

List of allowed startup parameters

This is a list of all allowed startup parameters.

<u>Name of Parameter</u>	<u>Allowed values</u>	<u>Description</u>
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 <code>config</code> . <i>This parameter is optional</i>
logdir	Text	This parameter gives a specific logfile directory. Default is <code>logfiles</code> . <i>This parameter is optional</i>
		This parameter sets the debug level. You can get specific and more detailed error messages by using different debug levels. The debug level are
		Gibt den Debug Level an. Unterschiedliche Debug Level geben bestimmte Fehlermeldungen detaillierter aus. The debug level is composed of the following individual values, which will be added by usage:
debug	1 bis 127 oder Bitmaske	<ul style="list-style-type: none"> • 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. <i>This parameter is optional</i>
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 <code>apipassword</code> . <i>Dieser Parameter ist optional</i>
apipassword	Text	Creates an API password for the by <code>apiuser</code> created user. This parameter only works in compound to <code>apiuser</code> . <i>Dieser Parameter ist optional</i>
apiinit		
updateconfigs	01	Compares the configuration files in <code>config/plugins</code> 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. <i>Dieser Parameter ist optional</i>