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Complete RCON guide for MOH V1.2  
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## Introduction

The purpose of this guide is to help you understand and use the RCON utility built into Medal Of Honor (MOH). Because MOH is built around the Quake 3 engine, people assume it uses the same RCON commands as the other Quake based games. This is incorrect. Many of the basic RCON commands do not work in MOH. This is the reason for putting this document together: to give the MOH community a complete guide to all the working MOH RCON commands.

If you find any errors or I missed a command, please send them to me at [rudedog@gmail.com](mailto:rudedog@gmail.com) . I will do my best to keep this document up to date.

I hope you find this document useful. This document has been updated to include the new MOH expansion pack (Spearhead) commands.

I would like to thank all the people over at The Modding Theater, AlliedAssault.com and the community who submitted RCON commands to me for this guide and TNT Blowout Clan Member (TNT) BeetleBailey for editing it ([www.tntblowout.com](http://www.tntblowout.com)).

RudeDog

[www.MOHadmin.com](http://www.MOHadmin.com) [www.fpsadmin.com](http://www.fpsadmin.com)

## Getting Started

RCON = remote console. It is used to control your dedicated game server anywhere from across the room to across the world via your LAN or the Internet

The command RCON must be used in each command. If not, you will execute the command locally and not on your server.

To use RCON in Medal Of Honor (MOH), you will need to, enable the RCON password in your server.cfg file and enable the console in your MOH shortcut.

To modify your server.cfg file:

Simply add the following line to your server.cfg file. Please remember this password. You will use this password to authenticate yourself and gain access to your game server via RCON

code:

```
set rconpassword [password]
```

For more information on how to setup a server.cfg file, please see Bull's Dedicated server guide located at:

<http://www.alliedassault.com/community/guides/bull/guide1.shtml>

To enable the console :

What is the console, and how do I get it to appear? ♦ The console is a menu that gives you both general and advanced information about MOH:AA itself. It can also be used to input RCON commands.

To access it, add the following code to your MOHAA.EXE shortcut.

code:

Code:

```
+set ui_console 1
```

Your shortcut target should look like this:

code:

Code:

```
"C:\Program Files\EA GAMES\MOHAA\MOHAA.exe" +set ui_console 1
```

Notice the space after the last quote and before the + sign! If you have problems doing this, you can also enable it in the game itself .

From the main menu, click the radio on the left hand side. Go to Advanced Options, and make sure Console has a red X in the box. Then hit Apply.

#### How to use RCON

To use RCON, simply pull down the console, by pressing the tilde key ~. This key is located in the upper left hand corner of your keyboard, just left of the 1 key.

There are several ways to connect to your dedicated game server:

##### **1: Your connected to your server as a client.**

Simply add your rcon password after the rcon and before the command you wish to execute.

Type in the console:

code:

Code:

```
rcon [password] status
```

You will have to do this every time you wish to send a command to your server.

##### **2: Your playing MOH, but not on your server.**

You could be playing a single player game or connected to another game server.

Type in the console:

code:

Code:

```
rconaddress [your server's IP address]  
  
rconpassword [your password]
```

This only has to be done once per session.

NOTE : If you are already connected to the server, then all you to do is type:

rconpassword [password].

##### **3: Your not playing MOH and you have The All Seeing Eye (ASE) installed.**

You can download a free trial version ( limited ) at:

<http://www.udpsoft.com/eye/>

ASE has an RCON client built into it. This is the best way of accessing your game server, when your not playing MOH.

You first need to enter your game server's RCON password into ASE. This is only done once and only needs to be changed, if you ever change your server's RCON password.

Setup:

- 1st Pull up your server in the ASE window.
- 2nd Right click your server
- 3rd Left click on Server Properties
- 4th Enter your RCON password

**To access your server's RCON:**

- 1st Pull up your server in the ASE window.
- 2nd Right click your server
- 3rd Left click on remote console
- 4th Enter your commands in ASE's pop up box.

When using ASE. You do not use the rcon command before your other commands. ASE automatically adds this command for you. Thus, it makes it even easier and quicker to send commands to your server.

### RCON Commands

#### cd

Usage: rcon cd [ **path** ]

cd = Change Directory. This is the same command used in dos. You can change directory on the server.

#### Clientkick

Usage: rcon clientkick [ **client number** ]

Use this command after using the status command. This enables a server admin to easily kick users via their client number instead of their name.

#### cmdlist

Usage : rcon cmdlist [ **letter** ]

Will return all know rcon commands. Optionally, if you put a single letter it will only return commands starting with that letter. Not all work though.

Submitted by DogMeat

#### Crash

Usage: rcon crash

Will crash your server. Be careful with this command. Especially if your host does not run a script to restart your MOH.exe

Submitted by mikerush76

#### cvarlist

Usage : rcon cvarlist [ **letter** ]

Will return all know variables, or cvars. Optionally, if you put a single letter it will only return cvars starting with that letter.

Submitted by DogMeat

#### dir

Usage: rcon dir

Will return a directory listing of your dedicated servers MOH\main directory (folder)

#### dumpuser

Usage: rcon dumpuser [client name ]

Will return info on a user :

code:

Code:

```
      userinfo
      -----
      dm_playermodel      : allied_airborne - Name of the skin the client is
currently using
      dm_playergermanmodel : german_elite_sentry - Name of the model the client
is currently using
      name                 : John Doe - Name of the client
      rate                 : 20000 - Clients rate
      snaps                : 20 - ??
```

password : bungee - If the client is connecting via a password, this is the password he is using

#### exec

Usage: rcon exec server.cfg

This will execute your server.cfg file. causing any changes made to this file to take effect. If you have multiple cfg file. Say one for TDM and one for OBJ. maps. You can use this to execute the \*.cfg file of your choice. changing game types, maplist or other properties of a cfg file.

#### freeze

Usage: rcon freeze [ seconds ]

Freezes all players on the server for what ever amount of time you put.  
( Good for getting the undivided attention of clan mates/ Clients)

Submitted by mikerush76

#### kick

Usage: rcon kick [client name or "all" ]

Kicks a client by his in game nick. If a the client has a space in his name. Surround his name in quotes. If you wish to kick all clients at once. then use all.

#### map

Usage: rcon map [complete map name. ie: dm/mohdm4 or obj/obj\_team4 ]

Use this to change maps.

#### meminfo

Usage: rcon meminfo

This will return information, on how much memory your dedicated server is using. May be helpful when renting a server from another party.

#### quit

Usage: rcon quit

This will shutdown your dedicated game server. Kicking all clients and dropping your rcon connection. Some providers run scripts that monitor your MOH.exe. When this script notices your moh.exe not running. They will restart the moh.exe for you. This is good when you upload a new map and need to restart your server. For the new maps load. Check with your provider to see if they have any type of script running on the server before executing this command!

#### rconaddress

Usage: rconaddress [ server ip address ]

This is how you initiate a connection to the rcon server your trying to control .Please note there is no spaces between rcon and address.

#### rconpassword

Usage: rconpassword [password ]

This is your rcon password you setup within your server.cfg file. If you ever post or send someone your cfg file, make sure you do not include this entry. Please note that there is no spaces between rcon and password.

### restart

Usage: rcon restart

Will restart the current map .

### Say

Usage: rcon say [ **your message** ]

This command is used to broadcast messages to all clients in real time.

### serverinfo

Usage: rcon serverinfo

Will return the following dedicated server information:

Code:

```
cheats                : 0 -is cheats enabled on server 0=no 1=yes
sv_allowDownload      : 0 -does the server allow people to download current
maps 0=no 1=yes ( does not work )
sv_maplist            : dm/mohdm1 dm/mohdm2 dm/mohdm3 dm/mohdm4 dm/mohdm6
dm/mohdm7 -current map list running on server
sv_hostname           : =CKR= www.alliedassault.com members v1.11 custom
maps TDM =CKR= -host name
sv_privateClients     : 4 -number of private slots. must connect with the
correct password
sv_maxclients         : 16 - max number of clients allowed to connect
sv_maxRate            : 8000 - Max data transmit rate by clients connected
to the server
sv_maxPing : 600 - maximum ping allowed when client connects. If client
connects with a ping over this value. They will not be allowed to join the
server
g_gametype            : 2 - game type 1= FFA 2= TeamMatch 3= RoundBased 4=
Objective
deathmatch            : 1 -??
version               : Medal of Honor Allied Assault 1.11 win-x86 Mar 5
2002 - version of MOH running
skill                 : 0 -??
dmflags               : 0 -??
fraglimit             : 0 - How many kills a team needs to win the battle
timelimit : 15 - How long the map will run. By setting both fraglimit and
timelimit at the same time. The game will end whenever one of these
conditions are met first .
protocol              : 8 -??
mapname               : dm/mohdm2 - current map playing on server
sv_minPing            : 0 - Min ping allowed to play on server
sv_floodProtect        : 1 -??
g_gametypestring       : Team-Match - ??
sv_fps                : 20 -
Admin                 : Rudedog - Server's admin set via cfg file
URL                   : www.alliedassault.com members -URL set via cfg file
Connection            : Full T1 -Just for information to users. Set via cfg
file
g_allowjointime       : 5 -
roundlimit            : 0 - number of rounds when playing Obj based game
play
nomonsters            : 0 -??
sv_friction            : 4 -??
sv_stopspeed          : 100 -??
sv_waterfriction      : 1 -??
sv_waterspeed         : 400 -??
sv_cinematic          : 0 -??
g_forceready          : 1 -??
g_forcerespawn        : 0 -??
g_maxintermission     : 15 -??
```

```
g_obj_alliedtext1      : Destroyed Village -motd for current map
g_obj_axistext2        : [TF0]DogMeat Map Fix -motd for current map
g_obj_axistext3        : TF0.ServeBeer.com 1.2  -motd for current map
g_scoreboardpic        : mohdm2 -??
```

#### status

Usage: rcon status

Will return information on all connected clients including: current map name, client number, client's score, client's ping, client's name, client's IP address, client's qport and client's rate.

#### systeminfo

Usage: rcon systeminfo

Will return system info g\_synchronousclients, sv\_serverid, and timescale.

#### set

Usage : rcon set [variable] [ value ]

Sets the value of a variable.

Submitted by Crow King

#### seta

Usage : rcon seta [variable] [ value ]

Sets the value of a variable and the archive flag so that the value will be saved to the user's Default.cfg file to be loaded each time the game is loaded.

Submitted by Crow King

#### sets

Usage : rcon sets [variable] [ value ]

Sets the value of a variable and the server flag so that the variable is transmitted to clients upon connect. Is implemented in MoHAA but does not seem to function properly.

Submitted by Crow King

#### setu

Usage : rcon setu [variable] [ value ]

Sets the variable with the userinfo flag, so it will be transmitted from a client to a server while connecting.

Caveat : Not tested, however I suspect that like sets , it is not functioning properly.

Submitted by DogMeat

#### seta sv\_hostname

Usage: rcon seta sv\_hostname [ server name ]

You can change your servers name ( ASE / GameSpy ) at any time. Just remember that it may take several seconds for gamespy or ASE to update. Good when you have just set the server private.

#### sets Admin

Usage: rcon sets admin [ admin's name ]

This will also update your ASE info on the fly. It may take a couple of seconds to update on the master server.

#### seta g\_motd

Usage: rcon seta g\_motd [message of the day ]

This will also update your ASE/GS info on the fly. It may take a couple of seconds to update on the master server. Does not broadcast any messages to clients connecting to your server MOTD=message of the day .

#### sets URL

Usage: rcon sets URL [Server URL ]

This will also update your ASE info on the fly. It may take a couple of seconds to update on the master server. Does not broadcast any messages to clients connecting to your server. This link should provide information to your clients. Map list, Map downloads, Server rules.

#### sets Connection

Usage: rcon sets Connection [**Server's connection speed** ]

This will also update your ASE info on the fly. It may take a couple of seconds to update on the master server. Does not broadcast any messages to clients connecting to your server. This is only to inform your clients what type of connection your server uses. This can be anything.

#### **seta timelimit**

Usage: rcon seta timelimit [**Number of minutes** ]

Whole number, representing how long each map will be played.

#### **seta fraglimit**

Usage: rcon seta fraglimit [**Number of frags** ]

Whole number, representing how many kills a team needs to win a map.

#### **set g\_gametype**

Usage: rcon set g\_gametype [ **Number from 1 to 4** ]

Changes the game type 1= FFA 2= TeamMatch 3= RoundBased 4= Objective 5= Tug Of War

#### **set g\_teamdamage**

Usage: rcon set g\_teamdamage [**0 or 1** ]

Changes FF ( friendly fire ): 0=no 1=yes

#### **set g\_inactiveSpectate**

Usage: rcon set g\_inactiveSpectate [**Number of seconds** ]

Whole number, representing how long, in seconds, before an inactive player is moved into Spectate.

#### **set g\_inactiveKick**

Usage: rcon set g\_inactiveKick [**Number of seconds** ]

Whole number, representing how long, in seconds, before an inactive spectator will be kicked.

#### **seta g\_allowjointime**

Usage: rcon seta g\_allowjointime [ **Number of seconds** ]

The time period after a map start that the players are allowed to join in seconds: Default=30 . Setting this to 5 will STOP RESPAWNERS