Game Violations™

Server Guide

1. Introduction

Congratulations on your download of the GV script package, which contains everything you need to set your server to stream to the Game-Violations repository. The enclosed configuration files will enable your game server to stream the Punkbuster logfiles to be checked for violations and PB kicks. The PB logs from all the servers will be parsed daily and cheat entries will be posted on the Game-Violations Website under the following address:
http://game-violations.ggl.com

Gameservers on which Partner League matches are played MUST be streaming to the GV|PB Repository for the full duration of the war. This will help prevent cases of freelancing and will result in resolving conflicts faster. If there is a cheating or freelancing incident during a League war the supervisor can access the repository server, verify the entry and forfeit the match before needing to wait for GV to publish the ban.

2. Streaming Rules

Editing or removing any information from the GV Streaming Scripts is not permitted – servers found to be running edited versions of our scripts will be banned from streaming. This includes removing the pbsvuser.cfg.

It is your responsibility to ensure that you are running the latest version of the GV Scripts. You can check the current version by visiting the website and clicking on the Latest Script Version link in the main menu. Alternatively you can use the !version command (E.G. !version cod4) in the #game-violations channel on irc.quakenet.org

!! IMPORTANT!!

Before proceeding with the installation you should check your **active PB** folder on your server FTP/WebCP for any old streaming scripts. If you see a pbsvuser.cfg, pbsv.cfg, pbsvlog.cfg or league cfg (e.g. CB.cfg) please delete them as these may interfere with GV streaming.

3. Installation - Step-by-step guide:

(1) Place the files from the PB folder in the streampack into the PB folder on your FTP/WebCP.
(To find out the correct PB folder, type /rcon pb_sv_homepath in your game console whilst signed in with rcon – or use the rcon console in HLSW).
(2) Open your game and connect to your server.
(3) Extend your game console & login by typing ***/rcon login <rconpassword>***
(4) Issue a Punkbuster restart command (/rcon pb_sv_restart) to clear the server memory of any existing settings.
(5) Choose which league script you want to run by issuing a load command (FE: /rcon pb_sv_load CB.cfg for ClanBase settings)

Your server should now be streaming to the GV|PB repository!
Please see chapter "Testing" for verification that your server is streaming.

4. Auto-Update-tool/ GVUCON for Extended Users

GVUCON settings have been included to make it easier for you to register for the Auto-Update Tool on http://game-violations.ggl.com. Once your server is streaming you can apply for an Extended User account. This gives you access to extra features of GV, including EyeDent, updating the banlist & streaming scripts via ACS software (Admin Control System) and real time banning via the GVUCON system.

Register your server(s) in the Auto-Update-Tool form on the GV website and you will be given a generated password for each registered server.

Edit the following line from the **the pbsv.cfg**:
●*pb_sv_uconadd 1 "91.121.168.38:" "GVUCON" **"YOUR PASSWORD HERE"***

- Replace "**YOUR PASSWORD HERE**" with the password generated by the Auto-Update Tool on the [Game-Violations website](#).

Don't forget: each time the scripts are updated you will need to edit your UCON password in the pbsv.cfg

5. Testing if the server is streaming

Type in your console /rcon pb_sv_logaddr
The IP returned should match the IP displayed on the [Current Script Version](#) page of the GV website
If there is no response from the server, or a different IP from the one listed on the website is displayed then:
1. *The scripts are in the wrong folder on your FTP.*
2. *The scripts have failed to load because you didn't restart PB*
3. *Old Streaming scripts are still present on your server (either from GV or another AC org)*
4. *Punkbuster may be turned off!*
Please go through the User guide again to make sure you followed the instructions carefully.

There are 2 ways to verify if the server is streaming:
● Join [#game-violations](#) on irc.quakenet.org.
- In the channel type "!stream game serverip:port"(e.g. !stream cod4 12.34.56.78:12345)
● Visit our [Server Status](#) page on the Game Violations Website and select your game.
- Type the IP-Address followed by the port (ip:port) in the text field and press the "Search" button.

6. Troubleshooting

● My server is not streaming, what can I do?
- *Check if the files have been placed in the correct PB folder!*
To find out the correct PB folder, type /rcon pb_sv_homepath
● I dont get any return if i type /rcon pb_sv_logaddr
- *Make sure punkbuster is ON!*

7. Support

If you have any problems with setting up the server to the GV stream OR you want to report Bugs:
● Visit the [Game Specific Help Forum](#) on the GV Website
● Join one of our Quakenet IRC Channels [#game-violations](#) or [#support.game-violations](#)
● Join our [Teamspeak](#)
● Contact [GV Technical Support](#)

8. Glossary

FTP – File Transfer Protocol
See http://en.wikipedia.org/wiki/Ftp
RCON – Remote Console
See http://anarchyrules.co.uk/cod2/server%20commands.html
ZIP – File format for compressing archives
See http://en.wikipedia.org/wiki/ZIP_%28file_format%29
IRC – Internet Relay Chat
See http://en.wikipedia.org/wiki/Internet_Relay_Chat

Footnote:
Standard Linux server installations create a hidden folder in your FTP game directory (e.g. .callofduty4). Although this folder is not needed it is often used by server companies as the active game folder. You should check both the visible and hidden folders for any streaming files when cleaning your FTP prior to installation. You may be required to set "show hidden folders" in your FTP client options – if this option is not available to you GV recommends using [FlashFXP](#), [Filezilla](#) or any other FTP client that allows you to view hidden folders.