

# Operation Flashpoint: Dedicated Server User Guide

## ***Getting the latest version***

In order to connect to any server, you need to be running a version of the game that is compatible with the server. The latest version of the code will always be available from the official Flashpoint web site <http://www.flashpoint1985.com>, and all official upgrades can also be found at <http://www.codemasters.com>. This document describes how to use Operation Flashpoint version 1.30.

## ***Connecting to a server***

You can connect to a server either via external match making utility like GameSpy Arcade or All Seeing Eye, or you can connect directly via a known IP address. To connect directly, click on the "Remote" button in the Multiplayer screen, and you will see all sessions running on the given server. If you want to avoid waiting in the lobby, try to find a server that is currently setting up a mission. In GameSpy Arcade you can tell when a server is waiting for players to join, when Time Remaining is shown as 0 minutes.

## ***Game in progress***

When you connect to a server on which a mission is currently being played, you have to wait in the lobby until the mission ends. You can use chat and voice over net while in the lobby, but please be aware that other people are playing and may have not enough time to communicate with you. To help you estimate how long it will be until the mission ends, the elapsed time is shown in this screen, along with the mission name. Players waiting for the next session are shown in white; active players are in other colors.

## ***Voting for a mission***

When there is no mission list and no server administrator is present, you will have to vote for mission. The voting screen will be shown any time no mission is being played. Players can also decide they want to terminate the current mission and select another one by typing *#vote missions* in the chat message box. All players will see the Mission selection screen, and each player should choose a mission and press OK. Players who have selected a mission are shown in green; those who have not are marked red. When all players vote, the mission with the most votes is selected, and everyone will be shown the side selection screen.

## ***Kicking players***

It may happen that some player is not able or not willing to select a mission, is blocking the server from continuing in some way or is behaving in some way that is preventing other people from playing. In this case it is possible to vote for kicking them out of the game. To kick them, a majority of players must type `#vote kick Name` or `#vote kick Number`. A player's number can be checked by the `#userlist` command, or in the Players screen (shown by 'P' while playing the game).

## **Side selection**

During side selection, everyone chooses which side they want to play. The player assigned to the first row in each side is called the Side Commander, and has some specific rights. Note: sides offered depend on the mission; in some missions there may be only one side. Once all players have selected their side, the Role Selection screen will be shown.

## **Role selection**

In role selection, all playable positions on the assigned side are shown. Anyone can select any position to play. However, any players assigned by the Side Commander (the first player in the side pool) will be locked and must play in the given position.

## **Briefing**

In the briefing, you will be shown map and mission objectives. This screen is the ideal place for discussing team tactics. You can use chat and map markers for this purpose. Both chat and markers are shown to all people that can hear the radio channel you have selected. To select a channel, use the < and > keys. Usually you want to use the side channel (blue) in this screen and during the game. Be careful what you are transmitting on the global (white) channel – the enemy is listening. When you are done with the briefing, press the *I am ready* button. Once all players have pressed this button, the mission will start. Players who have already pressed it are shown in green; players who are in the briefing screen are shown in yellow, and other players are shown red. Red usually means that the given player is still receiving mission data.

## **Game**

Now enjoy the game. When you are killed, several things can happen, depending on the mission design. In a Capture the Flag or Death Match type mission you will usually be respawned at your base or at some random place. In a cooperative mission you can be either respawned to some other character from your group, or to a sea-gull. When respawned into a sea-gull your possible activity is limited to flying around and watching the game.

## ***Debriefing***

When the mission is over, you will see the debriefing screen. When you are finished with debriefing and you want to play again, press the “I’m ready” button. If you want to leave the server, press Cancel. When all players are ready, the next mission will be selected automatically. If not, you will be presented again with the mission selection screen.

## ***Appendix A: List of commands***

The following commands have special meaning when issued on the global chat channel:

#userlist	Display list of all users
#vote kick <player_name>	Vote for kicking given player
#vote kick <player_number>	Vote for kicking player with given number
#vote restart	Vote for restarting mission
#vote reassign	Vote for going back to the Side selection screen
#vote mission <mission_name>	Vote for mission with given name
#vote missions	Vote for new mission selection