

How to setup the Battlefield Bad Company 2 Server Emulator

(Revision 1) Guide Created by Agret

To setup the server you will need:

- WAMP server (link given in this guide)
- bfbc2_emu_v0.8_alpha (The server emulator)
- BFBC2_SERVER_R30 (The leaked server files)

Steps Covered by The Guide:

1. Install MySQL (WAMP Server)
2. Create MySQL user & database + import SQL file
3. Setup the INI files for the emulator
4. Modify your hosts file
5. Patch the game & server
6. Configuring + Running the server
7. Fix server entry in database

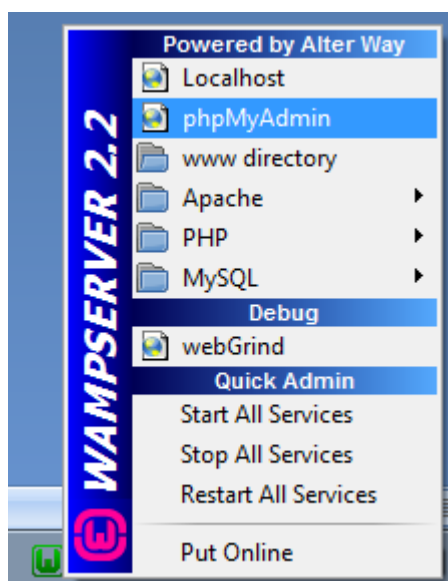
1. Install MySQL

I will make the MySQL installation easier by using a package called WAMP which bundles MySQL and a web server in an easy to install package.

Download

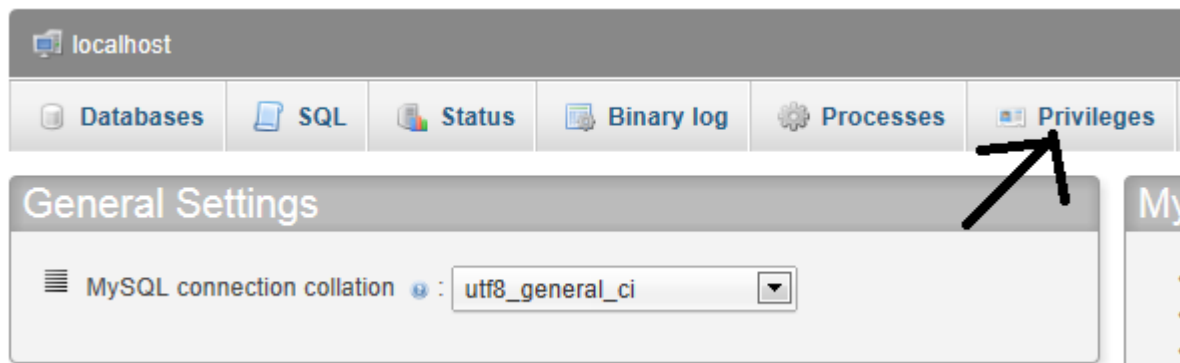
<http://sourceforge.net/projects/wampserver/files/WampServer%202/WampServer%202.2/wampserver2.2d-x32.exe/download>

After installing wamp click on the W in your system tray then click phpMyAdmin:



2. Create MySQL user & database + import SQL file

From the main screen click on privileges:

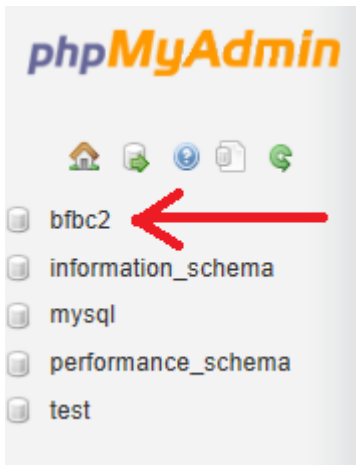


After clicking on Privileges you will be given a screen with a list of users.

Under the user list click on “Add a new user”

A screenshot of the 'Add a New User' dialog box in MySQL Workbench. The dialog has a title bar 'Add a New User' and a close button. The main content area is titled 'Add a new User'. It is divided into two sections: 'Login Information' and 'Database for user'. In the 'Login Information' section, there are fields for 'User name:', 'Host:', 'Password:', and 'Re-type:'. The 'User name' field has a dropdown menu set to 'Use text field:' and a text input field containing 'bfbc2'. The 'Host' field has a dropdown menu set to 'Any host' and a text input field containing '1'. The 'Password' field has a dropdown menu set to 'Use text field:' and a masked password field. A red annotation 'I wrote my password as cheesecakes, pick anything' points to the password field. The 'Re-type' field is also a masked password field. In the 'Database for user' section, there are three radio buttons: 'None', 'Create database with same name and grant all privileges' (which is selected), and 'Grant all privileges on wildcard name (username_%)'. A red arrow points to the 'Create database with same name and grant all privileges' option. At the bottom right, there are two buttons: 'Cancel' and 'Create User'.

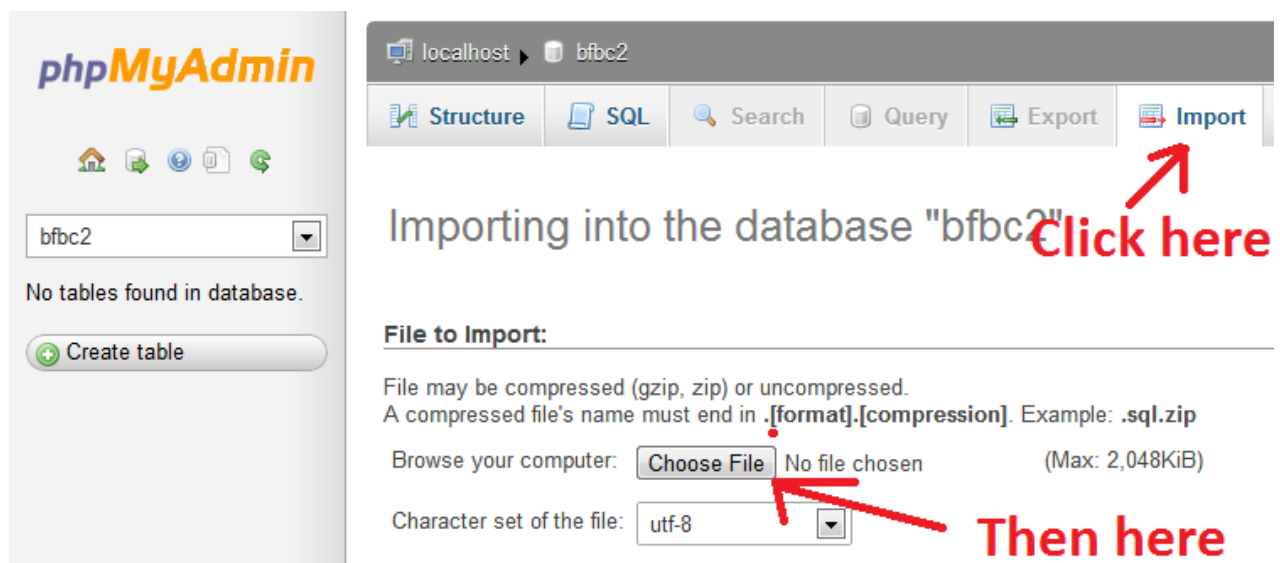
Enter a username and password. Make sure you select “Create database with same name and grant all privileges”, you might have to scroll down to see this option. After ticking it just hit “Create User”



After clicking create user, close out of phpmyadmin and then open it again (or try to refresh the page), over the left hand side you should see bfbc2 come up in the list.

Click on bfbc2 and the view will change.

First click on Import, then browse for a file



In the browse window navigate to where you extracted bfbc2_emu_v0.8_alpha and select bfbc2.sql

After selecting the file go to the bottom of the window and click “GO” it should give you a message saying it was successful.

On the left side click on ‘users’, then at the top row click on “Insert”

Fill in the user_id with a random number (forgot to do it in screenshot), user_nuid with an email, the

Column	Type	Function	Null	Value
user_id	int(11)			
user_nuid	varchar(255)			funtimes@hotmail.com
user_password	varchar(255)			spamspamspam
macaddr	varchar(255)		<input checked="" type="checkbox"/>	
user_lkey	varchar(255)		<input checked="" type="checkbox"/>	
user_displayName	varchar(255)			FunTimes
user_online	varchar(255)			
user_lastLogin	datetime			

Go

user_password with your password and
user_displayName with your nickname. Then click on “Go” and it will create your user account in the database. You can insert as many accounts as you wish, just make sure the user_id is unique.

Now that you have created your account, just leave phpmyadmin open in the background and we will move onto the next step, configuring the emulator.

3. Setup the INI files for the emulator

Open the folder you extracted bfb2_emu_v0.8_alpha to and look in the “emulator_files” folder.

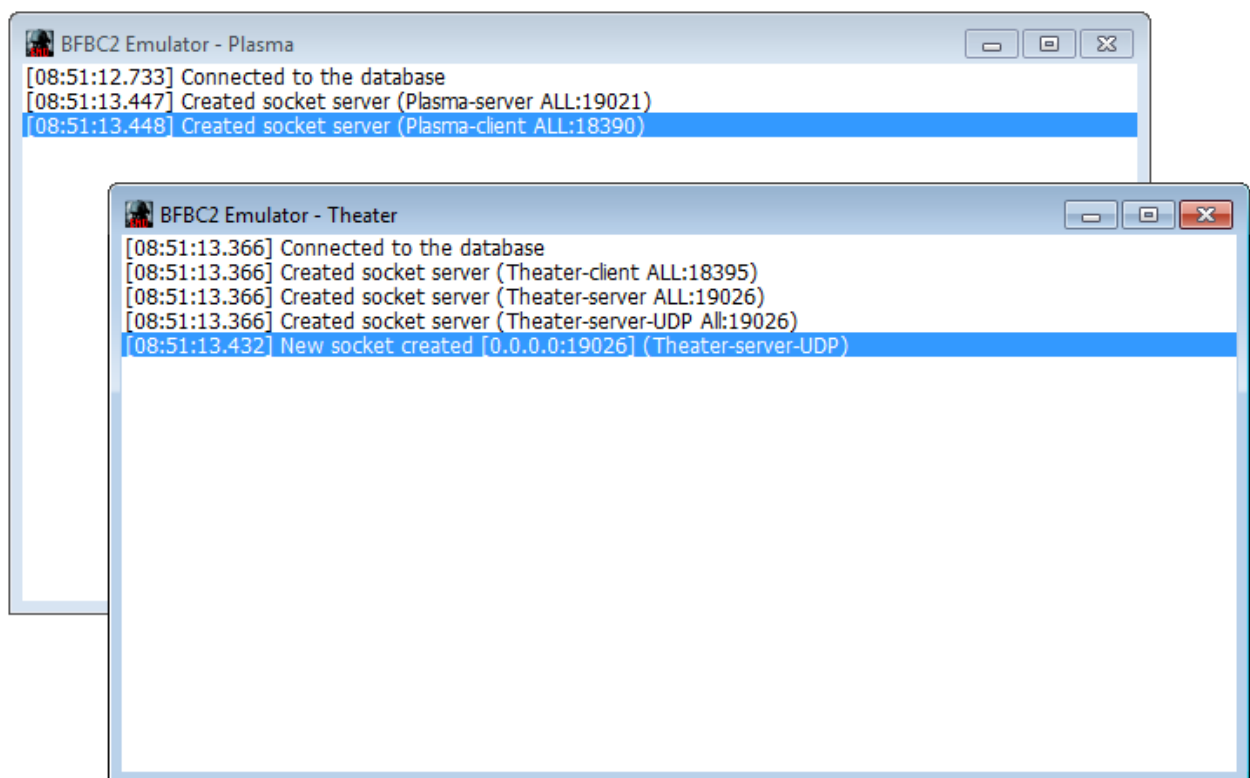
Open up plasma_config.ini & theater_config.ini in notepad, under the section where it says:

[database]		[database]
host=		host=192.168.0.220
username=	Change it to say:	username=bfb2
password=		password=cheesecakes
database=		database=bfb2
port=		port=3306

Where host= your LAN IP address.

The username & password are what you set during step 2, the database name should be the same as the username. Port is always 3306.

After you have set your passwords in both files save changes and close then run both plasma.exe and theater.exe, they should open with no errors and look like this: (keep them running always)



4. Modify your hosts file

Open the C:\Windows\System32\Drivers\Etc folder in explorer

Copy the "hosts" file to your desktop

Open notepad, drag the hosts file into your notepad

Paste the following:

```
192.168.0.220 bfbc2-pc.fesl.ea.com bfbc2-pc.theater.ea.com bfbc2-pc-server.theater.ea.com bfbc2-pc-server.fesl.ea.com ea.com
```

```
127.0.0.1 messaging.ea.com easo.ea.com bfbc2.gos.ea.com
```

Replace 192.168.0.220 with your LAN IP (Also remember to do this on any other players that you want to play on your server!)

After saving the hosts file copy it back over the top of the one in the etc folder and overwrite it, then delete hosts file from your desktop as you don't need two copies.

5. Patch the game & server

In the bfbc2_emu_v0.8_alpha folder there is another folder called lpatch, go into that.

Run lpatch.exe, say yes to the question it asks.

Pick fesl.lpatch from the lpatch folder, click OK twice on the two boxes.

It will ask you to browse for what to patch. Go into your Bad Company 2 folder and make a copy of BFBC2Game.exe call it BFBC2Game_Emulator.exe or something then double click it and it will say "Ready to start, do you wish to make a backup?" Say Yes

It should say "2 bytes changed. Do you want to see changes?" Say No. Run the lpatch.exe again and pick fesl.lpatch (you will have to browse back to the bfbc2_emu lpatch folder as it will stay in the bad company 2 folder), then browse for the game server folder and apply the patch to Frost.Game.Main_Win32_Final.exe

You're finished patching, almost ready to play now!

6. Configuring + Running the server

Open the BFBC2_SERVER folder, right click on "go.bat" and hit EDIT and it should open up in notepad.

Look for the highlighted part of the file:

```
Frost.Game.Main_Win32_Final.exe -port 19567 -numGameClientSlots 32 -serverInstancePath  
"C:/CHANGE_ME/Docs/ServerConfiguration/ServerInstance" -displayErrors 1 -displayAsserts 0 -  
crashDumpAsserts 0 -heartBeatInterval 20000 -plasmaServerLog 0 -crashDumpErrors 0 -  
timeStampLogNames -mapPack2Enabled 1 -region EU
```

Change the path to where you have the server extracted, for example I put mine in I:\BFBC2\BFBC2_SERVER so I made the file:

```
"I:/BFBC2/BFBC2_SERVER/Docs/ServerConfiguration/ServerInstance"
```

REMEMBER TO CHANGE THE SLASH FROM BACKSLASH TO FORWARD SLASH (as per example)

Save changes to the file.

Open the Docs\ServerConfiguration\ServerInstance folder.

Double click on ServerOptions.ini and it should open in notepad, these are the settings for your server in the list, change them like so:

DO NOT PUT SPACES IN SERVER NAME OR IT WILL NOT BE VISIBLE IN SERVER BROWSER

[Options] Name = RemoteAdminPort = Port = RemoteAdminPassword = Punkbuster = true Ranked = true BannerUrl = ServerDescription = NumGameClientSlots = 24	Change to:	[Options] Name = BFBC2_Test_Server RemoteAdminPort = 48888 Port = 19567 RemoteAdminPassword = pastasauce Punkbuster = false Ranked = true BannerUrl = ServerDescription = Testing_BFBC2 NumGameClientSlots = 24
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DO NOT PUT SPACES IN SERVER NAME OR IT WILL NOT BE VISIBLE IN SERVER BROWSER

Make sure to set Punkbuster to false, the patched client will be detected by punkbuster and you might get your legit game banned.

The BannerUrl can be set to the URL of a banner image, it needs to be 512 x 64 pixels, smaller than 127kb and the url must be 63 characters or shorter.

After setting the options, close the notepad and save changes.

If you want to change the map rotation open up maplist.txt. I've put a list of the maps at the end of the document that I copied off some Polish website.

After setting up your server run go.bat that you edited earlier and it will open the server. You should see some things come up in your plasma and theatre windows (You kept them running right?!) and when the server says "Server is now accepting players from the Plasma backend" it's all good to go!

Now you just have one last step to go!

7. Fix the server entry in the database

Open phpMyAdmin if you closed it, otherwise just bring it back up.

Click on "bfbc2" on the left column (if you left it open you should already be in it)

On the left column click on "games" then on the right side along the top click on "SQL"

Paste this line:

```
UPDATE GAMES SET game_v = 'ROMEPC784592'
```

Then click GO, it should say # of rows affected, the server versions are now fixed and you should be able to see server from the client and join! Start your game now by running BFBC2Game_PrivateServer.exe and login with the account you created earlier. Make sure your server browser has no filters on and then hit "search" and you will see your server, double click it and join.

- How can I create my custom map list?

It is only possible to run one game mode at a time. First choose the game mode in "Game Mode". The field "Maplist" is then updated with standard maps for the game mode. This field allows you to change freely.

Example of a map listing, explanation to the right:

```
RUSH                # Puts the game in rush mode,
levels/ mp_012gr    # Run the default number of rounds (2) on this map
levels/mp_006 0     # Runs the default number of rounds (2) on this map
levels/mp_009gr 1   # Runs 1 round on this map
levels/mp_008 2     # Runs 2 rounds on this map
levels/mp_004 3     # Runs 3 rounds on this map
```

- What do the map names?

Unfortunately the filenames have nothing to do with the map names, here is a list of all the maps:

	CONQUEST	RUSH	SQRUSH	SQDM
Arica Harbor	mp_006cq (MP2)	mp_006		mp_006sdm
Atacama Desert	mp_005	mp_005gr (MP4)	mp_005sr	
Cold War (MP7)		mp_sp_002gr	mp_sp_002sr	mp_sp_002sdm
Harvest Day (MP7)	bc1_harvest_day_cq	bc1_harvest_day_gr	bc1_harvest_day_sr	bc1_harvest_day_sdm
Heavy Metal (MP7)	mp_sp_005cq			mp_sp_005sdm
Isla inocent		mp_004		mp_004sdm
Alta Laguna	mp_003		mp_003sr (MP3)	
Laguna Presa	mp_009cq	mp_009gr (MP2)	mp_009sr (MP6)	mp_009sdm
Nelson Bay	mp_008cq (MP5)	mp_008		mp_008sdm (MP3)
Oasis (MP7)	bc1_oasis_cq	bc1_oasis_gr	bc1_oasis_sr	bc1_oasis_sdm
Panama Canal	mp_001		mp_001sr	mp_001sdm (MP6)
Port Valdez	mp_012cq (MP4)	mp_012gr	mp_012sr	
Valparaiso		mp_002	mp_002sr	
White Pass	mp_007	mp_007gr (MP5)		mp_007sdm
Hereunder follows the Vietnam map				
Cao Son Temple	nam_mp_005cq	nam_mp_005r	nam_mp_005sr	nam_mp_005sdm
Hill 137	nam_mp_003cq	nam_mp_003r	nam_mp_003sr	nam_mp_003sdm
Operation Hastings (OH)	nam_mp_007cq	nam_mp_007r	nam_mp_007sr	nam_mp_007sdm
Phu Bai Valley	nam_mp_006cq	nam_mp_006r	nam_mp_006sr	nam_mp_006sdm
Vantage Point	nam_mp_002cq	nam_mp_002r	nam_mp_002sr	nam_mp_002sdm

MP2) Arica Harbor and Laguna Presa CQ RUSH were released in Map Pack 2 on 30 March 2010.

MP3) Laguna Alta SQRUSH and Nelson Bay SQDM was released in Map Pack 3 on 5 July 2010.

MP4) Atacama Desert and Port Valdez RUSH CQ were released in Map Pack 4 on 7 July 2010.

MP5) White Pass Rush and Nelson Bay Conquest were released in Map Pack 5 on 28 July 2010.

MP6) Panama Canal SQDM and Laguna Presa SQRUSH were released in Map Pack 6 on 18 August 2010.

MP7) Cold War, Harvest Day, Heavy Metal and Oasis were released in Map Pack 7 on 1 December 2010.

OH) Operation Hastings was made available on 30th December 2010 for the PC community as they reached 69 million support points.