

Assault Force Dragons *AFD*
TWL Captains Procedures



This is the procedure for all AFD captains who participate in the TeamWarfare Ladder for Call of Duty 4: Modern Warfare. This is to assist you and should be used as a reference when ensuring our server is properly setup for TeamWarfare Ladder Matches.

As an Captain for the ladder you will have RCON server access, it is critical that you DO NOT share this information with other members of AFD, if a member is supposed to have rcon access they should always obtain it from a AFD Admin. Even though there are more then 1 captain for each ladder it is important that EVERY captain is familiar with all of these procedures so that in the event another captain is not available the available captain is able to successfully setup the server themselves. AFD follows all TWL rules and we check GUID's and we do make sure the other team has there Xray Gaming XAC ID in there profiles on TeamWarfare.

If in our server
Log into rcon.

Code:

```
/rcon login XXXXXXXX
```

Make sure match server as the right ruleset loaded.

Code:

```
/rcon exec twl_ladder_hc.cfg
```

After all players have entered into the server check guids.
While checking guids also make sure they have xray guids.
shift + ~ to show full console

Code:

```
/pb_plist
```

Also, need to take a ss of the status

Code:

```
/rcon status
```

Need to take a ss of the plist and status at this time
Make sure plist and status can be seen in console
shift + ~ to show full console if not already

Code:

```
/screenshotjpeg
```

If the match is not in our server dont worry about loading ruleset and leave out the status.

If anyone subs check guids and take ss again at half time using the procedure as stated above.

Also, take ss of score at half time and end rounds.
Hold tab and press F12.

Also, if not in our server make sure the server is streaming to pbbans and punksbusted. There is a place to check streaming status.
<http://pbbans.com>
<http://punksbusted.com>

In the event you run into a player who's XAC is not present TWL rules mandate that we can wait for up to 15 minutes for the match to start. We generally will ask the other team to get there player setup with there XAC ID in TWL and we'll play on from there. In the event that a PB GUID does not match then you must contact a TWL Admin for the proper steps to take, or ask the other team if they have a sub player and explain the GUID issue. If a player is not listed on there roster, the other team must find a suitable player to compete, if they do not have another player on standby then we will generally allow them to play a man down, if they refuse then contact an admin.
(see next page)

TWL Ladder Admin Contact Info:Contacting

-IRC Channel Info:

- **Server:** irc.Gamesurge.net
- **Channel:** [#twl_cod](http://irc.Gamesurge.net/#twl_cod)

This channel is open to all of the Call of Duty TeamWarfare Public Community. TWL CoD4 Admins are logged in 24hrs a day 7days a week to help resolve any issues that you may have while competing on the TWL CoD4 Ladders.. The majority of all disputes that are submitted could of been resolved if a member of the team had logged in to the IRC and requested an Admin to join the server. We encourage the community to take advantage of this by logging in and typing !admin in the lobby. This is what we are here for, to help, to help you.

-TWL CoD4 Admin Contacts:

A complete listing of Teamwarfare's Call of Duty Admin Staff can be found by clicking [\[HERE\]](#).
[Coming Soon](#)

-TeamWarfare Observer Corps

The TeamWarfare CoD4 Administration takes great pride in the ability to offer Observers for competition. The TWL Observers are a key element for matches and minimize the possibility of the match ending up in a dispute. Please be kind and courteous to the TWL-OC assigned to the match. The Role of an TWL-OC is to:

Record a Demo while observing players.
Spectate all members on both teams.
Verify TWL Rule file being used if Pam enabled.
Screen Shot final scores on each side.

TWL-OC's are not Admins, they cannot make any decisions before, during, or after a match. Keep in mind their role as an OC is to observe the matches, and make sure the match falls within the ladders or league rules. If a problem occurs the TWL-OC currently assigned to the match will get an Admin to join the server and resolve the issue.

If you would like to request a TWL-OC to observe your match please complete the request form located [\[HERE\]](#).

Please send all comments and/or complaints to codocteam@teamwarfare.com

Recording Demos & AFD FTP

ALL Matches must be recorded, meaning every member on your team must record a demo file of there game. To record a demo in COD4 you must join a server and before your click ready initiate the following commands:

- Type ~ to bring down your console
- Type **/record DemoNameHere** then hit ENTER
- After the match is complete repeat the step to bring down your console and type **/stoprecord**

After the match is complete, as a captain it is your responsibility to report the loss if your team lost immediately. Then email webteam@afd-gaming.com to report the score so our webteam members can update VWar within our site.

We are also requiring all AFD members to upload there demo files from every match to our webserver.

FTP Login Information:

Address: <ftp://afd-gaming.com> (<ftp://afd-gaming.com/httpdocs/cod4/>)

Username: afdmember

Password: demos

When you login to FTP you will have to click the **httpdocs** folder then select the game you have just played (COD4) and then upload your demo file to your folder name. If your name is NOT listed please contact an AFD admin immediately and we will get you setup.