Game Violations™

Call of Duty 4

Server Guide



version 1.2

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1. Introduction

Congratulations on your download of the GV script package, which contains everything you need to set your server to stream to the Game-Violations repository.

The enclosed configuration files will enable your game server to stream the Punkbuster log-files to be checked for violations and PB kicks.

The PB logs from all the servers will be parsed daily and cheat entries will be posted on the Game-Violations Website under the following address:
http://www.game-violations.org

We would like to point out that gameservers on which official ClanBase matches are played MUST be streaming to the GV/CB PB Repository for the full duration of the war. This will help prevent cases of freelancing and will result in resolving conflicts faster. If there is a cheating incident during a ClanBase war the CB supervisor can access the repository server, verify the entry and forfeit the match before needing to waiting for GV to publish the ban.

Before proceeding with the installation you should check your main and pb folders on your server FTP for any old streaming scripts. If you see pbsvuser.cfg, pbsv.cfg, pbsvlog.cfg please remove them.

2. Installation

Step-by-step guide:
(1) Place the GV folder from **"WithFTP/main"** into the main folder on your server FTP.
(2) Place the pbucon.use file in the pb folder on your server FTP
(3) Open COD4 and connect to your server
(4) Login by typing ***/rcon login <rconpassword>***
(5) You can now select whether you want to run war settings (by typing /rcon exec GV/war.cfg) or more relaxed public settings (by typing /rcon exec GV/public.cfg).
(6) You will now be asked to exec the pbsvuser.cfg (/rcon exec GV/pbsvuser.cfg)
Now your server is streaming
Please see chapter "Testing" for verification that your server is streaming.

2.1. Auto-Update tool for extended users

GVucon settings have been included to make it easier for you to register for the Auto-Update Tool on www.game-violations.org.

Edit the following line from **pbsv.cfg** and **pbucon.use**:

- *pb_sv_uconadd 1 "87.106.2.194:" "GVUCON" "YOUR PASSWORD HERE"*

  -replace "YOUR PASSWORD HERE" with the password generated by the Auto-Update Tool on Game-Violations website

3.Testing if the server is streaming

Type in your console /rcon pb_sv_logaddr
The correct response from the server should be:
^3CB|GV Punkbuster Server^7: pb_sv_logaddr = 85.25.150.55
If the repsonse looks like this the server is not streaming:
^3CB|GV Punkbuster Server^7: pb_sv_logaddr =

There are 2 ways to verify if the server is streaming:
- Join #game-violations on IRC: Quakenet. In the channel type " !cod4 serverip:port "
- Visit our Website: http://www.game-violations.org/gv_serverstatus_check.php and select COD4 as game. Type in the IP-Address followed by the port (ip:port) in the text field and

press the “Search“ button.

4.Troubleshooting

● My server is not streaming. What can I do?
-Check if the files have been placed in the correct folder!
-To find out the correct pb folder, type /rcon pb_sv_homepath

● I dont get any return if i type /rcon pb_sv_logaddr
-Make sure punkbuster is ON

5.Support

If u have any problems with setting up the server to the GV stream OR u want to report Bugs OR request Script changes:

● Visit the CoD4 Help Forum
● Join one of our IRC Channels #Game-violations or #support.game.violations
● Join our Teamspeak
● Contact GV Technical Support
● Mail one of the managers [FoXeH] or FruitY

6.Glossary

FTP – File Transfer Protocol
See http://en.wikipedia.org/wiki/Ftp
RCON – Remote Console
See http://anarchyrules.co.uk/cod2/server%20commands.html
ZIP – File format for compressing archives
See http://en.wikipedia.org/wiki/ZIP_%28file_format%29
IRC – Internet Relay Chat
See http://en.wikipedia.org/wiki/Internet_Relay_Chat