

## Battlefield 1942 Server Setup Guide



If you are having trouble with setting up a BF1942 Server and it has to do with firewalls and console things then this may help!

Console.showfps 1

Cheers!  
- [hachiroku](#)

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## Serving Battlefield 1942 Behind a Firewall

(Putting your server behind a firewall is a BEST PRACTICE)

If you plan on putting your Battlefield 1942 Server behind a firewall (ie: residential ones D-Link, Linksys, SMC) you will need to open and forward the following UDP (and possibly some TCP) ports in order for your Battlefield 1942 Server to be seen on the Internet.

**Note:** I have found both D-Link and SMC Barricade Routers to be unreliable when serving internet games. However I have never had any issues with Linksys routers.

UDP 22000	Only for LAN games
<b>UDP 14567</b>	<b>BF1942 Default Server Port *</b>
UDP 23000 - 23009	BF1942 Alternate Game Port
<b>UDP 12300</b>	<b>GameSpy Monitoring Port *</b>
UDP 27900	GameSpy Master Server Heartbeat
TCP 28900	GameSpy Master Server List
TCP 29900	GameSpy Connection Manager
TCP 29901	GameSpy Search Manager
UDP 6500	GameSpy Query Port
UDP 6515	GameSpy DPlay Port
UDP 3783	GameSpy Voice Chat
UDP 6667	GameSpy IRC Chat

*\* denotes ports that absolutely have to be open and forwarded to the Server in order for BF1942 to work online. You don't have to have any of the other ports open in order to serve games via the in-game Gamespy server list, but you may want to open them for other reasons.*

## Setting the rcon password for remote Administration

You must first set the server admin password at the server console. Get in front of the server/black window and hit the "~" key to bring up the console (also called the tilde key). This will take the console out of status display mode (where it shows you FPS) and into entry mode where you can enter console commands. When you get the > prompt, type:

```
admin.enableremoteadmin <password>
```

where <password> is any password of your choice that is all numbers OR letters, BUT NOT BOTH AND NO SPACES!

After you have set the password on the server console, you can use the same command from your client when you connect to the server. So, fire up your game and connect to your server. Now open the console ingame with the ~ key and issue the following command:

```
admin.enableremoteadmin <password>
```

where <password> is the password you set before at the server console.

You should now be authorized as an admin and able to issue remote commands. To issue a remote command, use the following command:

```
admin.execremotecommand "command"
```

To execute a command from a client, one would type the admin.execremotecommand, followed by the desired admin command in quotation marks. For example, to kick someone with the player id of 8 from a client machine, one would type the following (after going through the first two steps of this section):

```
admin.execremotecommand "admin.kickplayer 8"
or to ban player 8:
admin.execremotecommand "admin.banplayer 8"
```

[top](#)

## Kicking/banning a Player

If you are sitting in front of your server/console, then you just issue the admin command right into the console (i.e. game.listplayers and admin.kickplayer <number>).

```
admin.kickplayer 16
or to ban player 16:
admin.banplayer 16
```

[top](#)

## Server Console Commands

Remember to open the console by hitting the "~" also known as the tilde key.

Commands	Comment
Admin.addaddresstobanlist *	- * is equal to the IP address to the client that is to be banned. Note that this command can only be run from the server, or by a user that has remote server access.
Admin.autoBalanceTeam *	- This command enables/disables the auto team balance. For *, 1 is on, 0 = off.
Admin.banplayer *	- * is equal to the player id number. Note that this command can only be run from the server, or by a user that has remote server access.
Admin.clearbanlist	- This allows all users that were previously banned to once again connect to the server. Note that this command can only be run from the server, or by a user that has remote server access.

Admin.delayBeforeStartingGame (time)	- This command enables you to set the delay time before the game starts. For (time) set the number of seconds you would like the game to be delayed by.
Admin.enableMapVote	This command enables you to vote for maps.
Admin.externalViews *	- This command enables/disables the external view on planes. For *, 1 is on, 0= off.
Admin.externalviews *	- This command enables/disables external camera views on clients connected to the server. For *, 1 turns external views on, 0 turns it off. Note that this also disables the nose cam. Also, note that this command can only be run from the server, or by a user that has remote server access.
Admin.kickplayer *	- * is equal to the player id number. Note that this command can only be run from the server, or by a user that has remote server access.
Admin.listbannedaddresses	- Lists the IP addresses that are banned from connecting to the server. Note that this command can only be run from the server, or by a user that has remote server access.
Admin.removeaddressfrombanlist *	- * is equal to the IP of a banned player. Note that this command can only be run from the server, or by a user that has remote server access.
Admin.restartMap	- This command allows you to restart the map which you are currently playing.
Admin.runNextLevel	- This command allows you to change to the next map in your servers map cycle.
Admin.scoreLimit (score)	- This command enables you to set the time limit for a match. For (score) set the score you would like before the map restarts/changes.
Admin.setNextLevel (level name)	- This command allows you to change map. For (level name) fill in the level you would like to change map too.
Admin.setTicketRatio *	- This command enables you to set the ticket ratio. For *, 1 - xxxx.
Admin.setNrOfRounds *	This command enables you to set the number of rounds in on a map. For *, 1 - xxxx.
Admin.solderffratio *	- This command enables/disables the friendly fire soldier/teammates. For *, 1 is FF on, 0 = FF off.
Admin.soldierffratioOnSplash 0>	- This command enables/disables the freindly fire soldier weapons splash (bazookas, grenades). For *, 1 is on, 0 = off.
Admin.timeBeforeRestartMap (time)	This command allows you to set the time before the map restarts. For (time) set the number of minutes you would like the map to restart in.
Admin.timeLimit (time)	- This command enables you to set the time limit for a match. For (time) set the number of minutes you would like the game to last.
Admin.toggleGamePause	- This command toggles between pausing and unpausing the game.
Admin.vehicleffratio *	- This command enables/disables the freindly fire vehicle damage. For *, 1 is FF on, 0 = FF off.
Admin.vehicleffratioOnSplash *	- This command enables/disables the freindly fire vehicle weapons splash (tank rounds, AA guns). For *, 1 is on, 0 = off.
Admin.votingtime *	This command sets the amount of time clients have to cast a vote after it has been initiated. * is equal to the number of seconds clients will have to vote.  Note that this command can only be run from the server, or by a user that has remote server access.

## Client Console Commands

Remember to open the console by hitting the "~" also known as the tilde key.

Commands	Comment
Console.showfps *	- This toggles the FPS display on and off. For *, 1 turns FPS on and 0 turns it off.
Console.showstats *	- This toggles the debug stats display on and off. For *, 1 turns the debug stats display on and 0 turns it off.
Game.disconnect	- This disconnects the player from the current game.
Game.changeplayername *	- This allows a user to quickly change his name. * is equal to the player name.
Game.useHUD *	- This will remove all your HUD except for your gun. * 0=off 1=on
Quit	- This disconnects the player from the current game to desktop.