This is the HTML version of the file https://newworldinteractive.com/isl/uploads/2019/09/Sandstorm-Server-Admin-Guide-1.4.pdf. Google automatically generates HTML versions of documents as we crawl the web.
Tip: To quickly find your search term on this page, press **Ctrl+F** or **⌘-F** (Mac) and use the find bar.

Server Admin Guide

- Installation
  - Prerequisites
    - Windows
  - SteamCMD
    - Launching
    - Travel Parameters
    - Command Line Arguments
- Configuration
  - Admin List
  - Remote Access (Rcon)
    - Enabling Access
    - Commands
  - Enabling Stats
    - GSLT Authentication
    - Stats Opt-in
    - Optional: Official Rules
  - Map Cycle
    - Scenario List
  - Mutators
    - Headshots Only
    - Hot Potato
    - Vampirism
  - General Configuration
  - Gamemode Configuration
  - Player Voting
    - Vote Kick Options

Installation

Prerequisites

Before installation, make sure you have installed the required prerequisites on your server.

Windows

Visual C++ 2015 Redistributable: https://www.microsoft.com/en-us/download/details.aspx?id=53587
VIsual C++ 2017 Redistributable: https://aka.ms/vs/15/release/vc_redist.x64.exe

SteamCMD

Like other games published on Steam, Insurgency: Sandstorm's server files are published through a command-line tool known as "SteamCMD". This GUI-less Steam client allows you to install and update the server's files fairly easily.

You can download SteamCMD from the following links:

Windows: https://steamcdn-a.akamaihd.net/client/installer/steamcmd.zip
Linux: https://steamcdn-a.akamaihd.net/client/installer/steamcmd_linux.tar.gz

You can read more about SteamCMD and how to use it here: https://developer.valvesoftware.com/wiki/SteamCMD .

Most commands through SteamCMD require knowledge of the "app ID", for Insurgency: Sandstorm its server files use the app ID `581330` .

Launching

Once installed, you may launch the server from the "InsurgencyServer" executable located in the root directory of where you installed the server. The command line should include the starting map, the scenario and any other launch parameters. For example:

Platform	Command Line
Windows	`InsurgencyServer.exe Oilfield?Scenario=Scenario_Refinery_Push_Security?MaxPlayers=28 -Port=27102 -QueryPort=27131 -log -hostname="My Server"`
Linux	`Insurgency/Binaries/Linux/InsurgencyServer-Linux-Shipping Oilfield?Scenario=Scenario_Refinery_Push_Security?MaxPlayers=28 -Port=27102 -QueryPort=27131 -log -hostname="My Server"`

In this example, the server will be started on Refinery (Oilfield) Push Security, hosted on port 27102 with a maximum of 28 players.

Travel Parameters

Travel parameters are placed at the end of the map name in the command line, following it with a question mark (?) and then the setting variable and its value. In the above example "port", "queryport" and "MaxPlayers" are travel parameters.

Parameter	Description
`password`	Sets a password for the server.
`MaxPlayers`	Maximum number of players that can join the server. On coop servers, this is only the number of human players.

Command Line Arguments

Argument	Description
`-log`	Enables log window.
`-hostname="My Server"`	Set the name of the server as it appears on the server browser (replacing My Server with the name of your choice).
`-EnableCheats`	Enable cheats for testing.
`-Port=xxxx`	The UDP port that game connections are made to (replace xxxx with port number).
`-QueryPort=xxxx`	The port that Steam runs server queries on (replace xxxx with port number).

Configuration

Most server configuration is performed through INI files and launch parameters. INI files can be edited with any plain text editor such as Notepad, Notepad++, Sublime Text and VSCode.

The location of the configuration files are in the following directories (relative to the installation directory):

Windows: `Insurgency\Saved\Config\WindowsServer`
Linux: `Insurgency/Saved/Config/LinuxServer`

Admin List

The game has a built-in admin menu which provides basic functionality such as kicking, banning and changing the level. In order to add admins, you will need to know their 64-bit Steam ID (aka steamID64). You can find this by using an online converter such as STEAMID.IO .

The list is contained inside `Insurgency/Config/Server/Admins.txt` . If this file does not exist, create it. You can also override the file by specifying a command line switch, for example `-AdminList=OtherAdminList` would make the server read from OtherAdminList.txt instead.

For each server admin you want to add, put each Steam ID on a new line. You can do this for as many admins as you would like to add. Adding new admins will require a server restart or level change for any changes to be reflected in-game. When a player with admin is connected to the server, they should be able to open the admin menu, it is bound to the Keypad Subtract button by default and can be re-bound in the key bindings menu.

Remote Access (Rcon)

Rcon can be enabled to provide remote access to the server for administrative tasks that don't require you to join the server. This is implemented using the Source Engine Rcon Protocol which has clients available for it such as mercon and Simple SourceDS RCON .

Enabling Access

Rcon can be enabled either through modifying Game.ini or through the server's command line. To enable it via the command line you can provide the arguments `-Rcon -RconPassword=password -RconListenPort=27015` replacing the password and port with your preference.

Through Game.ini you can add the following options:

```
[Rcon]
bEnabled=True
Password=password
ListenPort=27015
```

The following additional config variables are also available:

Page 3

Setting	Default	Description
`bUseBroadcastAddress`	True	If enabled, then the rcon socket will listen on all available network devices.
`ListenAddressOverride`	0.0.0.0	If bUseBroadcastAddress is False, this is the network IP the rcon socket is bound to.
`bAllowConsoleCommands`	True	When enabled, any unknown rcon commands will be interpreted as console commands.
`MaxPasswordAttempts`	3	The maximum number of failed authentication attempts before the IP address is temporarily banned.
`IncorrectPasswordBanTime`	30	The amount of time (in minutes) a client is banned from attempting to connect to rcon if they've reached their maximum number of attempts.

Commands

You can get a list of commands at any time by typing "help" into the console. This will show a summary of all available commands, their usage as well as a description of the command's function.

The table below shows the available commands, mandatory parameters are shown surrounded by "<" and ">", while optional parameters are surrounded with "[" and "]". A "net ID" typically refers to a user's Steam ID.

Command	Parameters	Function
`help`		Displays a list of commands.
`listplayers`		Lists players currently connected to the server.
`kick`	<id/netid/name> [reason]	Kicks a player from the server.
`ban`	<id/netid/name> [duration in minutes] [reason]	Bans a player from the server.
`banid`	<netid> [duration in minutes] [reason]	Bans a player (by net ID) from the server. Does not require the player to be on the server.
`permban`	<id/netid/name> [reason]	Permanently bans a player from the server.
`unban`	<netid>	Lifts a ban for a user.
`listbans`		Shows the ban list for the server.
`say`	<message>	Shows a message to all players in the chat box.
`restartround`	[0 = no team switch, 1 = swap teams]	Restarts the current round.
`maps`	[level filter]	Lists available maps.
`scenarios`	[level filter]	Lists available scenarios.
`travelscenario`	<scenario>	Change level to given scenario.
`travel`	<travel url>	Transitions the server to a different level.
`gamemodeproperty`	<property> [new value]	Gets or sets a gamemode property for the length of the scenario.
`listgamemodeproperties`	[property filter]	Lists all properties available for the currently loaded gamemode.

By default, any unknown commands will be executed as console commands.

Enabling Stats

Any Insurgency: Sandstorm community server is able to host a stats-enabled game. The only requirements is that you must use a Steam GSLT and you must not have a password.

GSLT Authentication

Page 4

In order for your server to be able to authenticate with the stats server, you must authenticate your server through using a Steam GSLT (Game Server Login Token). GSLTs can be obtained from Steam's Game Server Account Management page . As this page states, there are various criteria your Steam account needs to meet in order to generate a token, this includes ownership of the game, linking your Steam account with a phone number and having your account in good standing.

In order to generate a token for Insurgency: Sandstorm, enter the App ID as `581320` . The memo field can be set to anything so use it to help you remember which token you are assigning to each of your servers. You must use a unique token for each individual server you are hosting.

To start your server with GSLT authentication add `-GSLTToken=xxxxxxxxxxxxxxx` to the server's command line where "xxxxxxxxxxxxxxx" is the token displayed on the Steam Game Server Account page.

Stats Opt-in

By default, game servers will not attempt to report to the stats system. Following the GSLT login steps above, also add `-GameStats` to your server's command line to enable the opt-in.

Optional: Official Rules

The game ships with a ruleset which are considered "official rules", this locks down the options you can change on your dedicated server. If you are running a mostly vanilla server, you may consider opting into this ruleset in order for your server to appear under the "official rules" filter. In order to opt-in add `-ruleset=OfficialRules` to your server's command line.

Map Cycle

By default, a server will cycle through all Versus (PVP) scenarios available.

The server can be configured with a mapcycle file which contains a list of scenarios, separated by new lines. By default, this file must be placed in Insurgency/Config/Server/MapCycle.txt. This can be defined on the command line using the `-MapCycle` parameter. So if you wanted it to read MyOtherMapCycle.txt you would specify `-MapCycle=MyOtherMapCycle` .

For example, a Skirmish only server's MapCycle.txt should look like the following:

```
Scenario_Crossing_Skirmish
Scenario_Hideout_Skirmish
Scenario_Precinct_Skirmish
Scenario_Refinery_Skirmish
Scenario_Farmhouse_Skirmish
Scenario_Summit_Skirmish
```

Additionally, you may define an entry with an override gamemode as some gamemodes can share scenarios. For example, in order to have Hardcore Checkpoint Security on Hideout you would enter the following:

```
(Scenario="Scenario_Town_Checkpoint_Security",Mode="CheckpointHardcore")
```

Scenario List

Crossing (Canyon)

Scenario Name	Description
Scenario_Crossing_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Crossing_Checkpoint_Security	Checkpoint Security
Scenario_Crossing_Firefight_West	Firefight West
Scenario_Crossing_Frontline	Frontline
Scenario_Crossing_Push_Insurgents	Push Insurgents
Scenario_Crossing_Push_Security	Push Security
Scenario_Crossing_Skirmish	Skirmish
Scenario_Crossing_Team_Deathmatch	Team Deathmatch

Farmhouse

Scenario Name	Description
Scenario_Farmhouse_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Farmhouse_Checkpoint_Security	Checkpoint Security

Scenario_Farmhouse_Firefight_East	Firefight East
Scenario_Farmhouse_Firefight_West	Firefight West
Scenario_Farmhouse_Frontline	Frontline
Scenario_Farmhouse_Push_Insurgents	Push Insurgents
Scenario_Farmhouse_Push_Security	Push Security
Scenario_Farmhouse_Skirmish	Skirmish
Scenario_Farmhouse_Team_Deathmatch	Team Deathmatch

Hideout (Town)

Scenario Name	Description
Scenario_Hideout_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Hideout_Checkpoint_Security	Checkpoint Security
Scenario_Hideout_Firefight_East	Firefight East
Scenario_Hideout_Firefight_West	Firefight West
Scenario_Hideout_Frontline	Frontline
Scenario_Hideout_Push_Insurgents	Push Insurgents
Scenario_Hideout_Push_Security	Push Security
Scenario_Hideout_Skirmish	Skirmish
Scenario_Hideout_Team_Deathmatch	Team Deathmatch

Hillside (Sinjar)

Scenario Name	Description
Scenario_Hillside_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Hillside_Checkpont_Security	Checkpoint Security
Scenario_Hillside_Firefight_East	Firefight East
Scenario_Hillside_Firefight_West	Firefight West
Scenario_Hillside_Frontline	Frontline
Scenario_Hillside_Push_Insurgents	Push Insurgents
Scenario_Hillside_Push_Security	Push Security (INS2014 layout)
Scenario_Hillside_Skirmish	Skirmish
Scenario_Hillside_Team_Deathmatch	Team Deathmatch

Ministry

Scenario Name	Description
Scenario_Ministry_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Ministry_Checkpoint_Security	Checkpoint Security
Scenario_Ministry_Firefight_A	Firefight
Scenario_Ministry_Skirmish	Skirmish
Scenario_Ministry_Team_Deathmatch	Team Deathmatch

Outskirts (Compound)

Scenario Name	Description
Scenario_Outskirts_Checkpoint_Insurgents	Checkpoint Insurgents
Scenario_Outskirts_Checkpoint_Security	Checkpoint Security
Scenario_Outskirts_Firefight_East	Firefight East
Scenario_Outskirts_Firefight_West	Firefight West
Scenario_Outskirts_Frontline	Frontline
Scenario_Outskirts_Push_Insurgents	Push Insurgents
Scenario_Outskirts_Push_Security	Push Security
Scenario_Outskirts_Skirmish	Skirmish

`Scenario_Outskirts_Team_Deathmatch`	Team Deathmatch

Precinct

Scenario Name	Description
`Scenario_Precinct_Checkpoint_Insurgents`	Checkpoint Insurgents
`Scenario_Precinct_Checkpoint_Security`	Checkpoint Security
`Scenario_Precinct_Firefight_East`	Firefight East
`Scenario_Precinct_Firefight_West`	Firefight West
`Scenario_Precinct_Frontline`	Frontline
`Scenario_Precinct_Push_Insurgents`	Push Insurgents
`Scenario_Precinct_Push_Security`	Push Security
`Scenario_Precinct_Skirmish`	Skirmish
`Scenario_Precinct_Team_Deathmatch`	Team Deathmatch

Refinery (Oilfield)

Scenario Name	Description
`Scenario_Refinery_Checkpoint_Insurgents`	Checkpoint Insurgents
`Scenario_Refinery_Checkpoint_Security`	Checkpoint Security
`Scenario_Refinery_Firefight_West`	Firefight West
`Scenario_Refinery_Frontline`	Frontline
`Scenario_Refinery_Push_Insurgents`	Push Insurgents
`Scenario_Refinery_Push_Security`	Push Security
`Scenario_Refinery_Skirmish`	Skirmish
`Scenario_Refinery_Team_Deathmatch`	Team Deathmatch

Summit (Mountain)

Scenario Name	Description
`Scenario_Summit_Checkpoint_Insurgents`	Checkpoint Insurgents
`Scenario_Summit_Checkpoint_Security`	Checkpoint Security
`Scenario_Summit_Firefight_East`	Firefight East

`Scenario_Summit_Firefight_West`	Firefight West
`Scenario_Summit_Frontline`	Frontline
`Scenario_Summit_Push_Insurgents`	Push Insurgents
`Scenario_Summit_Push_Security`	Push Security
`Scenario_Summit_Skirmish`	Skirmish
`Scenario_Summit_Team_Deathmatch`	Team Deathmatch

For Checkpoint scenarios "Insurgents" and "Security" refer to the faction you play as. For Push, the faction names represent the team you attack as. Firefight for most maps will contain a West and an East layout.

Mutators

Mutators (formerly rulesets) are packaged gameplay configuration assets which the game ships with. You may use these on your own servers by specifying `-mutators=MutatorName` on the server command line where "MutatorName" is from the following options:

File Name	Mutator Name	Description
`AllYouCanEat`	All You Can Eat	Start with 100 supply points.
`AntiMaterielRiflesOnly`	Anti-Materiel Only	Only anti-materiel rifles are available along with normal equipment and explosives.
`BoltActionsOnly`	Bolt-Actions Only	Only bolt-action rifles are available along with normal equipment and explosives.
`Broke`	Broke	Start with 0 supply points.
`BulletSponge`	Bullet Sponge	Health is increased.
`Competitive`	Competitive	Equipment is more expensive, rounds are shorter, and capturing objectives is faster.
`CompetitiveLoadouts`	Competitive Loadouts	Player classes are replaced with those from Competitive.
`FastMovement`	Fast Movement	Move faster.
`Frenzy`	Frenzy	Fight against AI enemies who only use melee attacks. Watch out for special enemies.
`Guerrillas`	Guerrillas	Start with 5 supply points.
`Hardcore`	Hardcore	Mutator featuring slower movement speeds and longer capture times.
`HeadshotOnly`	Headshots Only	Players only take damage when shot in the head.
`HotPotato`	Hot Potato	A live fragmentation grenade is dropped on death.
`LockedAim`	Locked Aim	Weapons always point to the center of the screen.
`NoAim`	No Aim Down Sights	Aiming down sights is disabled.
`PistolsOnly`	Pistols Only	Only pistols are available along with normal equipment and explosives.
`ShotgunsOnly`	Shotguns Only	Only Shotguns are available along with normal equipment and explosives.
`SlowCaptureTimes`	Slow Capture Times	Objectives will take longer to capture.
`SlowMovement`	Slow Movement	Move slower.
`SoldierOfFortune`	Soldier of Fortune	Gain supply points as your score increases.
`SpecialOperations`	Special Operations	Start with 30 supply points.
`Strapped`	Strapped	Start with 1 supply point.
`Ultralethal`	Ultralethal	Everyone dies with one shot.
`Vampirism`	Vampirism	Receive health when dealing damage to enemies equal to the amount of damage dealt.
`Warlords`	Warlords	Start with 10 supply points.

You may specify multiple mutators by using a comma-separated list. For example to enable Hot Potato and Vampirism, specify `-mutators=HotPotato,Vampirism` on the server command line.

Some mutators can be configured beyond what is provided by the defaults. These mutators are listed below. All Mutator settings go in Engine.ini (will be changed to Game.ini in the future for consistency).

Headshots Only

Headshots Only settings can be configured under `[/Script/Insurgency.Mutator_HeadshotOnly]`.

INI Entry	Default	Travel URL Parameter	Description
`bCheckMeleeDamage`	false	N/A	Should melee be checked for headshots

Hot Potato

Hot Potato settings can be configured under `[/Script/Insurgency.Mutator_HotPotato]`.

INI Entry	Default	Travel URL Parameter	Description
`GrenadeClass`	/Game/Game/Actors/Projectiles/BP_Projectile_M67.BP_Projectile_M67_C	N/A	The grenade type to be dropped on death.
`ThrowbackWeaponClass`	/Game/Game/Actors/Weapons/Grenade/BP_Grenade_M67.BP_Grenade_M67_C	N/A	Weapon used for throwing back the dropped grenade.
`bIgnoreHeadshots`	false	`HotPotato_bIgnoreHeadshots`	Don't drop a grenade if it was a headshot?
`bBotsOnly`	false	`HotPotato_bBotsOnly`	Only drop grenades for bots?

Vampirism

Vampirism settings can be configured under `[/Script/Insurgency.Mutator_Vampirism]`.

INI Entry	Default	Travel URL Parameter	Description
`bCountFriendlyFire`	false	`Vampirism_bCountFriendlyFire`	Count friendly fire towards health gain?
`MaxHealth`	1000	`Vampirism_MaxHealth`	The maximum amount of health that you can gain from damaging other players.

General Configuration

A bunch of general gameplay options can be added to Game.ini. Below is a table that lists the section they need to be under (find or add them to the file) as well as the options available under that section.

`[/Script/Insurgency.INSGameMode]`

Variable	Default	Description
`bKillFeed`	False	Is the kill feed enabled?
`bKillFeedSpectator`	True	Is the kill feed enabled for dedicated spectators and replays?
`bKillerInfo`	True	Show information about a death (killer, weapon) to the victim?
`bKillerInfoRevealDistance`	False	Reveal distance of kills?
`TeamKillLimit`	3	Limit for the number of team kills one player can perform before being kicked.
`TeamKillGrace`	0.2	Grace timer between team killing incidents.
`TeamKillReduceTime`	90	How long until a player's TK count reduces by 1.
`bDeadSay`	False	Can alive players see messages from the dead?
`bDeadSayTeam`	True	Can alive players see messages from dead teammates using team-only chat?
`bVoiceAllowDeadChat`	False	Can alive players hear voice chat from dead players?
`bVoiceEnemyHearsLocal`	True	Can proximity voice chat be heard by enemies?

`[/Script/Insurgency.INSMultiplayerMode]`

Variable	Default	Description

`GameStartingIntermissionTime`	5	The additional time to wait for additional players during the starting intermission.
`WinTime`	5	How long players are frozen before transitioning to the round intermission screen.
`PostRoundTime`	15	How long is spent on the intermission screen.
`PostGameTime`	15	How much time is spent between last post round and game over
`bAutoAssignTeams`	True	Should teams be assigned on connect?
`bAllowFriendlyFire`	True	Enables friendly fire.
`FriendlyFireModifier`	0.2	Damage modifier for friendly fire.
`FriendlyFireReflect`	0	Damage modifier for friendly fire that is mirrored back at the attacker.
`bAutoBalanceTeams`	True	Enables auto team balancing.
`AutoBalanceDelay`	10	How long to wait after detecting unbalanced teams.
`bMapVoting`	True	Enabled map voting at the end of each game.
`bUseMapCycle`	True	Enables the use of the map cycle. If disabled, the current map loops indefinitely.
`bVoiceIntermissionAllowAll`	True	Allow both teams to talk to each other between rounds.
`IdleLimit`	150	How long a player can be idle for before being kicked.
`IdleLimitLowReinforcements`	90	How long a player can idle for when there are low reinforcements.
`IdleCheckFrequency`	30	How frequently to check for idle players.

For example, enable the kill feed, show kill distance and disable friendly fire you would enter the following in your Game.ini:

```
[/Script/Insurgency.INSGameMode]
bKillFeed=True
bKillerInfoRevealDistance=True

[/Script/Insurgency.INSMultiplayerMode]
bAllowFriendlyFire=False
```

Gamemode Configuration

Gamemode options can be defined through Game.ini, with each section corresponding to a given gamemode. The INI sections are as follows:

Push: `[/Script/Insurgency.INSPushGameMode]`
Frontline: `[/Script/Insurgency.INSFrontlineGameMode]`
Skirmish: `[/Script/Insurgency.INSSkirmishGameMode]`
Firefight: `[/Script/Insurgency.INSFirefightGameMode]`
Checkpoint: `[/Script/Insurgency.INSCheckpointGameMode]`
Team Deathmatch: `[/Script/Insurgency.INSTeamDeathmatchGameMode]`

Any of the below settings under the general sections can be applied globally by putting them in the appropriate INI section.

General ([/Script/Insurgency.INSGameMode])

Variable	Default	Description
`ObjectiveCaptureTime`	Varies	How long it takes to capture territorial objectives.
`ObjectiveResetTime`	-1	How long objective progress decays with no one on the point. Negative value disables.
`ObjectiveSpeedup`	0.25	Additional capture speed-up for each player on the point.
`ObjectiveMaxSpeedupPlayers`	4	Maximum players taken into account for capture speed-up.

General ([/Script/Insurgency.INSMultiplayerMode])

Variable	Default	Description
`MinimumPlayers`	1	Minimum players required on each team to start the game.

RoundLimit	Varies	Maximum number of rounds to play.
WinLimit	Varies	Number of rounds required for game victory.
GameTimeLimit	-1	Maximum duration a game can last. Negative value disables.
PreRoundTime	10	Amount of “freeze time” at the start of a round.
RoundTime	Varies	Duration of the round.
OverTime	60	Amount of overtime given when there’s an objective being contested after the round timer expires.
TeamSwitchTime	10	Minimum additional time spent between team switches.
SwitchTeamsEveryRound	Varies	How often to switch teams. 0 = never, 1 = every round, 2 = every other round, etc.
bAllowPlayerTeamSelect	True	Allow players to switch to the other team?
bBots	False	Enable bots?
BotQuota	Varies	Bot quota to fill.
InitialSupply	15	Amount of starting supply points.
MaximumSupply	15	Maximum supply that can be earned.
bSupplyGainEnabled	False	Enable supply gain throughout the round?
bAwardSupplyInstantly	False	Should supply gain be awarded instantly?
SupplyGainFrequency	150	Score threshold for earning supply.

Push [/Script/Insurgency.INSPushGameMode]

Variable	Default	Description
RoundTimeExtension	300	How long a round is extended for each successful capture.
AttackerWavesPerObjective	5	Number of waves attackers get per-objective.
AttackerWaveDPR	0.25	Percentage of attacker team that has to be dead to trigger a reinforcement wave.
AttackerWaveTimer	20	Duration of attacker reinforcement wave timer.
DefenderWavesPerObjective	5	Number of waves attackers get per-objective.
DefenderWaveDPR	0.25	Percentage of defending team that has to be dead to trigger a reinforcement wave.
DefenderWaveTimer	35	Duration of defender reinforcement wave timer.
LastStandSetupDelay	10	Delay for the last defender spawn zone to be disabled.
AdvanceAttackerSpawnsDelay	30	Delay in advancing the attacker spawns.

Frontline [/Script/Insurgency.INSFrontlineGameMode]

Variable	Default	Description
StartingWaves	15	Number of waves each team starts with.
CapturingBonusWave	2	Number of waves a team gains for capturing an objective.
RegressSpawnsTimer	20	Timer used for giving players a chance to fallback after losing an objective.

Skirmish [/Script/Insurgency.INSSkirmishGameMode]

Variable	Default	Description
DefaultReinforcementWaves	5	Starting reinforcement waves for each team.
CaptureBonusWaves	1	Number of bonus waves to get when an objective is taken while the team cache is still intact.

Firefight [/Script/Insurgency.INSFirefightGameMode]

Variable	Default	Description

General Coop [/Script/Insurgency.INSCoopMode]

Variable	Default	Description
AIDifficulty	0.5	AI difficulty factor (0-1 range).
bUseVehicleInsertion	True	Use vehicle insertion sequences where possible.
FriendlyBotQuota	4	Friendly bots for coop.
MinimumEnemies	6	Minimum number of enemy bots.
MaximumEnemies	12	Maximum number of enemy bots.

Checkpoint [/Script/Insurgency.INSCheckpointGameMode]

Variable	Default	Description
DefendTimer	90	Time to defend against counter attack with small player team.
DefendTimerFinal	180	Extend duration of counter-attack by this on the final point.
RetreatTimer	10	Time to force bots to retreat after a counter-attack.
RespawnDPR	0.1	“Dead player ratio” that must be reached before respawning the bot team.
RespawnDelay	20	Bot respawn delay.
PostCaptureRushTimer	30	Time bots will rush the cache after destruction.
CounterAttackRespawnDPR	0.2	“Dead player ratio” that must be reached before respawning the bot team during a counter-attack.
CounterAttackRespawnDelay	20	Bot respawn delay during counter-attack.
ObjectiveTotalEnemyRespawnMultiplierMin	1	Multiplier of bots to respawn with minimum player count.
ObjectiveTotalEnemyRespawnMultiplierMax	1	Multiplier of bots to respawn with maximum player count.
FinalCacheBotQuotaMultiplier	1.5	Increase in bot quota for final objective if it’s a cache.

Player Voting

As of update 1.1, community servers can opt into enabling player voting on their servers. This can be enabled by entering the following into Game.ini:

```
[/Script/Insurgency.TeamInfo]
bVotingEnabled=True
TeamVoteIssues=/Script/Insurgency.VoteIssueKick
```

This will enable voting and include the vote kick issue, which as of now is the only supported voting issue. When additional vote issues are available, you would add a new line below for each issue you want to enable.

When voting is enabled, players can press Esc and click “Call Vote” to vote for a vote issue. Pressing F1 will vote yes and pressing F2 will vote no.

Vote Kick Options

INI Section: `[/Script/Insurgency.VoteIssueKick]`

Option	Default	Description
MinimumPlayersRequired	3	The number of players required to start a vote.
bRequiresMinimumToStart	True	Does this issue require a minimum number of players to show their voting intentions before commencing the vote?
MinimumPlayerRatio	0.25	Minimum ratio of team required to start a vote.
VotePassRatio	0.75	Ratio of team required to vote yes for vote to pass.

MinimumYesNoDifference	2	For the vote to succeed, yes must have this number of votes over no.
VoteTimeout	90	How long until this vote can be called again.
bCanTargetEnemies	false	Can the vote target an enemy player?
IdleVoteBanDuration	-1	How long voting an idle player will ban them for in seconds, -1 represents a kick only.
DefaultVoteBanDuration	120	How long a ban for any other reason will last in seconds.