

### DServer Settings Versus IL-2 Sturmovik New Dogfight Server Settings Screen

<b>DServer Configuration Dialog</b>	<b>DServer .sds File</b>	<b>IL-2 New Dogfight Server Settings Screen</b>
Allow MouseJoy	allowMouseJoy	Allow mouse control
Allow tacview record	TacviewRecord	TacView record
Ban timeout	banTimeout	Ban timeout
Coalition balancer	coalitionsBalancer	Coalition balancer
Coalition change timeout	coalitionChangeTimeout	Coalition change timeout
External	ExternalIP	Available from internet
Finish mission if landed	finishMissionIfLanded	Finish mission only if landed
Finish mission timeout	finishMissionTimeout	Finish mission timeout
Friendly fire return	friendlyFireReturn	Return friendly fire
Idle kick timeout	idleKickTimeout	Idle players kick timeout
Kill notification	killNotification	Kills notifications
Lock fuel loads	lockFuelLoads	Lock fuel load
Lock payloads	lockPayloads	Lock payload
Lock skins	lockSkins	Lock paint scheme
Lock weapon mods	lockWeaponModes	Lock modification
Max Client Ping	maxClientPing	Ping limit
Max Clients	maxClients	Players quantity limit
Max time for round	tdmRoundTime	TDM round time
Mission end timeout	missionEndTimeout	Mission completion timeout
Missions	rotation	Missions in Rotation
Penalty timeout	penaltyTimeout	After death timeout
Protection	protection	Password
random rotation	random	Random rotation
Respawn timeout	respawnTimeout	Re-flight timeout
Server Description	serverDesc	Server Description
Server Name	ServerName	Server Name
Team points per round	tdmPointsPerRound	Point per round

**DServer Settings Versus IL-2 Sturmovik New Cooperative Server Settings Screen**

<b>DServer Configuration Dialog</b>	<b>DServer .sds File</b>	<b>IL-2 New Cooperative Server Settings Screen</b>
Allow MouseJoy	allowMouseJoy	Allow mouse control
Allow tacview record	TacviewRecord	TacView record
Ban timeout	banTimeout	Ban timeout
Coalition balancer	coalitionsBalancer	Coalition balancer
Coop Quorum	coopQuorum	Quorum
External	ExternallIP	Available from internet
Finish mission if landed	finishMissionIfLanded	Finish mission only if landed
Finish mission timeout	finishMissionTimeout	Finish mission timeout
Friendly fire return	friendlyFireReturn	Return friendly fire
Idle kick timeout	idleKickTimeout	Idle players kick timeout
Kill notification	killNotification	Kills notifications
Lobby timer	lobbytimer	Start timer, secs
Lock fuel loads	lockFuelLoads	Lock fuel load
Lock payloads	lockPayloads	Lock payload
Lock skins	lockSkins	Lock paint scheme
Lock weapon mods	lockWeaponModes	Lock modification
Max Client Ping	maxClientPing	Ping limit
Max Clients	maxClients	Players quantity limit
Mission end timeout	missionEndTimeout	Mission completion timeout
Missions	rotation	Missions in Rotation
Protection	protection	Password
random rotation	random	Random rotation
Server Description	serverDesc	Server Description
Server Name	ServerName	Server Name

### DServer Settings Versus IL-2 Sturmovik Realism Screen Settings

DServer Difficulty Settings Dialog	DServer .sds File	IL-2 Sturmovik Realism Screen
Aiming help	aimingHelp	Bombing assist
Allow spectator	allowSpectator	Allow spectators
Auto mixture control	autoMix	Engine auto control
Auto pilot	autoPilot	Autopilot
Auto radiator	autoRadiator	Radiator assist
Auto RPM limit	autoThrottleLimit	Throttle auto limit
Auto rudder	autoCoordination	Rudder assist
Auto throttle	autoThrottle	Cruise control
Course Weapons Aiming Help	courseWeaponsAimingHelp	Aiming assist
Easy flight	easyFlight	Simplified controls
Invulnerability	invulnerability	Invulnerability
Navigation icons	navigationIcons	Navigation markers
No engine overflow	engineNoStop	No engine stall
No misfire	noMisfire	No misfires
No Wind	noWind	No wind
Object icons	objectIcons	Object markers
Padlock	padlock	Padlock
Safe collisions	noBreak	Unbreakable
Simple gauges	SimpleDevices	Instrument panel
Simplified physics	noMoment	Simplified physics
Unlimited ammo	unlimitAmmo	Unlimited ammo
Unlimited fuel	unlimitFuel	Unlimited fuel
Warmed up engine	hotEngine	Warmed up engine

### Remote Console Settings Dialog

**How to Open:** Click the *Remote console* button in the DServer [Configuration Dialog](#) (pg. 353). For details, see [Configure a Multiplayer Mission Server to Run Missions](#) (pg. 183).