Call of Duty/Black Ops®

Remote Console Quick Start Manual

Overview

This tool allows administrators to control dedicated Call of Duty/Black Ops game servers. In general, the areas of control fall into the following categories

- Player-specific controls
- Map Controls and map rotations
- Playlists
- Editing values of settings (dvars)
- Messaging and message rotations
- Authoring configuration files

Getting Started

The distribution contains the following files (note: these will almost certainly change with future releases).

BlackOpsRcon.exe – the main executable. This is dependent on Microsoft's .NET framework 3.5 which just about everyone has installed by now. If you don't have it, you can install it from here:
http://www.microsoft.com/downloads/en/details.aspx?FamilyId=333325fd-ae52-4e35-b531-508d977d32a6&displaylang=en

Data files:

- BlackOpsRcon.default.gamesettings - an XML file which describes the game settings.
- BlackOpsRcon.default.gametypes – an XML file which describes the various game types and associated settings.
- BlackOpsRcon.default.maps – an XML file which defines all the available maps.
- default.cfg – a configuration file containing the default unranked server settings.
- playlists_mp.info – a text file which defines all the available playlists.
- UserQuickStart.pdf - this quick start manual.

Connecting to the server

After launching the application, notice the section called "Quick Connect". This is where you enter the information for the server that you want to connect to.

Label – This is a name you can use to later identify this connection (in saved servers)

Host (IP) – This is the IP address of the server.
Port – The port number on the server you're going to use. The default is 3074.
Password – The password for the remote server connection.
The last three values are supplied to you from GameServers.com.

Once you've entered the above information, press the "Connect" button to connect to the server.

The "Saved Servers" section allows you to save your connection information for future use. Either select the label name and press the "Connect" button at the bottom of the window or double click the label name in the list.

The User Interface

The main interface of the tool is navigated via a collection of tab buttons along the top of the window. These buttons vary depending upon a couple of factors. The first distinction is between ***Ranked*** and ***Unranked*** servers. The second is whether or not ***playlists*** are ***enabled*** on the server. For each tab panel described below, the applicability of the panel will be based on these two factors.

Players - *Available in all modes*

This displays all players currently in the game and provides several player-specific commands.

Maps - *Available only in Unranked with Playlists-disabled*

Implements map switching and authoring of map rotations.

Playlists - *Available in Ranked and in Unranked with Playlists-enabled*

Controls the starting of available playlists and setting of map/gametype exclusions.

Settings - *Available only in Unranked*

Exposes many, many server variables for admins to edit.

Messages - *Available in all modes*

Sending of messages and authoring of message rotations.

Config Builder - *Available only in Unranked*

Creating configuration files locally and sending them to the server.

Console - *Available only in Unranked*

This provides a console onto the game server for sending any command to the server.

Server - *Available only in Ranked (unranked has this functionality under "Settings")*

Provides a way for administrators to set basic server values (a subset of the Settings panel).