



# BATTLEFIELD 1: RENT A SERVER PROGRAM (RSP)

WHAT IT NEEDS TO SUCCEED - PC & CONSOLE

## BASIC FEATURES – CRITICAL FOR SERVER RENTAL:

- Server Locations:
  - Main Items: Africa, Australia, Asia, Europe, North America, South America
  - Datacenters as Sub Items: i.e. for Europe: Frankfurt, London, Amsterdam, Stockholm, Paris, Milan, ...
  - Auto select closest datacenter
  - Africa, Middle East, South America, Asia need (more) servers!
  - ensure capacity
- Pricing: slot based. Not every community/clan needs 64 slots
- Password protection for the server (*for clans, tournaments, filming, testing, ...*)
- Kick & (*Temp-*, *Perm-*) Ban ability for admin (*remove toxic players or make room for a community member*)
- Ranked & Unranked, where unranked allows a round start player count of "1" (*for testing and filming servers*)
- Ticket Count / Round Time Limit modifiers with high limits (*for clans, tournaments, filming, testing, .....*)
- Web Interface to manage the server remotely



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## ESSENTIAL – FOR ADMINS AND COMMUNITIES:

- VIP whitelist – allows members of the clan/community to get onto the server even when full (*kicks non-VIP player who joined last*)
- Connection Quality Manager (*default off*)
  - kick based on high average ping (*value set by admin*)
  - kick based on high average packet loss (*value set by admin*)
  - Matchmaking & Serverbrowser will not try to join a server to which the player has a too high ping
- Region/Country lock (*default off*)
  - Matchmaking & Serverbrowser will not try to join a server which is locked to a different region
- IDLE Timeout "*timelimit (sec) / off*" (*for tournaments, testing, filming servers*)
- Autobalance "*on/off*" (*for tournaments, testing, filming servers*)
- (Mobile) app to manage the server from a smartphone, tabled or 2nd monitor on your Windows 10 PC



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## ADDITIONAL / CONVENIENCE / GAMEPLAY EXPERIENCE CUSTOMIZATION FEATURES:

These might cause Matchmaking to ignore the server – if so, make the admin aware which option(s) do.

- Administration staff: Add additional admins / moderators with limited rights (*change maps, map rotation, kick*)
- Schedule automated restarts to ensure server performance.
  - Set i.e. every day at 04:00 AM, but restart only after round has ended
  - Use server message to make players aware of the restart and have the game provide an auto reconnect
- Export/Import server configuration, map rotation, etc.
- Custom server banner in the loading screen
- Custom server message/rules in the loading screen
- Weather Effects "*enable/disable/set specific*"
- Behemoth "*enable/disable*"
- Elite Classes "*enable/disable*"
- Fine grained control over individual weapons and gadgets that are available
- Full control over Bullet damage, Player health, Spawn Time, ..... modifiers
- Class limits set by admin per map and gamemode
  - i.e. 32 Player Server, per team max: 4 Scouts | 8 Supports | 8 Medics | 12 Assaults
  - or 32 Player Server, per team max: 4 Scouts | - Supports | - Medics | - Assaults