SWBF2 WEBADMIN

HOSTING BASICS FOR SWBF2 (STEAM/GOG)
SWBFSPY VS GOG: A MASTERSERVER

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This software was primarily developed by **Lekeks**, with support from Yoni, while AsLan contributed minimally since he's not a developer. In the past, the 4 of us had access to a discord server where Lekeks proposed creating this software after the *BlackBagOps* tools for the dedicated server were no longer supported.

As my attention shifted to SWBFspy, I was eventually removed from the Discord server, as it was no longer my main focus. Over time, various players have improved this open-source software, making it compatible with Classic Collection as well.

It's important to note that this software is **client-based**. This means it operates differently from the dedicated server software files, using a client to host the game servers instead.
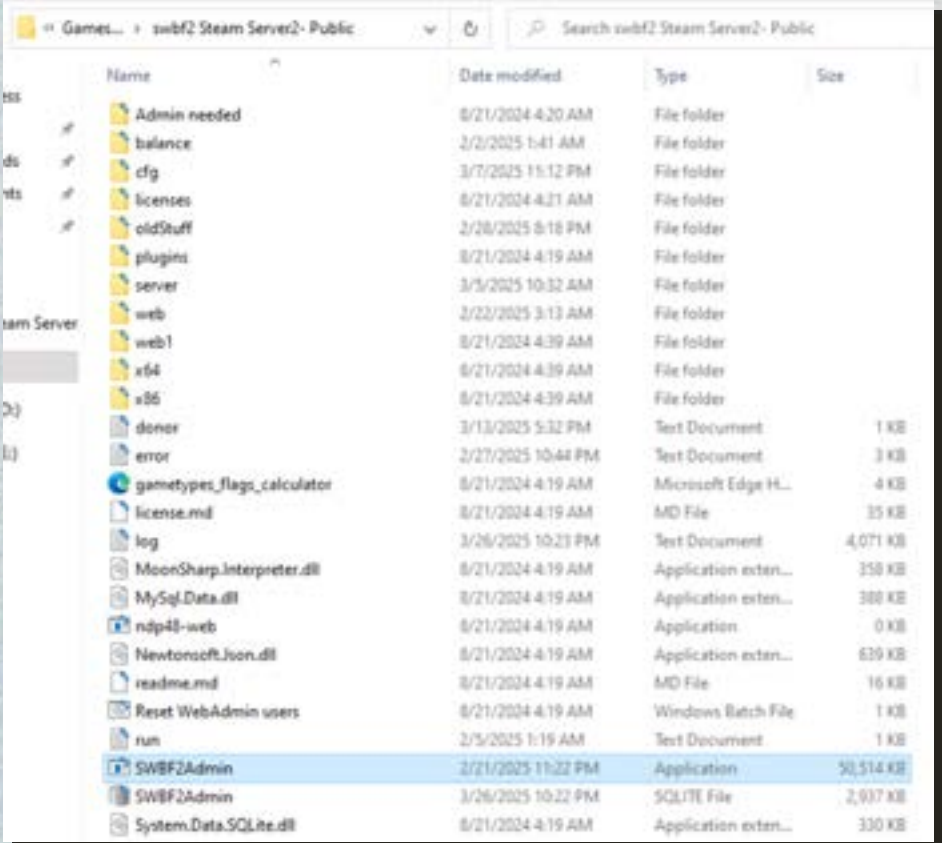
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It's important for us to remember that our capabilities are bound by this software. Some files originating from GameSpy may function exclusively there, while within this program, it dictates what is operational and what isn't. Each server host should provide input for this list, acknowledging both its advantages and disadvantages.

At present, BFO servers are hosted on a remote VPS located in Frankfurt, renting a machine from NFOservers.com. This setup allows us to run up to nine servers simultaneously without encountering connection issues. However, stretching it to its limits could potentially lead to a DC symbol, mainly due to GOG's underperforming master server.

Once extracted onto a PC, this server software will display an interface like the one shown below, disregarding secondary folders such as "*Admin needed*," "*balance*," "*oldStuff*," "*web1*," as well as files like "*log*" or "*donor*," which are tailored to personal specifications in the software.
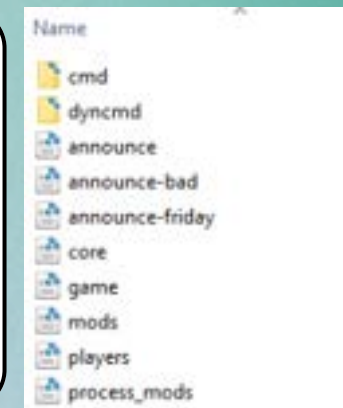
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1

Essential Folders & Setup
First, we need to access the cfg (Config.) folder to update the necessary information. The core file contains critical data for the SWBF2Admin.

2

Server Folder
The server is essentially a complete copy of the client game files. In our setup, we primarily utilize the original files, only modifying those needed for GOG/Steam compatibility. This approach helps us maintain smaller file sizes for faster load times, even with an SSD that ensures quick performance.

3

Launching SWBF2Admin
The final step is to run the software once. This action will generate additional .cfg files (cmd/dyncmd) that we need. After that, we'll be ready to create our first user and password. Once that's done, we can close the program and launch swbf2admin again.
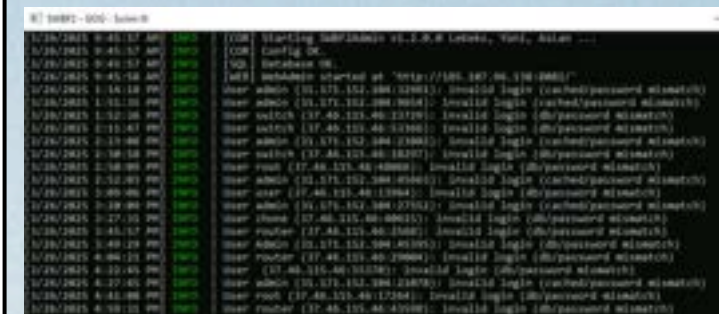
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How do dyncmd/cmd (Commands & Dynamic Commands) function?
They operate using either XML alone, sourced from the webadmin, or by combining XML and lua to create custom commands like !*me*, !*teams*, !*discord*, and more.

What about the user interface?
The user interface is user-friendly, organized into tabs on the left side. This allows for easy management of players, chat, or dynamic game editing.
The general, game, and map rotation tabs should be updated ahead of time.

When you use !setnextmap to add a map in-game, keep in mind that the rotation in the web admin won't be updated. To remove that map, you'll have to move it from the installed maps into the map rotation, and then take it out from the list.

I'll explain how each tab operates in the video..
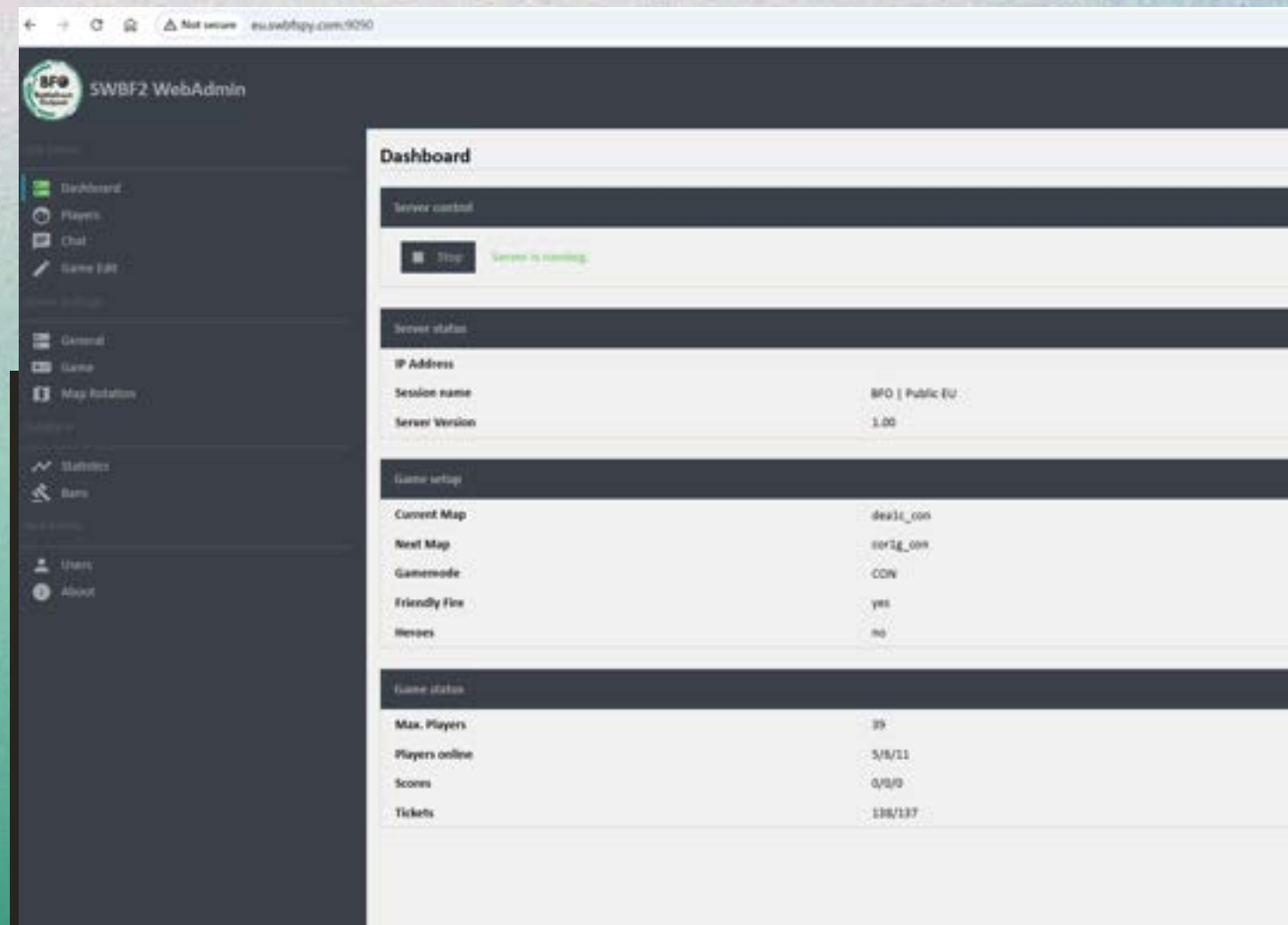
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DEDICATED SERVER SOFTWARE	CLIENT SERVER SOFTWARE
Double-clicking an active process lets you view player information and IP addresses.	You cannot double-click to see clients and their connected IPs. It requires network knowledge and time to retrieve client IPs for banning.
Mods have full freedom in their actions.	There are restrictions with SWBF2Admin, which does not allow for overriding parts of the lua code.
You can ban players or IPs from the server.	The system only permits automatic booting once a player connects and their key hash is fetched.
The system verifies client CD keys and master server credentials upon connection (when they click to join).	Necessitates ongoing validation with GOG/Steam. Additionally, it requires galaxycommunication.exe to run in the background for a successful connection.

MASTERSERVERS

SWBFSpy (2016 - Present)
Led by Anyder and Led, SWBFSpy serves as the replacement for the original GameSpy masterserver. It requires a CD key for access, which must be either genuine or provided by the SWBFGamers.com team. The service is currently operational for both PC and PS2, with a focus on the latter.

GameSpy (2004 - 2013)
The original masterserver for CD players, GameSpy was eventually shut down, ending its services.

GOG/Steam (2019 - Currently)
After Disney acquired LucasArts, it took seven years for them to reintroduce multiplayer access through new online copies. Unfortunately, the source code was lost during the transition, resulting in some negative impacts on hit registration, although pings have been corrected to prevent false readings of +50 ping.

THANK YOU

Now that you've gone through this first pill, I hope to see you in the coming up one:

SWBF2 Hosting through GOG/Steam.
Commands, limits, configuration.

Anyder
SWBF & Player Engagement