



BF2CC Daemon Linux Installation Guide

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1. Introduction

This guide covers the installation of a Battlefield 2 server and Battlefield 2 Command and Control Daemon (BF2CCD) on Linux.

BF2CC is a set of remote admin tools for Battlefield 2. It is designed for game server administrators who want to simplify the process of managing their Battlefield 2 server(s).

BF2CC consists of two parts:

1. **BF2CC Daemon** - A daemon that runs alongside the BF2 server and maintains a permanent connection to the Battlefield 2 server.
2. **BF2CC Client** - A GUI client that connects to the daemon.

The BF2CC client has the following features:

- Easy to use, intuitive and customizable GUI
- Manage Players through warns, kicks and bans.
- Manage Server Settings
- Manage Maps and Map Lists
- Manage Ban List
- Manage VOIP settings
- View in game chat
- Many more Advanced Features...

The BF2CC Daemon features:

- Allows easy setup and management of the BF2 dedicated server application for both Windows and Linux (via the Mono Project)
- Setup User Accounts with role based security
- Log actions of all users/admins
- Store and track extra information such as extended Ban list information, warns and kicks.
- Perform automatic administration tasks

Current versions as of October 5, 2006

Battlefield 2 server: 1.1.2963-795
BF2CC Daemon: 1.4.2446
BF2CC Client: 1.4.2452

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2. Opening ports in your firewall

Before you start installing your Battlefield 2 server, it's strongly recommended to open the correct ports in your firewall. This may save you some time when things don't seem to work afterwards. The Battlefield 2 server and the BF2CC daemon use the following ports by default:

SERVICE	PORT(S)	PROTOCOL
Battlefield 2 server	16567	UDP
GameSpy	29900	UDP
Voice over IP	55123-55125	UDP
BF2CC rcon	4711	TCP
BF2CC daemon	4712	TCP

Note: if your server is behind a (NAT) router you need to forward the ports on your router to the machine your Battlefield 2 server is running on. Refer to your manufacturer's documentation to find out how to do so.

In order to open these ports you need to refer to your distro's firewall instructions. Most Linux distributions use IPTables. You can see if IPTables is enabled on your machine by typing (as root):

```
[root@infinity-shell root]# iptables -V
iptables v1.2.9
```

Note: If you get an error message (or a command can not be found or something similar), IPTables is probably not configured on your machine. Most probably you will need to recompile your kernel with firewall (IPTables) support if you want to use a firewall on your system. Refer to your distro's documentation if you want to enable firewall support. If you don't have a firewall available at this moment, it means that all your ports are open. This may be a security issue, but you can still proceed with the installation of the Battlefield 2 server. You can skip the rest of this chapter and continue with 'Creating a new user account'.

This is a very basic firewall script for IPTables to work with a Battlefield 2 server:

```
#!/bin/bash

$MyIP = "192.168.2.100"

/sbin/iptables -A INPUT -p udp -d $MyIP --dport 16567 -m state --state NEW -j ACCEPT
/sbin/iptables -A INPUT -p udp -d $MyIP --dport 29900 -m state --state NEW -j ACCEPT
/sbin/iptables -A INPUT -p tcp -d $MyIP --dport 4711 -m state --state NEW -j ACCEPT
/sbin/iptables -A INPUT -p tcp -d $MyIP --dport 4712 -m state --state NEW -j ACCEPT
/sbin/iptables -A INPUT -p udp -d $MyIP --dport 55123-55125 -m state --state NEW -j ACCEPT
```

You can add these lines to your current firewall boot script or create a new file that gets executed once your system boots. To check if your firewall rules are loaded type (as root):

```
[root@infinity-shell root]# iptables -L
```

This will output the currently loaded firewall rules. If the rules for Battlefield 2 are there, you can proceed to the next chapter.

3. Creating a new user account

Once we are sure that the correct ports are opened in the firewall, we can continue by creating a new user account. Most often, you don't want a service to run as root. Since the Battlefield 2 server and the BF2CC daemon don't need root privileges to run, we create a normal user account. We will use the newly created user account to do (most of) the steps in this manual.

```
[root@infinity-shell root]# useradd bf2server
[root@infinity-shell root]# passwd bf2server
Changing password for user bf2server.
New UNIX password:
Retype new UNIX password:
passwd: all authentication tokens updated successfully.
```

Note: Don't forget to password the account once it is created!

Now that we have a normal user account, we will use this in the next chapters. Logout of your server and re-login with the account you just created.

4. Downloading and installing the server binaries for Linux

First, make sure you are logged in as the user you created in the previous chapter.

The Linux server binaries are available from many different locations and mirrors. You should find a mirror close to you to download them. You can download the server installer from EA:

<http://largedownloads.ea.com/pub/patches/>

Make sure that you download the latest version (see the introduction of this document to see what version that is). Download the files to your system. If the server files are zipped you need to unzip them first. Also, make sure that the unzipped file is executable:

```
[bf2server@infinity-shell bf2server]$ cd ~
[bf2server@infinity-shell bf2server]$ wget
http://largedownloads.ea.com/pub/patches/BF2/1.4/bf2-linuxded-1.1.2963-795-
installer.sh.gz
[bf2server@infinity-shell bf2server]$ gunzip bf2-linuxded-1.1.2963-795-
installer.sh.gz
[bf2server@infinity-shell bf2server]$ chmod +x bf2-linuxded-1.1.2963-795-
installer.sh.gz
[bf2server@infinity-shell bf2server]$ ./bf2-linuxded-1.1.2963-795-installer.sh.gz
```

Now, you will be shown the EULA for the BF2 dedicated Linux server and PunkBuster. Accept them both by typing 'accept' and 'yes' respectively. When the install script asks you to enter a target installation directory, type the home directory of the user you just created (/home/bf2server).

After just a couple of seconds, you will see a message 'Installation complete'. Your Battlefield 2 server is now installed in /home/bf2server/bf2.

5. Downloading and installing BF2CC

This chapter covers the installation of the BF2CC Daemon. This chapter assumes that you have a virgin Battlefield 2 server installation. If you have not, please read the previous chapters to find out how to get a virgin installation.

First, make sure that you are in the root directory of your Battlefield 2 server installation. If you used the variables in this manual that will be `/home/bf2server/bf2`.

Download the latest version of the BF2CC Daemon for Linux. See the introduction of this guide to find out what the latest version is. Unzip the downloaded archive.

```
[bf2server@infinity-shell bf2]$ wget
http://www.bf2cc.com/downloads/BF2CCD_1.4.2446.zip
[bf2server@infinity-shell bf2]$ unzip BF2CCD_1.4.2446.zip -d /home/bf2server/bf2
```

5.1 Extracting the admin scripts

When you have unzipped the whole thing, you can extract the admin scripts to the `/admin` folder. If it asks your permission to overwrite files, say 'yes'.

```
[bf2server@infinity-shell bf2]$ cd /home/bf2server/bf2
[bf2server@infinity-shell bf2]$ unzip modmanager-v1.4.zip
```

5.2 Downloading and installing the Mono files

Now, to make the BF2CC Daemon able to run, we need to install the Mono files. Make sure you are in the root directory of your Battlefield 2 server. If you used the variables in this manual that will be `/home/bf2server/bf2`.

To download the files, visit <http://www.mono-project.com/Downloads>. You will need to download the files for your distribution. If you are running Red Hat, Fedora Core or SuSe, you can install the Mono files using these commands:

```
[bf2server@infinity-shell bf2]$ wget http://www.go-
mono.com/archive/1.1.12.1/linux-installer/0/mono-1.1.12.1_0-installer.bin
[bf2server@infinity-shell bf2]$ chmod +x mono-1.1.12.1_0-installer.bin
[bf2server@infinity-shell bf2]$ ./mono-1.1.12.1_0-installer.bin
```

Just accept the license agreement. Mono will install itself on your server.

For other distributions the above might work but I haven't had a chance to test it. If it doesn't work, just visit the Mono website and get the correct files for your distribution and install them.

Note: Be sure to use Mono version 1.1.12. Version 1.1.13 or higher will NOT work!

To check your Mono installation use the following command:

```
[bf2server@infinity-shell bf2]$ mono -V
```

If it outputs a version number, everything should be alright.

5.3 Starting the BF2CC Daemon

Now that we have installed everything, we are ready to start the BF2CC Daemon. Make sure that you are in the root directory of your Battlefield 2 server installation. If you used the variables in this manual that will be `/home/bf2server/bf2`.

You can now start the server:

```
[bf2server@infinity-shell bf2]$ mono bf2ccd.exe
```

When this command is executed for the first time, the Daemon will ask you some questions.

Root Game Folder:

The root directory of your Battlefield 2 server installation. If you used the variables from this guide that will be `/home/bf2server/bf2`,

Game executable:

The file to be executed to start the server. Leave this to default (`start.sh`)

Game executable arguments:

Arguments to the `start.sh` executable. Probably you can leave this blank.

Daemon listen IP:

IP number you want the Daemon to listen for incoming BF2CC client connections on.

Daemon listen port:

Port number you want the Daemon to listen for incoming client connections from the BF2CC client on. Default port is 4712

Admin Password:

The admin password for the Daemon.

Your BF2CC Daemon is now started. You can now use your BF2CC Client to connect to your server and manage it.

If everything works you probably want to run the Daemon in the background. Use this command to do so:

```
[bf2server@infinity-shell bf2]$ mono bf2ccd.exe >/dev/null 2>&1 &
```

Congratulations, you now have a working Battlefield 2 server with BF2CC installed.

6. Troubleshooting

If you have, after reading this guide, questions or comments on this software please visit the BF2CC forums:

<http://www.bf2cc.com/forums/>