Release Candidate 1 Alpha version comes with new feature. It's MoH:AA Server Launcher with Auto-Update system included.

It allows to run MoH:AA server with additional command line, and auto-check for any new versions or updates of server-side patch.



When you click on LAUNCH! button, LaunchCmd will be saved to launcher.cfg file. Each time when you run Launcher, it will read from this file, and place saved LaunchCmd to Launch Cmd Line.

Reborn Patch will check each x hours for new version. Amount of hours is specified in CVar: sv\_updatedelay. It will save time and date of last check and update to update\_reborn.txt.

During update, old files are moved to .../update/old\_backup/ folder so incase of corrupted update, you can restore your old files.

You mustn't delete files like:

### Windows

- slauncher.exe
- launcher.cfg
- patch\_ver.dll
- update\_reborn.txt

### Linux

- slauncher
- launcher.cfg
- patch\_ver.so
- update\_reborn.txt

**You can delete update\_reborn.txt only when your server has problems with auto-update system.**

Auto-Update System comes also with version checker application.

You can choose patch\_ver file (.dll or .so – accordingly to your server OS and your PC OS) and check if your patch is up to date.

It will also provide you with some information that is specific to current patch version.

It's designed for Windows and Linux (GTK) os'es.

## Notes

We are aware that this documentation doesn't cover every aspect of MoH: Reborn Patch and may be difficult to understand for inexperienced users.

That's why if you have any questions, feel free to ask on our site/forums:

<http://www.x-null.net/>