

## Halo Division Moderator's SOP

V1.0 - 08 February 2004

### Introduction:

- Ø These SOPs are meant as a guideline for all moderators, and not hard and fast rules. They are the result of input from HT Senior Officers, Division Officers and clan members as well as server moderators. Circumstances in-game will dictate how exactly the rules are enforced, including actions taken by moderators. All moderators should bear in mind that they should be able to account for their actions, if called upon to do so by the council.
- Ø Above all else, always remember this is just a game, and that moderators have accepted the responsibility of trying to make the games in the HazTeam server as fun and fair as possible. Moderators are all volunteers, and are all individuals with their quirks and mannerisms. Age, Nationality and life experiences all play a part in making them who they are.

### Tags:

- Ø When you create a Halo username, you only have 11 characters to work with. The correct tags are:

=HT=

### Attitude:

- Ø Attitude is everything. Members & Moderators are held to a higher standard than most other clans. We are to show respect, courtesy, honor, and skill at all times. We are not here to cheat, cuss, harass or degrade other people.
- Ø There are going to be times when you get angry with another member, MOD, or fellow teammate. How you handle yourself in these situations will be a direct reflection of HT, and your future with HT. *We will NOT tolerate any disrespect to any fellow members, MODs, or teammates.*
- Ø If you are having a problem with a fellow member or MOD, please DO NOT get into an altercation with them. Simply leave and cool down. Once you cool down, try to handle the situation with maturity and respect. If you are still having problems, please go to the DivOs for help. (This is one reason we have DivOs).
- Ø DO NOT ever call out or disrespect someone via the forums, in the public or private section. If you have a complaint about how someone handled a situation, you may submit a post with feedback, but DO NOT include any names. The forum is a place for communication and correspondence, not a place to air out your dirty laundry. In most of these cases, it's simply a misunderstanding that can be worked out with a simple PM or email." (Sometimes a simple "I am sorry" can also do the trick)

### Chain of Command:

- Ø We believe that all teammates are equal; therefore, we do not have the traditional ranking system. However, we do have a ranking "[structure](#)" to ensure the administration, organization and everyday operations run smoothly. We also have a designation for sysops (also known as MODs). Clan members will be granted the "sysop" designation to allow them access to administrate the HazTeam online servers. They will NOT have supervisor ranking over fellow teammates.

### Team Speak:

- Ø Looking for the HazTeam chat software? Download Team Speak here: [Team Speak](#) Please note that although it is primarily intended for ONLY HT Members and moderators, other players are welcome to use TS. TS Admins are allowed to grant temp (guest) access to other players in the community as they see fit.

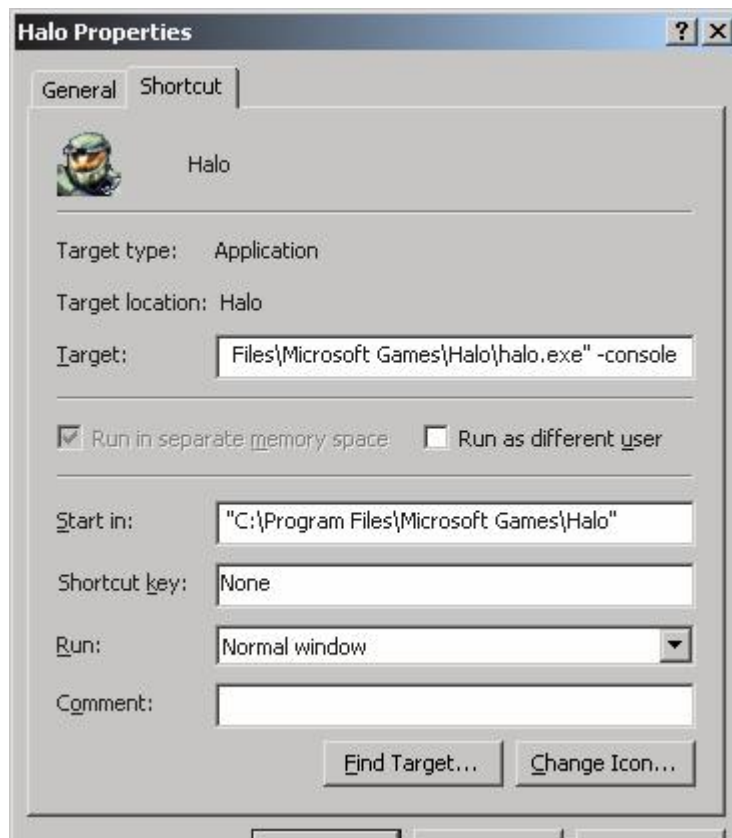
- Ø All users should take time to setup TS properly. Very important – if you use the voice activation microphone option, be sure to set it correctly. Hearing heavy breathing and muttering really doesn't aid communication!
- Ø As far as possible, TS users should use the same name as they are playing with. As far as possible avoid using "Guest" names. For most registered players this won't be a problem.
- Ø TS is intended to enhance communication during game play. It's not a place to hang out and chat, play music, do impersonations etc. if there is a game being played. During Clan matches or practices, guest access may be restricted to ensure no interruptions. Also, if there is one, please keep an ear open for the designated leaders instructions – and avoid interrupting them.
- Ø Opposing teams should use different TS channels. Be fair – if this is unfairly abused then access rights to TS will be rescinded.

### Moderator Designation:

- Ø The DivOs will grant moderator designation based on the following items: Attendance, Attitude, Contribution, and Tenure among others. There are times when the DivOs or Senior Officers can grant temp mod access to any player. This is certainly an exception and only made in a few circumstances.

### Moderator Remote Console (rcon) setup:

- Ø Halo requires that you edit the target field of your game's icon properties.
  - *Right click* on your most commonly used *Halo Icon*. (usually this will be the icon on your desktop)
  - Select *properties*.
  - At the top of the properties window, select the *shortcut* tab.
  - In the *Target:* field, go the far right of the field, and type: `-console`
  - Make sure there is a space between the `(.exe")` and the `(-)` It should look like this:



## Moderator Remote Console (rcon) Usage:

Ø Once rcon is enabled on a server, any client can send it commands using the following console command:

rcon password [command] [argument]

- password is the rcon password to the server the client is connected to.
- command is one of the server console commands (see Console Commands below).
- argument is the argument to the server console command.

Ø Console does not recognize Battlecreek, Derelict, or Chiron map names. You must use the actual multiplayer map file name. Here is a table with the in-game name of the map and its associated file name:

In game name	File Name
Battle Creek	Beavercreek
Sidewinder	sidewinder
Damnation	damnation
Rat Race	ratrace
Prisoner	prisoner
Hang 'Em High	hangemhigh
Chill Out	chillout
Derelict	carousel
Boarding Action	boardingaction
Blood Gulch	bloodgulch
Wizard	wizard
Chiron TL34	putput
Longest	longest
Ice Fields	icefields
Death Island	deathisland
Danger Canyon	dangercanyon
Infinity	infinity
Timberland	timberland
Gephyrophobia	gephyrophobia

Ø The default game types available are the following:

- oddball
- slayer
- juggernaut
- king
- crazy king
- race
- ctf
- assault
- team slayer
- team oddball
- team race

## Current Moderator Usage Levels:

- Level 4 - Server
- Level 3 - Moderator
- Level 2 - HazTeam Member
- Level 1 - Division Officer
- Level 0 - HazTeam Senior Officer

## MOD rcon Command Definitions

Level	Command	Definition
4	sv_ban_penalty [time1, time2, time3, time4]	Specifies the levels of punishment for repeat offenders. The first offense will be punished for [time1], the second offense for [time2], the third offense for [time3], the fourth offense [time4] and the fifth offense for an indefinite period of time (the administrator has to unban the user). The format of time is ns, nm, nh, nd or 0. n is a digit in the 1-9 range and 0 is infinite.
4	sv_maxplayers [value] (Default value is 16)	Set the maximum number players. This is set on the server's init.txt or at any time using the console, but does not kick players out of the current game if there are already more players than specified in the command.
4	sv_tk_ban [number]	Specifies the number of "team kill points" required for a player to be kicked and banned from a server.
4	sv_tk_grace [time]	Set the grace period during which a player can only be credited with one TKP. For example, if set to 3s, a player can only be credited for one team kill every 3 seconds, preventing an accidental grenade explosion from crediting multiple TKP to a player.
4	sv_tk_cooldown [time]	Set the cool down period after which a player will be forgiven one TKP if they have not committed another team kill.
3	sv_players	List the players and their indices for reference in banning and kicking players from the dedicated server. With v1.03, sv_players also shows the number of TKP per players and their cool down period (as appropriate).
3	sv_banlist	Show the list of the banned players. (note only Level 2 can ban)
3	sv_kick [player name or number]	Kick the player with the given name or number out of the game.
3	sv_ban [player name or player number]	Ban the player with the given name or number.
3	sv_unban [player name or number]	Allow the player with the given name or number to join the server again.
3	sv_map [map name] [game type]	Start a game with the indicated map and game type. When the game is over, this game will restart itself. This command supersedes any map cycle the server has.
3	sv_mapcycle	Show map cycle list.
3	sv_mapcycle_begin	Start the map cycling with the specified game entries. This loads the current server init.txt file.
3	sv_mapcycle_timeout [seconds]	Time in seconds to restart the next game in the game list after game is finished (this determines how long clients are sitting at the post carnage report screen).
3	sv_map_next	End the current game and skip to the next game in the map cycling game entries list.
3	sv_map_restart	Restart the current map.
3	sv_status [true, false]	Displays the current status of the dedicated server in the console.
2	All of Level 3 commands.	
1	All of Level 3 commands.	
0	All of level 1, 2, 3 and 4 commands.	
0	sv_mapcycle_add [map name] [game type]	Append this map entry (map name and game type) to the end of the game list, which changes the server's init.txt file.
0	sv_mapcycle_del [index]	Delete the game entry from the map cycling game list (use sv_mapcycle to get game IDs)
0	sv_end_game	Stops the current running Halo server process.

**Actions & Reactions:**

- Ø Depending on the state of the game and how busy the server is, I would prefer a warning be given to an offender. However, If that doesn't work, then a sv\_kick is warranted and required.

**Rule breaking SOP**

Offense	Situation(s)	Action
1. Bad language	<ul style="list-style-type: none"> <li>• Subjective, but obvious. Action to take depends on context and severity.</li> </ul>	Warning – 1 <sup>st</sup> offense sv_kick – 2 <sup>nd</sup> offense sv_ban - 3 <sup>rd</sup> offense
2. Team Killing	<ul style="list-style-type: none"> <li>• Not allowed at any time. Depending on how many TK's the person gets, you may not have to do anything. The server will automatically do it for you.</li> </ul>	Warning – 1 <sup>st</sup> offense sv_kick – 2 <sup>nd</sup> offense sv_ban – 3 <sup>rd</sup> offense
3. Cheating	<ul style="list-style-type: none"> <li>• Irregular spawning. (I.E.: Danger Canyon, being pushed through the map from one base to the other with a warthog, and respawning at the opposing base)</li> <li>• Going off the map.</li> </ul>	Warning – 1 <sup>st</sup> offense sv_kick – 2 <sup>nd</sup> offense sv_ban - 3 <sup>rd</sup> offense
4. User Names	<ul style="list-style-type: none"> <li>• Racist, Vulgar or Political user names that could be construed as such.</li> </ul>	Warning – 1 <sup>st</sup> offense sv_kick – 2 <sup>nd</sup> offense sv_ban - 3 <sup>rd</sup> offense

**Miscellaneous SOP**

Situation	Guideline(s)
1. Booting players to make room on the server	<ul style="list-style-type: none"> <li>• If the server is full, then members and MODs get precedence over non-members/MODs.</li> </ul>

Nymesis last updated this document on 08.FEB.2004. Any questions or concerns should be directed to a DivO. In the absence of a DivO, contact [Nymesis](#) directly.