



**CARPATHIAN
CROSSES**

Hosting a dedicated server

Revision nr: 1.02

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Introduction

Carpathian Crosses tries to incorporate the Mod directly in the the vanilla Red Orchestra game. Since CC uses an own game type to make sure certain features work the gametype of the server has to be changed. To ensure the compatibility to stock RO maps and to have the stock maps work with the known look and feel we added code that checks the DefaultGameType set in the LevelInfo of each map. So, the map determines which game type's functions are used. However, the set gametype on the server always is CCTeamGame if you want to run CC maps along with vanilla maps. The switching is handled internally by the gametype.

Pre-requisites

For vanilla RO it is suggested to have a GameType switch in the commandline that starts the server. This looks something like this (all in one line):

```
ucc server
RO-Konigsplatz.rom?deathmessagemode=3
?FriendlyFireScale=1
?FFPunishment=1
?PreStartTime=60
?RoundLimit=3
?WinLimit=2
?TimeLimit=0
?FFKillLimit=3
?FFDamageLimit=300?VACSecure=true
?game=ROEngine.ROTeamGame
?MinPlayers=0
-log=ServerLog.log
```

See the red line? You need to remove that. It's not needed to specify that in the commandline, it can be done in the ini too. With it removed it also allows us to set the defaultgametype on the fly.

Extracting the files and Installing

Extract the archive you get to your red orchestra folder. This will create a CC folder in your red orchestra folder and put the CC files in it.

Now open your redorchestra.ini and find the section [Core.System] and add the following lines under the last line that starts with "Paths=":

```
Paths=../CC/System/*.u
```

```
Paths=../CC/Maps/*.rom
```

```
Paths=../CC/Textures/*.utx
```

```
Paths=../CC/Sounds/*.uax
```

```
Paths=../CC/Music/*.umx
```

```
Paths=../CC/StaticMeshes/*.usx
```

```
Paths=../CC/Animations/*.ukx
```

```
Paths=../CC/Saves/*.uvx
```

The [xVoting.xVotingHandler] Section

In your redorchestra.ini you can find a section named [xVoting.xVotingHandler]. Look for that. You can find info on the net on what all settings there do, so I will only cover the ones that needs changing.

You will find a line there:

```
GameConfig=(GameClass="ROEngine.ROTeamGame",Prefix="RO",Acronym="RO",GameName="Red Orchestra",Mutators="NONE",Options=)
```

This specifies the standard RO game config. You need to add one for Carpathian Crosses. It should look like this:

```
GameConfig=(GameClass="CCEngine.CCTeamGame",Prefix="RO",Acronym="RO-CC",GameName="Red Orchestra(CC)",Mutators="NONE",Options=)
```

You can set the GameName to whatever you like, with the name you will select the game in the webadmin later.

The [Engine.MaplistManager] Section and Maplists

Again find a section name [Engine.MaplistManager] in your redorchestra.ini. At the bottom of the section there should be a line:

```
Games=(GameType="ROEngine.ROTeamGame",ActiveMaplist="Default RO")
```

This tells the server what maplist should be used for the vanilla RO gametype. We now add a similar line for CC. Something like this:

```
Games=(GameType="CCEngine.CCTeamGame",ActiveMaplist="Default CC")
```

Now we told the server which maplist we want to use for CC, but we still don't have that maplist, we need to create it.

```
[Default CC MaplistRecord]
DefaultTitle=Default CC
DefaultGameType=CCEngine.CCTeamGame
DefaultActive=0
DefaultMaps=RO-Nalchik
DefaultMaps=RO-Dofinovka
DefaultMaps=RO-Chisinau
DefaultMaps=RO-Basovka
```

Add that at the bottom of your redorchestra.ini. You notice the last line having a vanilla map, like that you can just add maps, which can be voted for and switched to on the server.

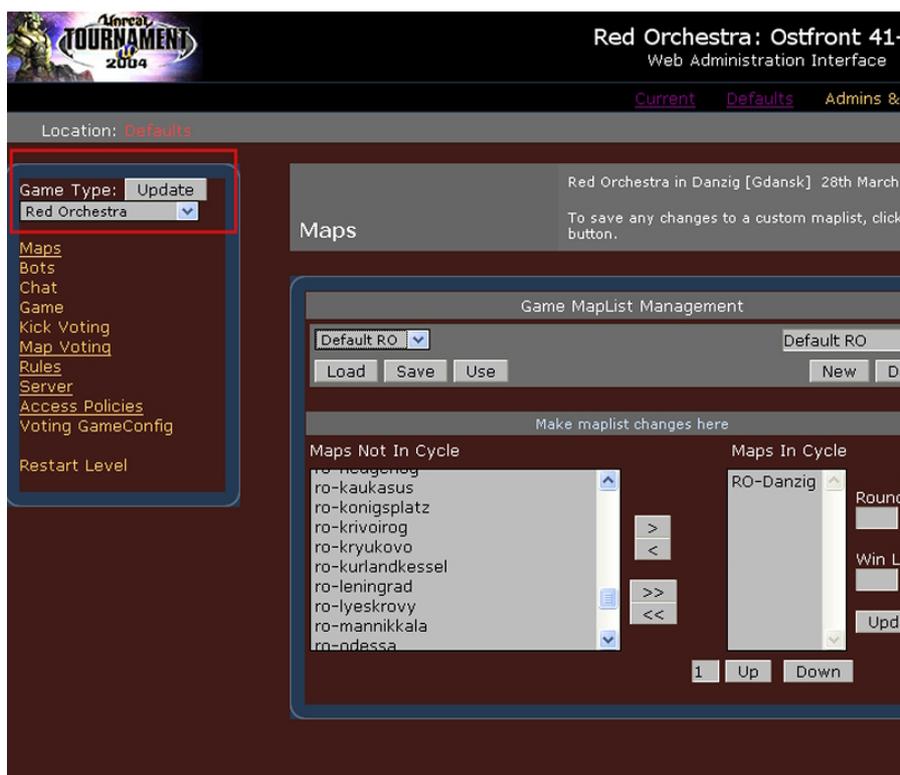
The GameType config

In the ini you might stumble across a section called ROEngine.ROTeamGame. We create a similar one for CC. You can copy and paste that section and rename its header to [CCEngine.CCTeamGame]. This basically allows you to have different settings like TK settings, or winlimits for the CCTeamGame or ROTeamGame.

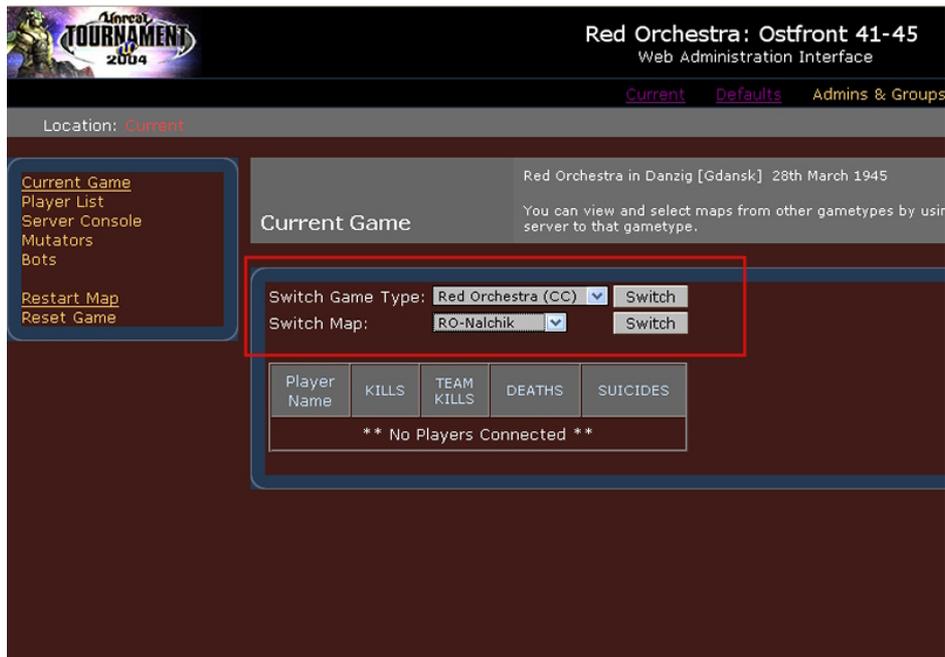
Note: The settings for CCTeamGame affect stock and CC maps when you run a RO/CC combo.

Webadmin

The gametype can be set from webadmin. This means that you can switch between the full vanilla RO and a CC/RO combo on the fly. If you followed this document, you should have to options on the left in webadmin when you are on the default tab.



You can switch between RO only and RO/CC there. In the gamelist management as seen on the pic, you can edit the maplists for the respective gametype.



You also have the possibility to change the currently running gametype and map. Select the “current” tab in the webadmin, first select the gametype, hit switch next to the gametype, then select the map. When you click switch, the new gametype and the map is applied.

Check for CCEngine.ucl

After you started up the server for the first time, check if the file CCEngine.ucl exists in your red orchestra/system folder. If that is not the case, copy said file over from your red orchestra/CC/system folder.