

Halo Dedicated Server Setup Made By: [Fro§ter](#) aka Supersniper

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A. Installation

Don't own the game

1. Download the [Standalone Dedicated Server installer](#).
2. Then download the [Maps](#).
3. Then download the v1.07 [update](#). (Overwrite the old haloded.exe)
4. Then download the v1.07 (build 615) [update](#). (Overwrite the old haloded.exe)

Owning the game

1. Go to your root folder. (By default it is: C:\Program Files\Microsoft Games\Halo)
2. Then download the v1.07 [update](#) (overwrite the old haloded.exe)
3. Then download the v1.07 (build 615) [update](#). (Overwrite the old haloded.exe)

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 M 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 haloded.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 [HaloAdmin](#)

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}\haloded.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 "HaloStart.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 damnation "classic_snipers"

sv_mapcycle_add boardingaction "classic_race"

sv_mapcycle_add beavercreek "assault"

F. Custom Gametypes

Creating custom gametypes:

1. Open up Halo
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 My Documents\My Games\Halo\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.

G. 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 icon and click on properties.
 - b. Go to tagset where it says
"C:\Program Files\Microsoft Games\Halo\halo.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\halo.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]

H. 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 number]
```

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

I. 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 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 for Halo 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.

J. Command Line Arguments

To use the command line arguments go to your haloded.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: haloded.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: haloded.exe -exec c:\Documents\init2.txt
3. -cpu
 - 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: haloded.exe -cpu 1
4. -path
 - o This sets the default path to the Gametypes and the log file location. The default is C:\My Documents\My Games\Halo\
 - o Example: haloded.exe -path c:\Program Files\Microsoft Games\Halo\Server
5. -port
 - 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: haloded.exe -port 2012
6. -ip x.x.x.x
 - 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: haloded.exe -ip 69.143.28.1

K. 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 L to learn how to relocate log files and custom gametype files.)

How to run multiple servers:

1. Copy your haloded.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 Dedicated Server is installed in the C:\Halo folder:

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

L. Relocating Custom gametypes

Adding this argument to the startup of the Halo 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\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.

M. 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

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.

N. FAQ (Frequently Asked Questions)

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

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

- a. 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>
- b. 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.
- c. 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.

- d. If those 3 above are not the problems then you are either hosting a version 1.04 or below 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 1.04 or below.

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

A. Here is how you use it.

- a. In game press the ~ key
- b. 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.