



Call of duty 2 – Admin guide

<http://www.game-hosting.com>

Getting rcon access

```
/rcon login <admin rcon password>  
Enter the admin rcon password
```

Useful rcon commands

```
/rcon say <message>  
Sends a message to all players on the server
```

```
/rcon g_password <password>  
Set the server password which the players need to set to be able to join the server
```

```
/rcon map <mapname>  
This changes the map on the server to mapname, e.g. /rcon map mp_brecourt.
```

Useful map names:

mp_breakout mp_brecourt mp_burgundy mp_carentan mp_dawnville mp_decoy
mp_downtown mp_farmhouse mp_leningrad mp_matmat
a mp_railyard mp_toujane mp_trainstation

```
/rcon map_restart  
Restarts the current map.
```

```
/rcon status  
Show status of players on the server
```

```
/rcon kick <name>  
Kick the player with name .
```

```
/rcon clientkick slot <#>  
Kick the player with slot id(pick a number from the rcon status)
```

```
/rcon banuser <name>  
Bans player by name
```

Misc useful rcon commands

```
/rcon g_gametype <gametype>
```

Where gametype is ctf = capture the flag, dm = death match, tdm = team deathmatch, hq = headquarters and sd = Search and destroy.

```
/rcon scr_friendlyfire <0/1/2/3>
```

0 = friendlyfire off, 1=friendly fire on, 2=reflect damage, 3=shared

Capture the flag

```
/rcon scr_ctf_timelimit <mins>
```

Set the map timelimit in minutes

```
/rcon scr_ctf_scorelimit <score>
```

Set the map score limit

Death match commands

```
/rcon scr_dm_timelimit <mins>
```

Set the map timelimit in minutes

```
/rcon scr_dm_scorelimit <score>
```

Set the map score limit

Team Death match commands

```
/rcon scr_tdm_timelimit <mins>
```

Set the map timelimit in minutes

```
/rcon scr_tdm_scorelimit <score>
```

Set the map score limit

Headquarters

```
/rcon scr_hq_timelimit <mins>
```

Set the map timelimit in minutes

```
/rcon scr_hq_scorelimit <score>
```

Set the map score limit

Search and destroy commands

```
/rcon scr_sd_timelimit <mins>
```

Set the map timelimit in minutes

```
/rcon scr_sd_scorelimit <score>
```

Set the map score limit