CoD4:MW Linux Server verfügbar. CoD4:MW Linux Server verfügbar.

2007-11-28 14:56 von Kelli (0 Kommentare)

Kabooom!

macht es gerade überall, denn die Serverfiles für CoD4:MW wurden gerade freigegeben. Man kann also damit rechnen das die Anzahl der verfügbaren CoD4 Server heute sprunghaft ansteigen wird, und ich denke das auch -=I.O.S=- heute abend über einen eigenen CoD4 Server verfügen wird.

http://treefort.icculus.org/cod/cod4-linux-server-11212007.tar.bz2
http://0day.icculus.org/cod/cod4-linux-server-11212007.tar.bz2

Call Of Duty 4(tm)
Linux Multiplayer Server Code
Version 1.0
Readme
Last update: 2007-11-21
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!! IMPORTANT !!
Call of Duty 4(tm) Linux Server is NOT SUPPORTED by Activision(r) Customer Support. Please do not call with any questions related to this free beta product. There are other channels to aid you listed at the bottom of this document.

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1. Introduction

This document explains how to install the Call of Duty 4(tm) Linux server version 1.0. Installation from scratch and upgrading an existing installation are both covered.

Usage is very similar to other Call of Duty(tm) titles ... many
of the console commands, command lines, and cvars are identical, so if you
are comfortable maintaining dedicated servers for those games, you will find
this process familiar.

MOD USERS: PLEASE READ...
It is recommended that any user modifications that have been
installed to the Call of Duty 4(tm) directory be removed before
installing this package. These modifications are not supported
by Activision(r) and may not be compatible with some of the new
features that are included. When installing or upgrading a server,
if problems or unexpected behavior arise, your first step in
troubleshooting should be to do a clean install with the original
data files.

2. Installation From Scratch

- Get the retail Call of Duty 4(tm) disc(s) (there may be multiple discs
  depending on what edition of the game you have obtained, or perhaps a
  single DVD-ROM disc).
- Copy the contents of disc one's "Setup/Data" directory to wherever you
  want to install the Call of Duty 4(tm) Linux server. There should be a
  "localization.txt" file in the root of this directory, and a "main"
  Subdirectory. Each additional disc should be opened and the contents of
  each "Data" folder should be copied over to the existing Main folder. When
  you have copied everything, the final installation size is around 3.5
  gigabytes.
- Alternately, you may install on Windows(r) and copy the installed game to
  your Linux system, but many will opt to skip this step since the data
  files are uncompressed and easily accessible on the discs. Final
  installation size is around 6.3 gigabytes.
- Unpack this archive in the root of the newly-copied tree, so
  "cod4_lnxded" is in the same directory as "localization.txt". Unlike the
  original Call of Duty(tm), there are not seperate .so files like
  "game.mp.i386.so", so don't be concerned when you don't see them.

- OPTIONAL: Install PunkBuster:

    ./pbsetup.run -e
    ./pbsetup.run --add-game=cod4 --add-game-path=/where/i/uploaded/cod4/
    ./pbsetup.run -u

  You will need to agree to the PunkBuster license before you may install it.
  This will download the latest version of the Punkbuster software to your
  Linux server, so you need an Internet connection.

- Now, run the server:
    cd /where/i/copied/callofduty4
    ./cod4_lnxded

- When you see "--- Common Initialization Complete ---", the game

server has started, but you need to start a map before the server will
accept connections. At this point, type:

map mp_crash

("mp_crash" being a given map's name).

- Now you should see your server in the in-game browser. You will now want to
customize your server, including writing config files and command lines
that don't require human interaction, but that is beyond the scope of this
document.

3. Note for localized versions of the game

If you have a copy of the game that does not include the English translations,
you will need to explicitly set the game's language or the server will not
be able to find its data files. If you have, for example, the french data
files, you must add this to your server's command line:

./cod4_lnxded +set loc_language 1

This is a list of values for various languages. English installations can
ignore this.

English (default): +set loc_language 0
French: +set loc_language 1
German: +set loc_language 2
Italian: +set loc_language 3
Spanish: +set loc_language 4

4. Support Channels

There are a LOT of knobs you can tweak to customize and automate your server,
but it is beyond the scope of this documentation. Please refer to the
admin manuals for any Quake 3(tm) based Multiplayer game (including Quake 3
Arena(tm), Return to Castle Wolfenstein(tm), the original Call of Duty(tm)
and United Offensive(tm), etc) for specifics.

There is a mailing list for discussion and support of Linux servers for all
of the Call of Duty(tm) games and expansion packs. Hundreds of experienced
server admins and even some of the game's developers monitor this list, and
are eager to help with politely asked questions. Send a blank email to
cod-subscribe@icculus.org to get on the list, and list archives can be seen
at:

http://icculus.org/cgi-bin/ezmlm/ezmlm-cgi?38

Bug reports should NOT be sent to the list. We have a web-based
bugtracking system for this. If you don't report bugs there, we don't
promise to even be aware of them, let alone fix them! You can find the bug

tracker here:

https://bugzilla.icculus.org/

Also, http://callofduty.com/ and http://infinityward.com/ may direct you to important information, documentation and current news about Call of Duty(tm) titles.

5. FreeBSD users

This server is known to work on FreeBSD with the Linux binary compatibility layer. If it doesn't, we consider it a bug and appreciate the report since we won't necessarily be testing on FreeBSD ourselves.

// end of README.linux ...

Zurück