



## **AMERICA'S ARMY ADMINISTRATOR COMMAND POST GUIDE**

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## Introduction

The America's Army Administrator Command Post is to provide server administrators an easy to use interface with the most common administrative functions found on America's Army game servers.

## How to Begin

One can access the Command Post by opening up the console (~) and typing in "ShowAdminCommandPost" or by pressing a user-defined key ('F12' by default) set for this console command. Upon opening the Command Post, you will find multiple tools defined by different panels.

## The Panels

Opening the Command Post provides you with a series of panels containing tools, which you can use to access the administrative server functions. The panels are as follows:

## Map Command Post

The "Map Command Post" will provide a very easy to understand list of maps for each multiplayer map available on the game server. The emphasis will be not on "changing maps" as is done in other games but rather in "changing missions" which is consistent with our deployment screen. The user will be able to select a map and click the "Change Maps" button to initiate a map switch on the server.



Note: Map rotation is not supported via the command post.

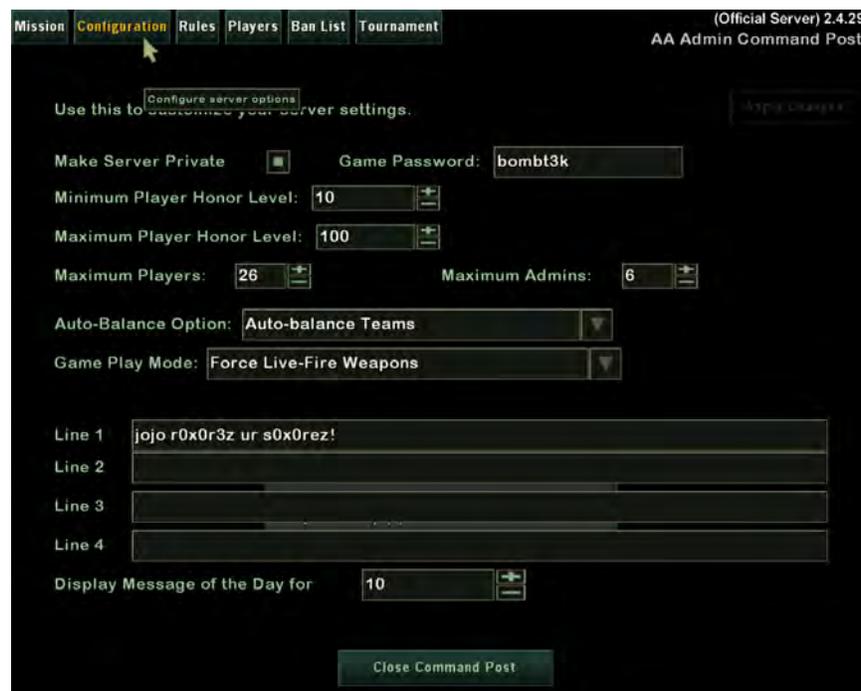
The Tour drop-down list will only contain non-training tours. Selecting a tour from the tour drop-down list will result in the mission drop-down list being repopulated with missions associated with the selected tour. Selecting a mission from then

mission list will result in the image being changed to an image representative of the mission.

Clicking on the “Change Mission” button will result in the start of a 10 second timer that will broadcast a warning to all players that the map is changing using this message “Warning: The server is changing missions to ‘<Mission Name>’ in <n> second[s].”. The “Change Mission” button will change functionality to “Cancel Mission Change” and if clicked will abort the switch map timer and alert users with the message “The administrator has cancelled the map change.” At the completion of the 10 second timer the “admin a\_switch [mapname]” command will be executed.

### Configuration Command Post

The “Configuration Command Post” provides simple to use checkboxes and drop-down list boxes to configure various game-server settings.



The following list of settings will be available:

- **Maximum Players** – This drop-down list box provides a list with a range of values from 2 – 26 players. If possible this will examine the number of spawn points available for the current level and adjust the maximum value accordingly.
- **Maximum Administrators** – This drop-down list box will provide a list with a range of values from 1 – 8 administrators.
- **Make Server Private** – This checkbox will toggle enable/disable the “Game Password” field to make it clear that you must enter a password to create a private server.

- **Game Password** – This entry field will provide a field to set the game password. This is a low-security field and the contents will be displayed to the administrator.
- **Fire Mode** – This will give the user a drop-down box to select forcing the game play mode with the following options: “Force MILES Weapons”, “Force Live-Fire Weapons”, “Use Standard Weapons For Mission”.
- **Autobalance Mode** – This will give the user a drop-down box to select the type of auto-balancing the game server will use. The user will be able to select “Never Auto-Balance Teams” and “Auto-balance Teams”.
- **Minimum Honor** – This entry field will let the user set the minimum honor required to join the game server.
- **Maximum Honor** - This entry field will let the user set the maximum honor required to join the game server.
- **Message of the Day** – These four entry fields (on four rows each with room for 80 characters) will allow the user to set the message of the day.
- **Message of the Day Display Length** – This drop-down list box will allow the user to select how long, in seconds, the Message of the Day should be shown. Entries will be: “Disabled”, “5 seconds”, “10 seconds”, “15 seconds”, “20 seconds”.
- **Apply Changes** – This will save the current settings to the server’s configuration file and to the current session’s variables.

## Rules Command Post

The “Rules Command Post” gives the server administrator the ability to modify various game-play rules using simple checkboxes and drop-down list boxes to enable or disable game-play features.



The following “rules” are supported:

- **Rounds Per Match** – This drop-down list box will provide a range from 1 – 20 for the number of rounds per match allowed.
- **Time Limit** – this drop-down list box will provide a range from 1-20 for the number of minutes allowed for one round.
- **Enable Multiplayer Cheats** - This will provide a checkbox allowing the user to enable cheat mode on the server. If the cheat mode is toggled from unset to set on a server running in any official mode (modes >= 3) a warning box will be displayed telling the user that honor updates will not be allowed until cheat mode is disabled.
- **Spectating Rules** – This will provide a drop-down box to select the spectating rules for players. The following options will be available: “Players Only First Person View”, “Players Only First and Third Person Views”, “Viewpoints and Same Team Player’s Views”, “Viewpoints and All Player’s Views”.
- **Friendly Fire ROE Limit** – This will provide an entry field to set the ROE limit. Setting this value to zero will disable ROE handling.
- **ROE Violation Options** – This will provide a drop-down list box to let the user select how to handle ROE violations (when players exceed the ROE Limit when it is non-zero). The following options will be supported: “Kick player to Leavenworth”, “Kill player”, “Ignore”.
- **ROE Kick Timer** – This will checkbox will enable the auto-kicking for any ROE at the start of a round (the “start” being defined as a random time from 8 to 18 seconds).
- **Idle Player’s Kick Time** – This drop-down list box will set the number of seconds a player can be idle before the player is kicked. The values are: “Disabled”, “1 minutes”, “2 minutes”, “3 minutes”, “4 minutes”, “5 minutes”, “6 minutes”, “7 minutes”, “8 minutes”, “9 minutes”, “10 minutes”.
- **Idle Player’s Kick Rounds** – This drop-down list will specify how many rounds a player must be “idle” before being kicked. The drop-down list will provide these options: “Disabled”, “1”, “2”, “3”, “4”, “5”.
- **Hide HUD Ammo Count** – This checkbox enables/disables hiding the Ammo Count on players’ HUDs.
- **Hide HUD Weapon Status** – This checkbox enables/disables hiding the weapon status on players’ HUDs.
- **Hide HUD Weapon Selection** – This checkbox enables/disables hiding the weapon selection and mode on players’ HUDs.
- **Hide HUD Grenade Count** – This checkbox enables/disables hiding the grenade count on players’ HUDs.
- **Hide HUD Health Status** – This checkbox enables/disables hiding the health status on players’ HUDs.
- **Hide HUD Combat Effectiveness Meter** – This checkbox enables/disables hiding the CEM on players’ HUDs.

- **Hide HUD Timer**– This checkbox enables/disables hiding the round timer on players’ HUDs.
- **Hide HUD Medic Symbol**– This checkbox enables/disables hiding the medic symbol on players’ HUDs.
- **Hide HUD Compass** – This checkbox enables/disables hiding the compass on players’ HUDs.
- **Hide HUD Optics** – This checkbox enables/disables hiding the binoculars icon on players’ HUDs.
- **Death Messages** – This checkbox will allow the user to change whether or not death messages are supported.
- **Scoreboard Display** – This combo-dropdown box will display the various scoreboard display options. The following options will be supported: “Scoreboard Always Available” (SSM\_On), “Scoreboard Not Available” (SSM\_Off), “Scoreboard Only At End Of Round” (SSM\_Round), “Scoreboard Only At End Of Match” (SSM\_Match).
- **Apply Changes** – This button is located at the bottom right portion of the display and becomes active after any modification to any option.

## Ban Management

This will provide tools to manage the “Ban” list. Administrators will be able to view currently ban entries, remove entries from the ban list, and add new players to the ban list (by name, MAC address, or IP address).



The following fields will be available:

- **List of Current Players** – This list box will display a list of all players currently attached to the server.
- **Ban** – This button will kick and permanently ban the selected player from the server.
- **Ban Length** – This drop-down list will allow the user to select how long to ban the user for. Preset values will be provided for the following durations: “5 minutes”, “30 minutes”, “1 hour”, “1 day”, “3 days”, “1 week”, “1 month”, “Permanently”.
- **Ban Type** – This drop-down list will allow the user to select the type of ban to use. There are three types of bans: “Player Name”, “MAC Address”, “IP Address”.
- **List of banned player names** – This list box will display a list of all of the banned player names. Entries will be in the format of “<Banee>, <Type>, Time Remaining”
- **Unban Player** – This button will unban the selected player removing that player’s name from the ban list.

## Player Command Post

This will provide tools for viewing a player’s statistics, messaging players (specific to that player), kicking players, assigning weapons/classes to players, and switching players from one team to another.



The following “rules” are supported:

- **Player List** – The Player List will show a list of players current on either team on the server. The list will include their name, team, and their current weapon assignment using the format “JoePlayer (Team)”. This list box will allow the selection of one player at a time.
- **Player Name** – This read-only text field will display the currently selected player’s name.
- **Location** – This read-only text field will display the current location in both X, Y , Z and “comm. volume” text.
- **Score** – This read-only text field will display the player’s current score.
- **Private Message** - This entry field will allow the administrator to send a private message to the currently selected player.
- **Send Message** – This button will allow the administrator to send a message only to the currently selected user.
- **Apply** – This button will apply the weapon selected in the “Weapon” moComboBox field.
- **Change Teams** – This button will swap the player from one team to the other at the start of the next round.
- **Kick Player** – This button will kick the selected player from the server.
- **Weapon Selection** – This drop-down box will provide a list of valid weapons that a player can be forceclassified to.
- **View Player**– This button will switch the administrator’s view to the selected player. When this button is clicked the ViewTarget for the administrator will be set to the Pawn of the player and the “Command Post” will close. This button will not be enabled for players that are not alive.
- **Spectator List** - This read-only list will show a list of players who are spectators only. No actions may be taken with this list and it is for informational purposes only. Administrators will appear in this list with the text “(Admin)” displayed after their name.

## Tournament Command Post

This will provide tools for configuring Tournament Mode as well as switching the game server into Tournament Mode.

The screenshot shows the 'Tournament' tab in the AA Admin Command Post. The interface includes a navigation bar with tabs for Mission, Configuration, Rules, Players, Ban List, and Tournament. The main area contains various configuration options for tournament mode, such as Match Name, League Name, Tournament Name, Home and Away Team names, Require Team Passwords, Requested Pause Length, Swap Sides Every, Swap Delay, Mission Planning Time, Captain Request Delay, Delay Between Rounds Time, Tie-Breaking Rules, Use ENDEX Rule, Open All Weapon Slots, Allow Team Captains, and Random Side Starts. There are also buttons for 'Apply Changes', 'Activate Tournament Mode', and 'Close Command Post'.

- **Match Name**– This will allow modification of the name of the match.
- **League Name** – This field will allow modification of the league name the tournament is associated with.
- **Tournament Name** – This field will allow modification of the tournament name.
- **Team 0 Name** – This field will allow modification of the name of the team 0 (home) team.
- **Team 1 Name** – This field will allow modification of the name of the team 1 (away) team.
- **Require Team Passwords** – This checkbox field will allow modification of the name of the team 0 (home) team.
- **Team 0 Password** – This field will allow modification of the name of the team 0 (home) team.
- **Team 1 Password** – This field will allow modification of the name of the team 1 (away) team.
- **Requested Pause Length** – This field allows specifying the maximum length any tournament pause (time-out requested by team captains) can be. This will provide a range from 0 – 120 seconds.
- **Swap Sides Frequency** – This field allows specifying how frequent (or at all) side-swapping will happen. This will provide a range of rounds from 1 – 20 written in the format “N round(s)” and a “Disable” option (value of 0).

- **Swap Time Limit** – This field allows specifying how long the tournament will pause between rounds when side swapping activates (either automatically or at request of team captains or admin). This will provide a range of times from 0 to 120 seconds.
- **Warmup Time** – This field allows specifying how long the warm-up (mission planning) round will be (in minutes). This will provide a range of time in minutes from 1 to 10 plus include “Disable” option (equivalent to 0 minutes).
- **Team Captain Action Request Delay Time** – This field allows specifying how much time must be between requests by team captains for various tournament actions. This will provide the following request delay times: “30 seconds”, “45 seconds”, “1 minute”, “2 minutes” (with the resulting value calculated in seconds).
- **Between Round Delay Time** – This field allows specifying how much time will elapse between each game-round. This will provide a range of values from 5 – 60 in five second increments using the format “N second(s)”.
- **Tie Breaking Rules** – This field allows specifying how ties will be resolved at the end of the match.
- **ENDEX “Mercy” Rule** – This field allows enabling the “End of Exercise” (mercy) rule.
- **Open All Weapon Slots** – This field allows enabling all weapon slots regardless as to the number of players on a team.
- **Allow Team Captains** – This field enables/disables allowing players to select the “Team captains” checkbox and be a team captain.
- **Random Team Assignments** – This field enables/disables randomly placing the home and visiting teams to assault or defense on the map.
- **Apply Changes** – This buttons located at the bottom right portion of the display and becomes active after any modification to any option.
- **Switch Server Mode** – This button is located near the top right portion of the display and allows switching between Tournament and Standard play mode.