

WESNOTHD(6)

Battle for Wesnoth multiplayer network daemon

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NAMEwesnothd – Battle for **Wesnoth** multiplayer network daemon**SYNOPSIS**

```
wesnothd [ -dv ] [ -c path ] [ -p port ] [ -t number ] [ -T number ]
wesnothd -V
```

DESCRIPTION

Manages Battle for Wesnoth multiplayer games. See <http://www.wesnoth.org/wiki/ServerAdministration> on what commands the server accepts via the wesnoth client (/query ...) or the fifo.

OPTIONS

- c path, --config path**
tells wesnothd where to find the config file to use. See the section **SERVER CONFIG** below for the syntax. You can reload the config with sending SIGHUP to the server process.
- d, --daemon**
runs wesnothd as a daemon.
- h, --help**
tells you what the command line options do.
- log-level=domain1, domain2, ...**
sets the severity level of the log domains. **all** can be used to match any log domain. Available levels: **error**, **warning**, **info**, **debug**. By default the **error** level is used and the **info** level for the **server** domain.
- p port, --port port**
binds the server to the specified port. If no port is specified, port **15000** will be used.
- t number, --threads number**
sets the maximum number of waiting worker threads for network I/O to n (default: **5**, max: **30**).
- T number, --max-threads number**
sets the maximum number of worker threads that will be created. If set to **0** there will be no limit (default: **0**).
- V, --version**
shows version number and exits.
- v, --verbose**
turns debug logging on.

SERVER CONFIG

The general syntax is:

```
[tag]
    key="value"
    key="value,value,..."
[/tag]
```

Global keys:**allow_remote_shutdown**

If set to **no** (default), shut_down and restart requests are ignored unless they come from the fifo. Set it to **yes** to allow remote shutdown via a /query by an administrator.

ban_save_file

Full or relative path to a (gzip compressed) file that the server can read and write. Bans will be saved to this file and read again on server start.

compress_stored_rooms

Determines whether the rooms file should be read and written to in compressed form. Defaults to **yes**.

connections_allowed

The number of allowed connections from the same IP. **0** means infinite. (default: **5**)



disallow_names

Names/nicks that are not accepted by the server. * and ? from wildcard patterns are supported. See **glob(7)** for more details. Default values (used if nothing is specified) are: ***admin*,*admin*,*server*,ai,ai?,computer,human,network,player.**

fifo_path

The path to the fifo you can echo server commands into (same as /query ... from wesnoth). If not specified defaults to the compile-time path (default: **/var/run/socket/wesnothd/socket**).

max_messages

The number of allowed messages in **messages_time_period**. (default: **4**)

messages_time_period

The time period (in seconds) message flooding is detected in. (default: **10** seconds)

motd The message of the day.

new_room_policy

Determines who can create new rooms on the server. Available values are **everyone**, **registered**, **admin** and **nobody**, and give the permission respectively to everyone, registered users, admin users or disables new room creation. Default value is **everyone**.

passwd

The password used to gain admin privileges (via **/query admin password**).

replay_save_path

The directory where the server stores game replays. (Don't forget the trailing /!) Defaults to '' which means the directory wesnothd was started in.

restart_command

The command that the server uses to start a new server process via the **restart** command. (Can only be issued via the fifo. See the **allow_remote_shutdown** setting.)

room_save_file

Path to a file where the room info should be stored. This file is read on server startup and written to later. If empty or not set, rooms are not loaded and not saved.

save_replays

Defines whether the server will automatically save replays of games. (default: **false**)

versions_accepted

A comma separated list of version strings to be accepted by the server. * and ? from wildcard patterns are supported. (defaults to the corresponding wesnoth version)

Example: **versions_accepted="*"** accepts any version string.

user_handler

The name of the user handler to use. Currently available user handlers are **forum** (to connect wesnothd to a phpbb forum database) and **sample** (a sample implementation of the user handler interface, if you use this on anything real you are insane). The default value is **forum**. You must also add a **[user_handler]** section, see below.

Global tags:

[redirect] A tag to specify a server to redirect certain client versions to.

host The address of the server to redirect to.

port The port to connect to.

version

A comma separated list of versions to redirect. Behaves the same way as **versions_accepted** in regard to wildcard patterns.

[ban_time] A tag to define convenient keywords for temporary ban time lengths.

name The name used to reference the ban time.

time The time length definition. The format is: **%d[%s[%d%s[...]]]** where %s is s (seconds), m (minutes), h (hours), D (days), M (months) or Y (years) and %d is a number. If no time modifier is given minutes (m) are assumed. Example: **time="1D12h30m"** results in a ban time of 1 day, 12 hours and 30 minutes.



[proxy] A tag to tell the server to act as a proxy and forward the connected client's requests to the specified server. Accepts the same keys as **[redirect]**.

[user_handler] Configures the user handler. Available keys vary depending on which user handler is set with the **user_handler** key. If no **[user_handler]** section is present in the configuration the server will run without any nick registration service.

db_host

(for user_handler=forum) The hostname of the database server

db_name

(for user_handler=forum) The name of the database

db_user

(for user_handler=forum) The name of the user under which to log into the database

db_password

(for user_handler=forum) This user's password

db_users_table

(for user_handler=forum) The name of the table in which your phpbb forums saves its user data. Most likely this will be <table-prefix>_users (e.g. phpbb3_users).

db_extra_table

(for user_handler=forum) The name of the table in which wesnothd will save its own data about users. You will have to create this table manually, e.g.: **CREATE TABLE <table-name>(username VARCHAR(255) PRIMARY KEY, user_lastvisit INT UNSIGNED NOT NULL DEFAULT 0, user_is_moderator TINYINT(4) NOT NULL DEFAULT 0);**

user_expiration

(for user_handler=sample) The time after which a registered nick expires (in days).

[mail] Configures an SMTP server through which the user handler can send mail. Currently only used by the sample user handler.

server The hostname of the mail server

username

The user name under which to log into the mail server.

password

This user's password.

from_address

The reply-to address of you mail.

mail_port

The port on which your mail server is running. Default is 25.

EXIT STATUS

Normal exit status is 0 when the server was properly shutdown. An exit status of 2 indicates an error with the command line options.

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