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AA Icon

[Installing an America's Army Dedicated Server](#)

How to install, configure and run a dedicated America's Army Linux server.

America's Army is a tactical multiplayer first-person shooter owned by the U.S. Government and released as a global public relations initiative to help with U.S. Army recruitment. Its popularity increased due to the cross-platform availability and cost (it's free). Basically, you can run the server as well as the client on either Windows or Linux, free of charge. But unfortunately, the Linux version has been discontinued as of version 2.5, while the Windows version has reached 2.8.1 (at the time this article was written). This article explains how to install the America's Army Linux server on a generic Linux system so it should work for most distributions. Before starting the install process, you must ensure that your system meets the game's minimal requirements. You also must ensure the following ports are not blocked. Moreover, if your system is behind a router (NAT) with no external IP address, ask the router's administrator to forward these ports to your LAN IP.

-UDP 1716, 1717, 1718, 8777, 27900
 -TCP 14200, 20025-45, 20046, 20047, 20048, 28910

INSTALLATION Either initiate a SSH connection to the remote server or, if you're in front of it, open a terminal and type (as a normal user, running the server as root is not recommended):

```
[CODE=0]$ wget http://treefort.icculus.org/armyops/americasarmy-lnxded-281.tar.bz2[CODE=1]
```

Uncompress the archive by running the following command. A new directory called *aops-lnxded-2.8.1* will be created:

```
[CODE=0]$ bzip2 -cd americasarmy-lnxded-281.tar.bz2 | tar xf -[CODE=1]
```

CD to the *System* directory inside the newly created one:

```
[CODE=0]# cd aops-lnxded-2.8.1/System[CODE=1]
```

CONFIGURATION Here, you'll find the configuration file that holds the basic server settings that can safely be changed in order to have the server listed on the AA in-game browser. Most of them are self-explanatory so I won't explain them all. In the *System* directory, open the file *server.ini* in your favorite text editor and modify the following settings so it suits your needs and likings:

```
[Engine.GameReplicationInfo]ServerName=Your Name for the Server
ShortServerName=YN-SRV
AdminName=Your name
AdminEmail=Your email
[Engine.AccessControl]AdminPassword=Password used to connect to the server as an administrator
GamePassword=Password required to join the server
PlayerAdmin=Username of the player who will have admin abilities
PlayerAdmin=A second admin player. Add more lines for more admins
[IpDrv.GameSpyQR]IP=Enter the external IP if your server has two or more interfaces
[DBAuth.DBAuth]GameServerIP=Your external Internet IP again
Save the file
```

ACTIVATE PunkBuster Change directory to *System/pb* and using a text editor, create the file *pbsvgame.cfg*. Then add the following line to it:

```
sv_punkbuster 1
```

START THE SERVER Change directory back to *System/* and run:

```
[CODE=0]$ screen $ ./server-bin ServerType MapName -nohomedir ini=server.ini log=LogName[CODE=1]
```

where *ServerType* can be GLOBAL or LAN *MapName* can be any map name (Border.aao, HQ_Raid.aao etc) *LogName* can be anything you want the log file to be named. So, starting a server in Internet mode will be possible with the command:

```
[CODE=0]$ ./server-bin GLOBAL Border.aao -nohomedir ini=server.ini log=aao.log[CODE=1]
```

Congratulations, you now have a working AA server!