
Subject: [SERVERTOOLS] 4.0 Server Tools

Posted by [Gen_Blacky](#) on Fri, 15 Nov 2013 20:49:12 GMT

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MapInstaller.zip

MapInstaller converts maps then installs them to your tffs

You can place the contents of the zip into your server folder or place it anywhere you want.

PackageEditor TT Patch1 is included in zip.

Place any maps or other packages in the maps folder.

Maps with spaces or periods in their name will not be processed.

A tt.cfg file is generated with the processed maps.

Yea fuck you ubermappacks XD.

Toggle Spoiler

MapInstaller configuration file.

MapAuthor = MapInstaller

MapVersion = 1.0

#You can add other packages to be used for the maps processed in the TT.cfg file generation.

#ExtraPackages = "kill_sounds","other_mapfiles"

ExtraPackages = "kill_sounds"

4.0 Server Map Installer & TT.cfg Generator v1.0

Converting C&C_Arctic_RxD.mix

Converting C&C_Canyon.mix

Converting C&C_City.mix

Converting C&C_City_Flying.mix

Converting kill_sounds.mix

Converting test.mix

Package 'C&C_Arctic_RxD' is now installed.

Package 'C&C_Canyon' is now installed.

Package 'C&C_City' is now installed.

Package 'C&C_City_Flying' is now installed.

Package 'kill_sounds' is now installed.

Package 'test' is now installed.

The following packages are installed:

7d88d541: C&C_Arctic_RxD version 1.0 by MapInstaller

af9444c2: C&C_Canyon version 1.0 by MapInstaller

4f61d355: C&C_City version 1.0 by MapInstaller

f73f58de: C&C_City_Flying version 1.0 by MapInstaller

31158cfe: kill_sounds version 1.0 by MapInstaller

343d67e8: test version 1.0 by MapInstaller

Generating ./Maps/tt.cfg

gameDefinitions:

```
{  
  Arctic_RxD:  
  {  
    mapName = "C&C_Arctic_RxD";  
    packages = ["C&C_Arctic_RxD", "kill_sounds"];  
  };  
  Canyon:  
  {  
    mapName = "C&C_Canyon";  
    packages = ["C&C_Canyon", "kill_sounds"];  
  };  
  City:  
  {  
    mapName = "C&C_City";  
    packages = ["C&C_City", "kill_sounds"];  
  };  
  City_Flying:  
  {  
    mapName = "C&C_City_Flying";  
    packages = ["C&C_City_Flying", "kill_sounds"];  
  };  
};
```

rotation:

```
[  
  "Arctic_RxD",  
  "Canyon",  
  "City",  
  "City_Flying"  
];
```

downloader:

```
{  
  repositoryUrl = "";  
};
```

screenshot.zip

php Screenshot upload script

for the tt screenshot function.

creates a folder for every player that has screenshots.
timestamp screenshots.
creates screenshot.txt to revile problems with file uploads.

anticheat.zip

Anticheat.bat will add all the file's in the "allow" folder to anticheat.ini or add the files to acallow.ini
Place anticheat.bat and the "allow" folder in your 4.0 server directory.

CommandsList.zip

CommandsList is a simple tool to generate a list of all brenbot commands.
CommandList goes in the brenbot folder. Where your commands.xml is located.

CommandsList_Generator make's a list of commands and other details.

Toggle Spoiler

!recommend <playername> <reason> - Recommends another player for good teamplay etc

Command Alias: !rec

Mod Level: Temporary Moderators

!kick <playername> <reason> - Kicks a specific user

Mod Level: Full Moderators

!pamsg <user> <message> - Sends a private Admin Message to a user

Mod Level: Full Moderators

!snda <soundfile.wav> - Plays a sound heard by all players. Filenames of soundfiles in always.dat should be used.

Command Alias: !broadcast

Mod Level: Full Moderators

!setjoin <joinmessage> - Sets the user's joinmessage

Mod Level: Temporary Moderators

!delban <id> - Deletes a specific ban

Mod Level: Administrators

!ids - Displays all Ids of the players

Mod Level: Full Moderators

!sfps <sfps> - Set server frames per second.

Mod Level: Administrators

!dumpLogs - Dumps all logs to the logfiles defined in brenbot.cfg.

Mod Level: Half Moderators

!rotation - Displays the server's rotation

Mod Level: Temporary Moderators

!unmute <player> - Un-Mute a player from chat and radio.

Mod Level: Full Moderators

!freeze <name> - Freeze a player so he/she cant move.

Mod Level: Full Moderators

!playerinfo2 <player> - Sblah.

Mod Level: Full Moderators

!qkick <playername> <reason> - Qkicks (kick and auto-allow) a specific user

Mod Level: Half Moderators

!gameover NOW - Ends the current map

Mod Level: Full Moderators

CommandsList_HideCommands outputs a list of commands for the HideCommands ssgm plugin.

Toggle Spoiler

[HideCommands]

!recommend = 1

!rec = 1

!kick = 1

!pamsg = 1

!snda = 1

!broadcast = 1

!setjoin = 1

!delban = 1

!ids = 1

!sfps = 1

!scripts = 1

!dumplogs = 1

!rotation = 1

!unmute = 1

!freeze = 1

!playerinfo2 = 1

!qkick = 1

File Attachments

1) [anticheat.zip](#), downloaded 254 times

2) [MapInstaller.zip](#), downloaded 266 times

- 3) [screenshot.zip](#), downloaded 256 times
- 4) [CommandsList.zip](#), downloaded 312 times
