



## Introduction

Welcome to the Old Gits Having Fun Guidebook, this book is to be used by all users of our servers whether you are a Clan member or a public gamer. This book will contain all you need to know about using our website and game servers. Please watch the version numbers to ensure you have the latest version.

The OGHF was started in December 2008 by Flatsix, the purpose of the clan was to bring a fair, balanced and pleasant place for gamers to enjoy their time. We will compete against other clans although this is not the main purpose of the Clan.

Our servers will be created and managed to ensure that we get maximum volume of visitors. The main driver for this will be the configuration of the server. Rules will also be applied to each of the servers again these rule will be to ensure that the servers maintain popularity and not to force a certain type of gaming style.

We do not tolerate cheats or hackers and any one found using these will be banned for a period of time that allows the claim to be verified. Tools that enable the backup and management of your rank are allowed by the Clan but be careful as wrong usage can upset punkbuster. Any performance enhancing software will not be tolerated.

The game types that we will look to host are FPS based war games mainly from the call of duty series, this does not mean that all other game types will be ignored but they will need to be very good to be part of our line up.

## Our Website

[www.oghf.org.uk](http://www.oghf.org.uk) is the official site of the OGHF, this site will be used for the distribution of general gaming info plus OGHF information.

To have maximum benefit from the site you need to register, this can be done by clicking the “click here to signup” words in the top bar. Please include your gamer name in your profile somewhere during signup.

We run different classes on the site, these are listed below:

Administrator: This gives full rights to change any part of the site.

Moderator: This allows the editing of any user post on the site, remove bad language etc.

Clan Member: This gives access to areas of the site that a normal user cannot see.

Only a registered user can post on our forums.

There are also a number of sub domains linked to our site, which are broken down into the following areas:

### **Ultrastats**

This is a SQL based log analyser that will display your status on each of our servers, it includes no ranking logic but will award medals for the highest achiever in each group. This is viewable by the public.

These stats will be reset each month and the top player for each server will be displayed publicly.

### **Xlrstats**

These stats are real time and do include a ranking structure, they are part of our admin tool “BigBrotherBot” these stats will display live in game. Due to the ranking function these will not be reset each month, however if the database starts to effect the server performance we will reset these.

### **Vwar**

This is the membership management tool for the Clan, to request membership you should click the “Join us” element of the menu bar. When filling out the form it is very important that you include your in game name.

All requests will, unless accompanied by a referral from a clan member, be checked against our server logs. If there are bans for language or general misuse then your application will be rejected. Following a rejection you cannot reapply for 1 month.

Vwar can also be used by other clans to challenge us to scrims etc.

## **MugShots**

This is our online photo album, you require separate registration for this and it needs to be approved by the administrator.

This can be used for any images you wish, so long as they are not offensive.

## **Hardware**

All of the above are hosted on a dedicated linux server, this server is required for the stats calculation. The average CPU load for this server at any point in the day is 27%, this is all caused by the log calculations.

We also run a Virtual Private Server this server runs the swear filter tool, admin tools and is our redirect server for larger files.

The Game servers are all run on a windows based dedicated server, this is hosted by "Poundhost" they are part of the Blue square data group. These guys are one of the largest data companies in the uk and offer great bandwidth and quality. We do not have our servers supplied by a gameserver provider so we have full control and knowledge of our server. So we know exactly how many slots are being used on our box. This is great for ensuring no lag etc.

## **Gameservers**

Our dedicated server runs the TCAdmin game server control panel, this enables fast deployment of new servers and also great management and fault tracing of current servers. We have 6 ip addresses that can be used for servers, and of course unlimited ports.

The servers all stream to Game violations, Punksbusted and PBBans are all subscription service's that ensure speedier log of and therefore transfer of cheats to and from the servers.

For the administration of the servers we use the bigbrother bot. This is a Python/SQL based tool that allows the control of players in a live way on each server.

All of the configs for our servers will be hardcore based and for as much as possible give a realistic feel to the game play.

## **BigBrother Bot**

This tool is deployed on our servers, it allows the control of the game environment and brings some benefits to the user.

The first thing you should do when entering a game for the first time is to bring up the in game chat, normally type "t". Then type "!register", this sets you in the database and lifts you to the user level.

Each one of our game servers run a separate database so you will need to register on each server.

You can then type various commands to get live in game info:

!rules	Lists current rule set active on the server.
!nextmap	This will show the next map to be played.
!maps	This will show the full server map rotation.
!mapstats	This shows your performance on this map since you registered.
!lrrstats	This shows your total stats.
!admins	Tells you if a admin is online and who it is.
!seen name	Tells you when this player was last on the server (replace name with player name)
!help	Gives you a current list of commands allowed at your level.

## **Ventrilo**

We have a Ventrilo server for use by the public and Clan members please download and install Ventrilo from <http://www.ventrilo.com/>, remember to choose the one that matches your operating system 32bit or 64bit.

Then here is setup [http://www.oghf.org.uk/e107\\_plugins/forum/forum\\_viewtopic.php?1497](http://www.oghf.org.uk/e107_plugins/forum/forum_viewtopic.php?1497)  
Ventrilo is not compulsory but does help on clan nights etc. If you do not use Ventrilo it may affect your ability to be a server admin.

## **Public player Guidelines**

Please comply with our current rule set as posted on the website and in the server, type !rules. Any complaints about gameplay should be posted in the forums and not addressed to the admin. If you have cause to believe that there is a cheater on the server, either post on the forum the name of the player and time he was on the server or type !admins to see who is currently on line and request they take action. The admins decision is final, and please do not keep raising it as an issue once an admin is involved.

If you are kicked or banned please go here to appeal:-

[http://www.oghf.org.uk/e107\\_plugins/forum/forum\\_viewforum.php?11](http://www.oghf.org.uk/e107_plugins/forum/forum_viewforum.php?11)

Please give as many details as possible.

## **Clan Tag Wearing Players**

Whilst in game please comply to our rules as posted on the website and in the server, type !rules. As a OGHF member please lead by example and do not start debates that involve subjects that could cause flaming. These subjects normally involve the words Camper or Noob. If the player is breaking our rules then follow the guidelines on how to deal with that situation. If you have cause to believe that there is a cheater on the server, either post on the forum the name of the player and time he was on the server along with screen shots / demo or type !admins to see who is currently on line and request they take action. The admins decision is final, and please to not keep raising it as an issue once an admin is involved.

## Server Administrator Guidelines

The admins will be chosen based on three main criteria:

1. They have played on our servers for more than 2 months.
2. They can have a balanced and fair approach to decision making.
3. They can stand alone from the point of view of technology and self learn the applications used.

We will have a maximum of 6 admins per server

If you have been allocated administration rights please use these guidelines to aid you with your decisions:

Remember that you are only being requested to act by the players on the servers at that time, max 48 players. We have around 20,000 unique players on our popular servers each month. So ensure your decision is balanced.

If you are going to kick for cheating/hacking do not do it unless you have a demo recorded of the player and noted the name and time of the event.

To record a demo in game, bring up your console and type /record filename. When done bring up console and type /stoprecord. Then send this file to [admin@oghf.org.uk](mailto:admin@oghf.org.uk) Once this is done, you can then kick the player. (admins please practice this, there are tutorials on our forum)

If you are going to kick for cheating or hacking do not warn them just collect the evidence and then do it.

Do not base a cheat/hack kick on kill death ratio only, in a lot of case's a good player can achieve great KD's. OK, sometimes it's obvious like 134 kills to 4 deaths but be careful.

Any other kicks should only be followed by 2 warnings, please screenshot the warnings, and send these to [admin@oghf.org.uk](mailto:admin@oghf.org.uk)

Abuse, this is difficult, because what is abuse.... The way in which we will deal with this is to ask the person receiving the abuse if they are offended, if they are warn the giver twice then kick. please screenshot the warnings, and send these to [admin@oghf.org.uk](mailto:admin@oghf.org.uk)

Any kick can be discussed in the forums if the player feels strongly that they were mistreated, this has happened a couple of times in the past. Please as Admin do not take to heart any changes that may happen following this process.

As admin you will be expected to up hold the rules of the server and not create your own interpretation.

## Rules

As far as possible we will only implement rules that can be monitored and controlled by the server, therefore the only non system based rule that will be implemented on the servers is spawn camp killing, this is defined by staying in line of sight of a spawn point and killing all that spawn there, this can apply to any weapon type. Anyone kicked for this must be demo'ed first and warned twice. Please screenshot the warnings, and send these, plus the demo to [admin@oghf.org.uk](mailto:admin@oghf.org.uk)

## Whiners

Anyone whining during the game should be referred to the forums, there will be an in game message that gives the address of the forum thread. Based on the number of posts the rule situation will be reviewed. This review will be based on the number of complaints in ratio to the number of players for that month. If the issue is upsetting more than 20% of the players the rule will be changed and trialled for one month.

## Donations

The costs of the clan are covered by Flatsix, other than the Ventrilo server which is supplied to us by Baggins. These costs are offset against the donations, once the donations reach the actual cost for that month I will carry them over into the next month. So far they have not met the total cost.

## Clan Events

We will have weekly clan events, these will be structured using our XFIRE community site, found here <http://www.xfire.com/communities/oghf/> all members are expected to sign up to this community. The clan servers will be open to the public at all times, other than Clan nights from 19:00GMT.

These events are for the clan members to get to know each other and have fun. Any member can arrange an event this can be done via the forums or site PM's. The server will be password protected 2 hours prior to the event and admin rights given to the host. If you wish to arrange an event you should E-Mail to [flatsix@oghf.org.uk](mailto:flatsix@oghf.org.uk) including the details below.

*Time and date of event*

*Slots (up to 32)*

*Gametype*

*Maps required in the rotation*

*Health level (This can be between 10-100%)*

*UI Mode (Normal,Hardcore or Oldschool)*

*Do you want to use the openwarefare mod or not (yes or no)*

*If you are using the openwarfaremod, what weapons do you want*

*Do you want Dogs, UAV or Artillery*

Requests that are not complete will not be configured and the event will not be scheduled.

### **Inter clan battle's**

We will develop inter clan battles over time, but prior to any real development in this area we need to develop a strong team with various skills. So part of the clan nights will be to identify snipers, stealthy experts etc.

## **How am I identified by the Clan.**

All of our systems will identify you by your PB GUID, this is a unique code that is generated by Punkbuster using your online game key. However all of our members will identify you by game name.

Be very careful with what you place in your game folder, part of the punkbuster check is to scan the profile files to see if there is any changes that make them different to the originals. Tools, like rank up patches that are used incorrectly will change the files enough to get you on the global bans list. The only way off this is a new game key.

## **The Old Gits Council**

Any clan issues will be debated within the "Old Gits Council", this council is headed up by Flatsix and currently includes Haggis, Baggins and Dedlyynamite. These members bring a wide spread of experience and age. The outcome of any council debate is final, the subjects will be member bans, major server/rule changes etc.

## **Leaving the Clan**

If you wish to leave the OGHF please E-Mail Flatsix at [flatsix@oghf.org.uk](mailto:flatsix@oghf.org.uk) , we don't need a reason but just let us know.

