

30 MINUTE SERVER

V1.0

by Mercenaries Fighting Force

How to create an IL-2 Sturmovik 1946 Dedicated server

This simplistic tutorial will teach you how to have your server running as quickly as you could possibly have it. Most people think that you have to be a computer geek to get a IL-2 server but doesn't take that much skill either.

In fact, one of our members actually timed the installation to see how long would it take to get a server running, with all server files downloaded and .FBDJ files already loaded, it only took a mere 28 minutes to have it running.

Assuming you have ports opened for 21000 both UDP and TCP this is straight forward, if you don't, you will have to try to get them open yourself as router models and page layouts tend to vary and the MFF cannot provide a 'how-to' for all of them.

It is also important to backup all your files (custom skins, maps, .FBDj files, ...) because if you have everything you need already saved elsewhere, you can retrieve them faster and should something happen to your server, you'll have a clean load to restart with.

We do not recommend to keep the server installation files after your server has been successfully programmed, even if you do have the space, unless you won't create more servers, use the PC for anything else or more demanding, those files will simply be an useless waste of space.

IL-2 servers don't possess a graphic interface as the game itself, this means you cannot see what is happening in the room, all you have is the FBDj (Server Commander) and the IL-2 Server Command Prompt (Console), for this reason, IL-2 servers are very light and are capable of running in any machine, regardless of how obsolete as long as you have a FAST internet connection.

Don't use Wi-Fi, it is very unreliable and is subjected to all kinds of interference.

Minimum system specifications of the server computer used by the MFF were the Following:

- Celeron D @ 2.93GHz
- 1.5 GB RAM
- 100MBps (Down); 10MBps (Up)

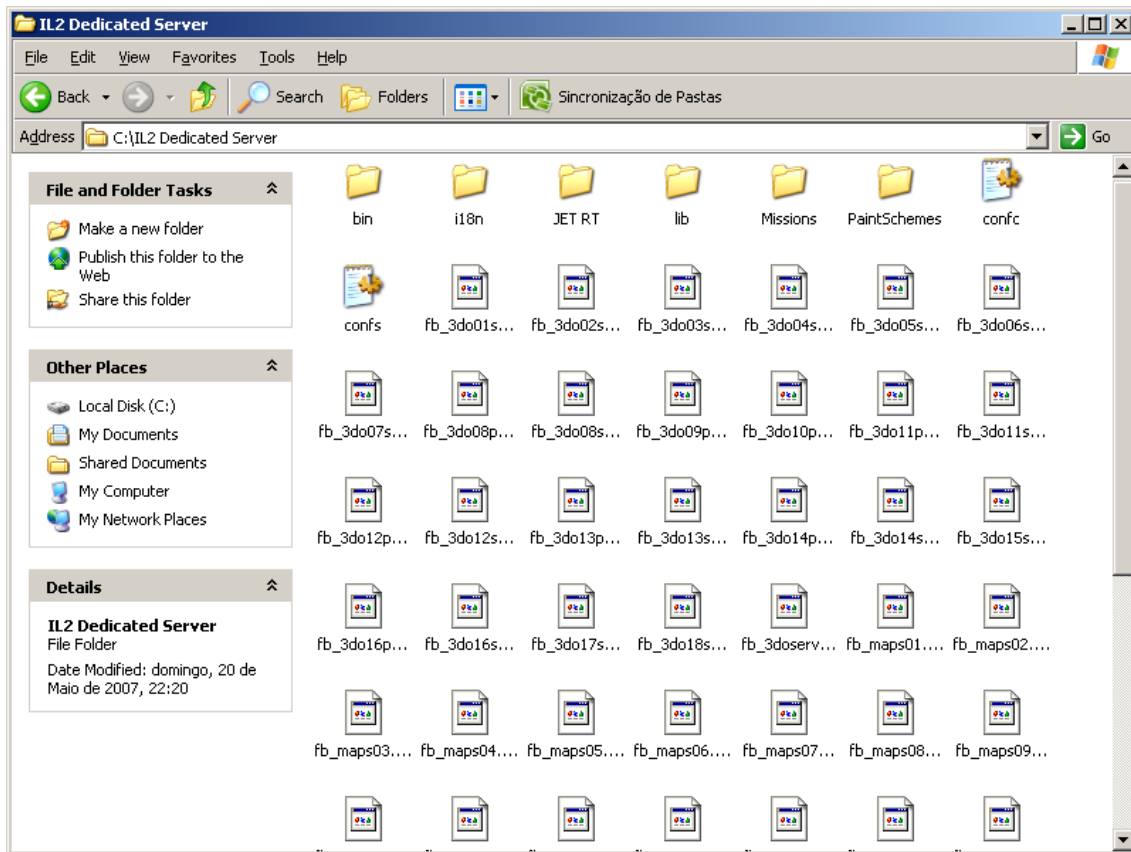
With these specifications, you can have at least 16 people in your room with no lag at all, even with Skin Download turned on.

Part I - Downloading

1.- Go here: <http://www.mission4today.com/index.php?name=Downloads&get=2417> and download all of those 7 parts. If the link doesn't work, go in the Mission4Today website and put this in their search engine:

Dedicated Server 4.08m

2.- After downloading, create a folder in drive (C:/), name it 'IL-2 Sturmovik Dedicated Server' and extract all those 7 files there. You should have something like this:

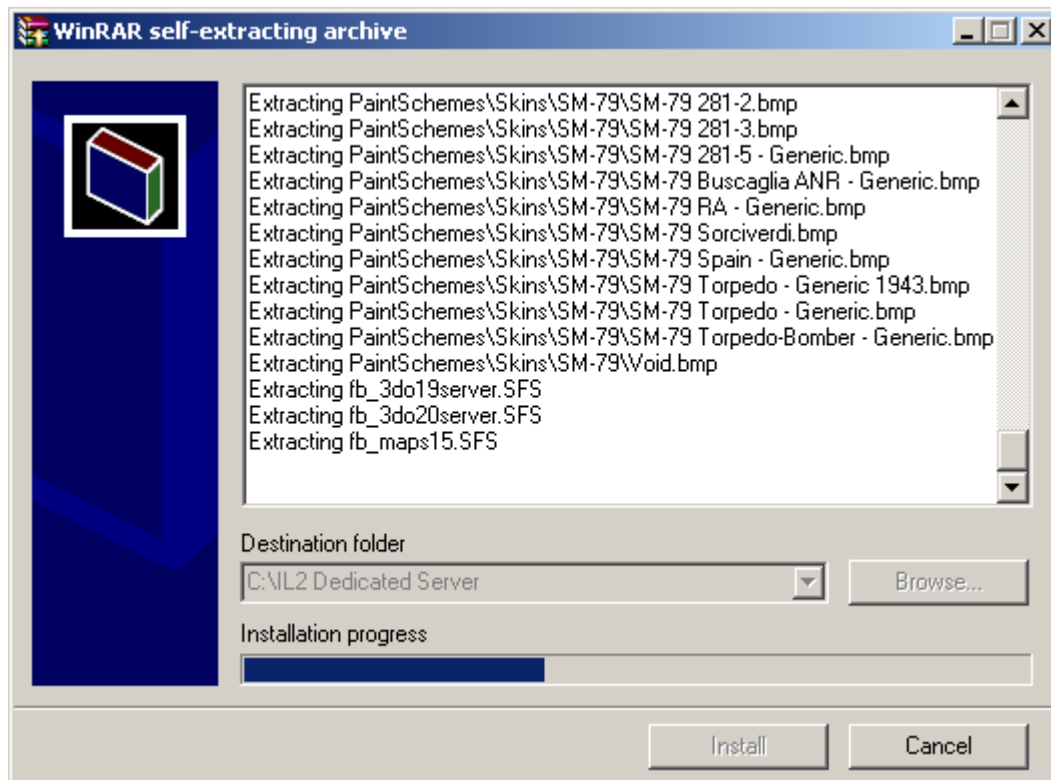


3.- Download FBDj 1.8 from here <http://www.warbirdsofprey.org/index.php?action=downloads;sa=downfile&id=24>, then create a new folder in (C:/) and name it 'FBDj' and extract the FBDj contents you just downloaded there.

4.- Download all the Server patches of the game, they can be found here <http://www.mission4today.com/index.php?name=Downloads&c=575>, then just download the one's you need, from 4.08 +.

5.- Rename the 'il2server' application icon to 'il2fb', you'll need it for HyperLobby.

6.- Update the server as if it were the game itself: meaning you have to install all patches in the correct order: 4.09 > 4.10 > 4.10.1 > 4.11 > 4.11.1 > 4.12 > 4.12.1



Run the server once each time you put in a patch.

The game version will appear in the third line.

Part II – Configuring the Server

5.- Go to the II-2 Dedicated Server folder directory and search for a 'confs' file, open it and edit it as follows:

***speed=8000**

Your Connection Speed.

***serverChannels=XX**

Where X is the maximum number of clients your bandwidth allows.

***localport=21000**

This is the standard 21000 UDP traffic port for the game.

***skindownload=**

- **0=off**
- **1=on**

Your choice, people say it causes a lot of lag, but the MFF never had an issue with it.

***difficulty=**

You can leave it blank since HyperLobby can take over this one.

***servername=**

This is your server name; it will be displayed in OffLobby Clients.

***serverdescription=Version(4.11m)**

This is how OffLobby Clients can ID the version of your server. It has to be 4.11m even if it's not your current version.

Anti-Cheat ↓

In the [MaxLag] section

[MaxLag]

***farMaxLagTime=10.0**

***nearMaxLagTime=2.0**

***cheaterWarningDelay=10.0**

***cheaterWarningNum=3**

***checkserverTimespeed=1**

***checkclientTimespeed=1**

Add: **checkTimeSpeedDifferense=0.15**

Add: **checkTimeSpeedInterval=8**

Add: checkRuntime=X

- =0 Mods allowed
- =1 Blocks small time mods
- =2 No mods allowed

Put '2' if you don't want mods to run in your server

Note that the '*' is just an indicator, don't add it.

In the section with [console] above it. The top 2 lines under [console] need to be edited:

Remove the ";" from the beginning of both lines.

17. Place: IP=2003

This is a port used for the Il-2 Console to communicate with FBDj

18.- Edit: IPS=xxx.xxx.x.xxx where the xxx.xxx.x.xxx is the IP address of the host/server pc.
You have to use the PC's IP not the ISP one, to make sure to go to...

Start > Execute > type in 'cmd' hit enter and when the Command Prompt shows up, type 'ipconfig' and hit enter, look there for IP address. Should be something like:

192.168.1.XX

19.- Finally, copy and paste the following text exactly one line below the console script:

**[game]
eventlog=Eventlog.lst
event_ground=1
event_air=1**

**eventlogkeep=1
TypeClouds=1**

Then click SAVE (NOT 'save as') after completing all these steps.

20.- Now open a file there on the IL-2 Dedicated Server that is named 'confc'
This is what is there:

```
[il2_console]  
title=IL2-CONSOLE
```

```
[NET]  
localhost=
```

```
[Console]  
IP=2003  
HISTORY=128  
HISTORYCMD=128  
LOG=1  
LOGTIME=0  
LOGFILE=logc.lst  
LOGKEEP=0
```

Change the 'IP' and use the same number you used on the 'confs' file.

Make sure you have this configuration, then hit save (not 'save as').

Again to the server directory and look for a file named 'server.cmd' and right-click on it and click 'Edit', it should appear something like this:

```
file difficulty1  
mission LOAD Net/dogfight/ 1/test1.mis BEGIN  
f gc.cmd  
file localip
```

Place a '#' in the start of each line, like this:

```
#file difficulty1  
#mission LOAD Net/dogfight/ 1/test1.mis BEGIN  
#f gc.cmd  
#file localip
```

This is how the server loads and works without FBDj. It is not a must but you can have a statistics page with it and be able to customize it the way you want.

OR, simply delete those lines of command but don't delete the actual file. You'll need it later.

Part II – Configuring FBDj

1.- Start FBDj and go to 'Config' Tab;

2.- on the 'Static Settings' place the following:

Auto Start – **TRUE**

Automatically connects to IL-2 server

Enable Ping Kick – **TRUE**

Remove players with a ping higher than the one set.

Pilot/Plane Loss Warning Interval – **Your choice**

Displays a message in the set interval

Announce Pilot/Plane Loss Warning – **Your choice**

Displays a message when a team unit is under attack)

Interval for Pilot/Plane Loss – **Your choice**

Announce Pilot/Plane Losses – **Your choice**

Resume with Next Mission – **TRUE**

IL2 Server Directory – **C:\IL-2 Dedicated Server**

Enter there the game path of IL-2 Server with exe file (il2fb.exe)

Very important to place the path CORRECTLY!

Don't forget the final '\' or you won't be able to add any missions to it.

Event Log File (Including Path) – **C:\IL-2 Dedicated Server\eventlog.lst**

Also Important! Make sure you put in the 'eventlog.lst' after placing the standard file path.

Failure to do so will make your server display time as negative and in year 1969/'70!

See if you have something like this:



Setting	Value
Auto Start	true
Enable Ping Kick	true
Pilot/Plane Loss Warning Interva...	10,5,2,1
Announce Pilot/Plane Loss Warning	NONE
Interval for Pilot/Plane Losses	0
Announce Pilot/Plane Losses	NONE
Resume with Next Mission	true
IL2 Server Directory	C:\IL2 Dedicated Server\
EventLog File (Including Path)	IL2 Dedicated Server\eventlog.lst
IL2 Server IP Address	0.0.0.0

IL2 Server IP Address – **XXX.XXX.X.XX**

Enter your computer IP here

IL2 Server Port – **XXXX**

Enter port 2003

Once you have completed all these steps, hit save.

This should get the server OPERATIONAL, not running. Now you need to add missions to it.

FBDj will connect to the server but since it won't have any mission to load it will warn its operator that there are no map files and disconnect to the server.

There are other settings that you probably saw overlooked, like the Stats page settings for example, such settings are nice to have but are not essential in order to get the server working.

The same applies to Icons (Dot Ranges), Warning Points, Pilots list, Administration Privileges and so forth.

Those items are pretty straight forward and you have to customize them in your own way to match your server preferences.

As new findings are uncovered, the MFF will update this guide regularly and include tips for its customization .

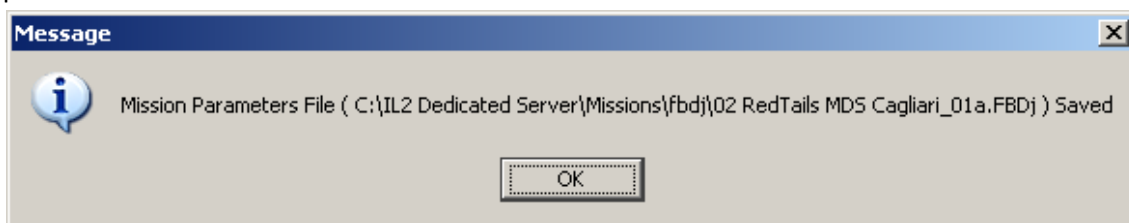
Part III – Adding missions for FBDj

This is the hardest part but once you get used to it you'll be able to know it.

- 1.- Go to C:/IL2 Dedicated/Server/Missions/ and create a folder there named 'fbdj'
Then, add all the missions you want to be hosted on your server there.
- 2.- Start FBDj and go to Mission Cycle Tab. Create a new Mission cycle by clicking on the **Green +** next to 'Mission Cycle List' and name it after whatever you want and hit 'Save' below.
- 3.- Go back to the 'Config' Tab in the 'Dynamic settings' and scroll down until you see Mission cycle, then click on it and select the cycle you just created. Hit 'Save'.
- 4.- Now back to the Mission Builder Tab and then click 'New' and open the folder you just created on the server and select a mission there.
FBDj will load all objects and display them on screen, by their respective categories and side:

Count Objectives				Target Objectives				
Army	Objective	# Start	# To Win	Army	MapGrid	Descript...	# Start	# To Win
Blue	SHIP	14	0	Red	D3.3	Tgt Circle	63	47
Blue	CAR	61	0	Red	E3.3	Tgt Circle	107	80
Blue	AAA	24	0					
Red	TANK	36	0					
Red	CAR	101	0					
Red	AAA	27	0					
Blue	TANK	4	0					
Blue	ARTILLERY	6	0					
Blue	SPLANE	14	0					
Red	SPLANE	151	0					
Red	SHIP	7	0					
Red	ATPLANE	22	0					

- 4.- First of all, set the Mission Time Limit in the upper right corner, then set the parameters of the mission objects for each team (what they have to neutralize in order to win), as you want. Then hit save. After that, a message saying that the FBDj parameters were saved in a certain path:



5. - Close FBDj. Go in that directory and search for 3 files:

- A **.mis** file
- A **.properties** file
- A **.FBDj** file

Since you already have them on the right location

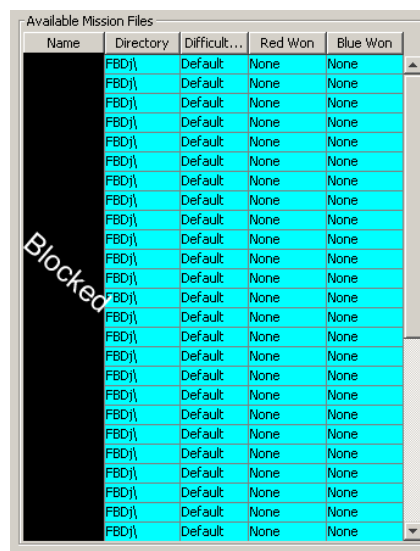
C:/II-2 Dedicated Server/Missions/ FBDj

All you have to do now is add them into your database.

6. – After you place those 3 files there, open FBDj again and go to the Mission Cycle Tab.

On the 'Available Missions' side, there's another **Green +** sign, click on it and look for the mission files you created and pasted on the above directory.

Do this for all the missions you would like to run on your server. When you have a decent number amassed, you'll probably have something of the sort:



Name	Directory	Difficult...	Red Won	Blue Won
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None
FBDj\	Default	None	None	None

Now what remains is adding the missions you want to run on the cycle you created before.

7.- Select your favorite missions to run on the server, you can select several missions by holding the CTRL key and then click on the **Blue →** in the middle. Hit save again and you're ready to go.

Part IV – Starting the server on HyperLobby

If you are hosting the server in a separate machine to your Gaming Computer, then you need to install HyperLobby and point the server's Il2fb.exe file to the HL auto launcher.

Right click on 'CONNECT' in HL and place the directory of the file.

When you have done so it's very simple:

- 1.-Start HL, on the 'CALLSIGN' bar type in the name of the server you want and register it with HL's account wizard.
- 2.- Pick an OPEN MISSION Slot and specify the difficulty you want your server to be hosting. Save the settings you want.
- 3.- Launch the Server; start the game and the Command Prompt of the Il-2 console is displayed.
- 4.- When the Console reaches around line <5, start FBDj, for a successful start, Il-2 console must be launched first, then FBDj takes over.
- 5.- FBDj Connects to the server and runs the missions you have inserted into cycle.

Sometimes FBDj skips the first mission you put in cycle, despite annoying it is normal.

You can alter any setting of the mission itself at any point (objective count, mission time left, etc).

Troubleshooting

These are some known fixes to problems when setting up a dedicated server.

If you know others please let us know to update this guide.

Problem	Likely Cause	Fix	Where to fix
Server starts OK, loads the mission, time and date are correct but no one can connect to the Server	Ports are not Forwarded correctly	Check in your router if you have ports open for 21000 UDP/TCP traffic	Router
	Inbound traffic does not have same game version as host	Check if there are game version discrepancies	Il-2 Game Installation
Server displays time as negative	The eventlog.lst path is incorrect	Correct the event log file path and erase the old one	FBDj Static Settings Il-2 Server
	The Server directory is incorrect	Place the correct file path of the server and add a '\' in the end	Il-2 Server
Servers starts and shows correct time and date but no map is loaded	No 'Mission Cycle' has been created/selected	Create a mission cycle and put maps into it, save it and select the cycle to run.	FBDj Mission Cycle FBDj Dynamic Settings
FBDj does not connect to Server	HL file path is incorrect.	Make sure HL/server file path is correct	HL Client
	Server path is incorrect		FBDj Static settings
FBDj does not start	Java™ is not installed/updated	FBDj requires Java™ to work, you'll have to download/update it.	Java™ site

Special Thanks To

The MFF would like to thank the following people/entities for aiding and contributing for the creation of this Server 'How-to'.

This is what we believe in and is the core of HyperLobby community that has kept all the faces you see on HL servers for over 10 years!

Friendship and care of our most dedicated members kept us going from when we knew nothing about Il-2 up to this point. More than just a community of gamers we have shown the world what can be done if we put our minds and bodies into it.

In no particular order, big thanks to:

Albatross

I/KG26 Alpha

[BFs]Hoodoo

JohnnyB

91st Air

Mission4Today.com

WarbirdsOfPrey.com

If this tutorial has helped you in any way and you're not yet a member of HyperLobby, please consider joining. Having a HyperLobby account is fast, free and easy and you'd have immediate access to numerous benefits as being a part of a very tight community that is willing to accept and be on your day to day life.

You can visit and acquire HyperLobby client on the link shown on the footer.

Guide made by Kim Dæltka Maximus, also known as Mr.X.

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