List of allowed startup parameters

This is a list of all allowed startup parameters.

Name of Parameter	Allowed values	Description
`game`	`cod2cod4 cod5cod6 bf4bfh`	This parameter sets the game, which should be loaded by GSM.
`cfgdir`	`Text`	This parameter gives a specific config directory. Default is `config`. *This parameter is optional*
`logdir`	`Text`	This parameter gives a specific logfile directory. Default is `logfiles`. *This parameter is optional*
`debug`	`1` bis `127` oder Bitmaske	This parameter sets the debug level. You can get specific and more detailed errormessages by using different debug levels. The debug level are Gibt den Debug Level an. Unterschiedliche Debug Level geben bestimmte Fehlermeldungen detailierter aus. The debug level is composed of the following individual values, which will be added by usage: • OTHER = 1 • RCON = 2 • CONFIG = 4 • API = 8 • GEOIP = 16 • DATABASE = 32 • PLUGIN = 64 In case you want to debug plugins and your config, you need to set your debug level to 68. *This parameter is optional*
`logrotate`	`hourday week`	Sets the interval for creating a new logfile.
`apiport` `apiip`		
`apiuser`	`Text`	Creates a new API username, but only works in compound to `apipassword`. *Dieser Parameter ist optional*
`apipassword`	`Text`	Creates an API password for the by `apiuser` created user. This parameter only works in compound to `apiuser` *Dieser Parameter ist optional*
`apiinit`		
`updateconfigs`	`01`	Compares the configuration files in config/plugins with the default values of the plugins and removes not existing and creates existing variables in case they are missing. If you are using plugins, then you should take care, that each default variables are set in the plugin, otherwise it could happen, that the GSM removes non-existing variables in the config, which prevents GSM from starting. *Dieser Parameter ist optional*