

# Halo CE Dedicated Server Setup Made By: Fro\$ter aka Supersniper

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\*\*\* Please note than when I use [.....] It is to tell you what goes in there please don't actually use the [.....] just type in the area what it says to type.\*\*\*

## A. Installation

Installing the dedicated server is quite simple. It is included with the installation of Halo CE. Just find your Halo CE root folder. Default is C:\Program Files\Microsoft Games\Halo Custom Edition\haloceded.exe

\*Make sure you download this [update](#) for version 1.07 build 613

\*\*For vista users download this [update](#) for version 1.07 build 614

\*\*\*Download this next [update](#) to fix a server security hole for version 1.07 build 615

## B. System Requirements

### System Requirements:

- Personal computer with a 1.4 GHz or higher processor
- Windows XP or Windows 2003 Server (with all service packs installed)
- 256 MB of RAM or more Keyboard and Microsoft Mouse or compatible pointing device
- When running multiple instances on a server, these requirements have to be adjusted to account for the additional resources required.

### Recommended System Requirements when hosting:

- 1.6ghz Processor
- 512mb of ram
- Windows XP (SP2), Windows Server 2003, or Windows Vista
- Broadband Connection with good bandwidth (see O for bandwidth – players comparison)

## C. Running the Dedicated Server

### There are three ways to run the dedicated server:

1. Browse to where your Dedicated Server installation folder is and double Click on the haloceded.exe
2. Create a batch file and then double click on the batch file.
3. [How to run it as a service.](#)

For Help on the server download [Halo Admin](#)

## D. Creating a Batch File

### To create a startup batch file:

1. Open Notepad (or a similar pure text editor)
2. On the first line enter: *start {drive}:{path}\haloceded.exe -exec {drive}:{path}\init.txt*
3. Click "File" > "Save As" and then navigate to where you want to save the file and name it "HaloCEStart.bat" - Change Save as Type to "All Files" and Encoding to "Ansi" then click "Save"

## E. Setting up a Basic init.txt File

Open notepad and type in the italicized font and whatever is needed inside the parentheses:

- *sv\_name* “[Type the name of the server here. Default is Halo]”
- *sv\_public* [1 or true to see in lobby. 0 or false to not see in lobby.]
- *sv\_maxplayers* [1-16. See L for how much players your server can handle.]
- *sv\_password* [set the password for the server. For no password leave it blank.]
- *sv\_mapcycle\_timeout* [# of seconds to restart the next game for the server]
- *sv\_mapcycle\_add* [map name] “[name of gametype. See F for custom gametypes.]”
- *sv\_mapcycle\_begin* [Starts the map cycling with the specified game entries.]

You can add as many (*sv\_mapcycle\_add*)’s as you want.

Save it in the same folder as the *haloceded.exe* is in and name it *init.txt*

#### Default map names are:

- |                               |                          |
|-------------------------------|--------------------------|
| 1. beavercreek (Battle Creek) | 11. icefields            |
| 2. bloodgulch                 | 12. longest              |
| 3. boardingaction             | 13. infinity             |
| 4. carousel (Derelict)        | 14. prisoner             |
| 5. chillout                   | 15. putput (Chiron TL34) |
| 6. damnation                  | 16. ratrace              |
| 7. dangercanyon               | 17. sidewinder           |
| 8. deathisland                | 18. timberland           |
| 9. geophyrophobia             | 19. wizard               |
| 10. hangemhigh                |                          |

#### Default Gametypes are:

- |            |           |               |
|------------|-----------|---------------|
| 1. oddball | 2. slayer | 3. juggernaut |
|------------|-----------|---------------|

- |                         |                          |                         |
|-------------------------|--------------------------|-------------------------|
| 4. king                 | 16. classic_endurance    | 28. classic_rally       |
| 5. crazy_king           | 17. classic_rockets      | 29. classic_ctf         |
| 6. race                 | 18. classic_snipers      | 30. classic_invasion    |
| 7. ctf                  | 19. classic_oddball      | 31. classic_iron_ctf    |
| 8. assault              | 20. classic_reverse_tag  | 32. classic_ctf_pro     |
| 9. team_slayer          | 21. classic_accumulation | 33. classic_team_race   |
| 10. team_oddball        | 22. classic_juggernaut   | 34. classic_team_rally  |
| 11. team_race           | 23. classic_stalker      | 35. classic_team_ball   |
| 12. classic_slayer      | 24. classic_king         | 36. classic_team_king   |
| 13. classic_slayer_pro  | 25. classic_king_pro     | 37. classic_team_slayer |
| 14. classic_elimination | 26. classic_crazy_king   |                         |
| 15. classic_phantoms    | 27. classic_race         |                         |

#### Example basic init.txt file

sv\_name "My dedicated server"

sv\_public true

sv\_maxplayers 8

sv\_password levitate

sv\_mapcycle\_timeout 15

sv\_mapcycle\_add bloodgulch "CTF"

sv\_mapcycle\_add putput "team slayer"

sv\_mapcycle\_add cmt\_coagulation\_ce "Crazy Rockets"

sv\_mapcycle\_add coldsnap "classic\_race"

sv\_mapcycle\_add yoyorast\_island "No shields slayer"

## **F. Custom Gametypes/Maps**

### Creating custom gametypes:

1. Open up Halo Custom Edition
2. Click on Multiplayer
3. Then Edit Gametypes
4. Then Create New Gametypes.
5. Then save when done creating.

To add the custom gametype to your dedicated server:

1. Go to (by Default): My Documents\My Games\Halo CE\savegames
2. Look for a folder with the name of your newly created gametype then add (the name of the folder) to the init.txt file where the gametypes go.

Adding Custom Maps

1. First download the map from <http://hce.halomaps.org/> or where ever you got it from.
2. Extract the map file with winrar.

Download it [here](#)

3. Move the map to the maps folder.

C:\Program Files\Microsoft Games\Halo Custom Edition\maps

4. Then in the init.txt file type `sv_mapcycle_add` [exact name of custom map] “[gametype]”

## **G. Message of the Day**

Adding a Message of the Day:

1. Add `sv_motd "[Name of file].txt"` to your init.txt file before the maps area
2. Open Notepad (or a similar pure text editor)
3. On the first 4 lines line enter your message. (Note keep each line to less than 30 characters)
4. Click "File" > "Save As" and then navigate to the folder where you installed Halo CE then save the file and name it "MOTD.txt" - Leave Save as Type to "Text Documents (\*.txt)" and Encoding to "Ansi" then click "Save"

Example: `sv_motd "motd.txt"`

## **H. Setting up Remote Control (RCON)**

How to add rcon

1. Add `sv_rcon_password` [one word password. Up to 8 characters]

**RCON GUIDE**

### How to use rcon

1. First enable console
  - a. On the desktop, right click on your Halo or Halo CE icon and click on properties.
  - b. Go to target where it says  
"C:\Program Files\Microsoft Games\Halo Custom Edition\haloce.exe"
  - c. Type "–console" exactly without the quotation marks (Include space before hyphen).
  - d. It should look like this:  
"C:\Program Files\Microsoft Games\Halo Custom Edition\haloce.exe" –console
2. Next using it in game
  - a. Press the tilde button or ~ on the keyboard to the left of the 1 button under the Esc button.
  - b. Next type: rcon [whatever the password is] [command]  
Example: rcon donkey sv\_ban Tommy

### List of Commands (for rcon use):

- sv\_ban [player name or index]
- sv\_banlist
- sv\_end\_game
- sv\_kick [player name or index]
- sv\_map\_next
- sv\_map\_restart
- sv\_players ⇔ Shows a list of players and the index number next to the player's name
- sv\_unban [player name or index]
- sv\_say "[enter text in here]"

### **I. Setting up a Server Log**

To enable the Server log function add the following commands to the init.txt before the sv\_mapcycle\_add commands:

1. sv\_log\_file "[logfilename]" all one word.  
Location: C:\My Documents\My Games\Halo CE\savegames
2. sv\_log\_enabled [1 or 0] 1=Enabled 0=disabled
3. sv\_log\_echo\_chat [1 or 0] 1=Enabled 0=disabled. Tells it to record all chat in the log.
4. sv\_log\_rotation\_threshold [numeric in kilobytes.] Tells it when to create a new log file so it doesn't get too big. Number represents number of kb before new log file starts.  
Example: sv\_log\_rotation\_threshold 1000

### Example of what it looks like:

```
sv_log_file "HaloCElog"  
sv_log_enabled 1  
sv_echo_chat 0  
sv_log_rotation_threshold 1000
```

### **J. Autoban System**

#### How to set up an Autoban system:

1. sv\_tk\_ban [Say number of tk's it takes to be banned in here.]
2. sv\_tk\_grace [time in seconds] a player can only be credited for one team kill every # of seconds, to prevent accidental grenade kills.

3. `sv_tk_cooldown` [time in minutes] cool down period is when a player will be forgiven one TKP if they have not committed another team kill.
4. `sv_tk_penalty` [ #m #h #d 0] m=minutes h=hours d=days 0=infinite. Up to four bans can be made then the fifth one is permanent.

#### Example of how it looks:

```
sv_tk_ban 5  
sv_tk_grace 3  
sv_tk_cooldown 10  
sv_tk_penalty 5m 3h 1d 30d
```

#### How to unban:

Type the thing below in the dedicated server box or using rcon in the server.

`sv_unban` [player name or corresponding index number]

The banlist is located (by default) My Documents\My Games\Halo CE

### **K. Port Forwarding**

To make your Server visible in the Game lobby you need to forward these ports through your firewalls and your router (if you have one)

Visit [portforward.com](http://portforward.com) for step-by-step instructions. Just click on your router and then select a game. (If yours is not listed pick one that is made by the same company as to the router is the same.

The default ports to be forwarded for Halo CE are:

- 80 (Transmission Control Protocol (TCP)) – Auto-update looks for and downloads updates through this port.
- 2302 (User Datagram Protocol (UDP)) - Game host listens on this port.
- 2303 (UDP) - Game client connects to host through this port.

### **L. Command Line Arguments**

To use the command line arguments go to your `haloceded.exe` file and right click on it. Then click rename and after the `.exe` part hit the spacebar and type in the command you want to use.

1. `-?`
  - o This displays a list of all arguments available.
  - o Example: `haloceded.exe -?`
2. `-exec`
  - o Specify which `init.txt` file to use for this instance of the dedicated server. The name of this file can be any name.
  - o Example: `haloceded.exe -exec c:\Documents\init2.txt`

3. -cpu [specify what CPU to use]
  - o When using a multi-processor computer (SMP) server, it is possible to instruct Halo Dedicated Server to run on a specific CPU. To do so, use the -cpu n command line argument (where n is a given CPU, 0 being the first one).
  - o Example: haloceded.exe -cpu 1
4. -path [write the path in here]
  - o This sets the default path to the Gametypes and the log file location. The default is C:\My Documents\My Games\Halo CE\savegames
  - o Example: haloceded.exe -path c:\Program Files\Microsoft Games\Halo Custom Edition\Server
5. -port [write the port number here]
  - o Different instances must, obviously, use different ports. -port is used to specify the port for the instance being launched. If a port is not specified the server will automatically choose an open port though the chosen port is not reported.
  - o Example: haloceded.exe -port 2012
6. -ip [write the ip address here (external)]
  - o Server IP address used when you have multiple IP addresses and wish to bind the server to a specific IP address. If this command is omitted in servers running multiple IP addresses the Halo Server will answer on all IPs.
  - o Example: haloceded.exe -ip 69.143.28.1

### **M. Running Multiple Servers**

The maximum number of instances that can be run on a server is 8. Each instance should use its own init.txt file and have its own path for gametypes and log files. (See N to learn how to relocate log files and custom gametype files.)

#### How to run multiple servers:

1. Copy your haloceded.exe but when you name it add the appropriate command lines after the .exe part by hitting spacebar then typing in the command lines.

Here is an example on how to run multiple instances, assuming the Halo CE Dedicated Server is installed in the C:\HaloCE folder:

1. instance 1:  
C:\HaloCE\haloceded.exe -exec C:\haloCE\init1.txt -cpu 0 -path C:\haloCE\variants1 -port 2301
2. instance 2:  
C:\HaloCE\haloceded.exe -exec C:\haloCE\init2.txt -cpu 1 -path C:\haloCE\variants2 -port 2305
3. instance 3:  
C:\HaloCE\haloceded.exe -exec C:\haloCE\init3.txt -cpu 0 -path C:\haloCE\variants31 -port 2308
4. instance 4:  
C:\HaloCE\haloceded.exe -exec C:\haloCE\init4.txt -cpu 1 -path C:\haloCE\variants1 -port 2322

### **N. Relocating Custom gametypes folders and server log files**

Adding this argument to the startup of the Halo CE Dedicated server:

-path C:\[where ever you want the savegames folder to be]

It will tell the server to look in the new designated folder for the \savegames folder that contains your custom gametypes. If enabled the log file will also be written to the same path.

This is particularly useful for remote access to dedicated servers since the C:\My Documents\My Games\Halo CE\savegames will be determined by the account the server is running under. It is also required when you wish to run multiple instances of the dedicated server each with their own custom gametypes.

### **O. Dealing with Lag Issues**

Why you may have lag when hosting Halo CE:

Info is from [here](#).

When hosting a game you need a good amount of bandwidth. The average amount of upload that comes with an Internet connection is between 128 and 384 kbps. There is a difference between upload and download. Download is information your pc receives from the Internet and upload is information your pc sends out. Test your upload speed at [www.speedtest.net](http://www.speedtest.net)

The upload speed required/bandwidth (requirements for non-dedicated or hosts):

- 128 kbps or more can host – 4 people (3 recommended)
- 384 kbps or more can host – 8 people (6 recommended)
- 512 kbps or more can host – 10 people (9 recommended)
- Greater than 768 kbps – 16 people (greater than 1meg upload speed for 16 players)

Other reasons could that your computer could be out of date.

1. Processor is slow or needs more RAM
2. Less than a 128 Mb video card
3. Spy ware problems
4. Virus Protection problems
5. Other programs running while server is up.

Programs that help out lag situations:

- [HaloCE Dedicated DeLagonator v2](#):
- [HCELagTweak](#): You need to register or log in to halomods.com to download this file.
- [E3pO HEKv1](#): Install it then go to your Halo CE root folder and click on the E3pO dedicated server. You can delete the other programs if you don't want them.

The order to use all the programs:

1. Use the HCELagTweak to patch up the haloceded.exe (backup if you want to)
2. Then put your init.txt file in the root folder with the patched up haloceded.exe
3. Run the E3DedicatedServer.exe from the E3pO download.
4. Run the EPG's HaloCE Dedicated DeLagonator v2 last for a maximum lag free environment.

### **O. FAQ (Frequently Asked Questions)**

Q. My server won't show up in the gamespy lobby?

A. Ok there could be many things make this happen.

1. If you have a router then you need to forward your ports through your router. Visit here for a step by step guide: <http://portforward.com/routers.htm>

2. If you already forwarded your ports then maybe it's your firewall blocking haloceded.exe from accessing the Internet. To unblock it go to your firewall settings and go to the exceptions area search for wherever haloceded.exe is located and allow it through your firewall.
3. If those 2 mentioned above are not a problem then maybe you didn't make it a public server in your init.txt file. Make sure you have sv\_public either say 1 or true.
4. If those 3 above are not the problems then you are either hosting a version 1.00 dedicated server and trying to find it on version 1.07 or you are hosting a version 1.07 dedicated server and trying to find it on version 1.00.

Q. How do I use RCON (Remote control)?

A. Here is how you use it.

1. In game press the ~ key
2. Type in rcon [whatever the password is] [whatever command you want to use]

Q. How do I ban/kick?

A. To ban or kick first you hit the ~ key then you type in sv\_players. Then type in sv\_ban or sv\_kick and enter either the player's name or the number next to his name.