

# 7D2D RAT

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## Introduction

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# 7D2D RAT

(Remote Admin Tool)

Copyright (C) 2015-2018 Nomad Soft & Troy Jones (aka Trekkan)



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## Welcome

## What's new

## Getting Started

### System requirements

RAT Requires Windows 64-bit to run. It might work on other operating systems under various emulators, but I have no experience doing so and cannot support it because of that. But if you get it working on a Mac or Linux, please let me know.

In order for all of RAT's functionality to work, there are two mods you should install. Please note that neither of these mods will put your server in the "Modded" category in the server list.

When you are done installing your mods, **remember to restart your server** for them to start working.

BCManager, written by StompyNZ.

Download: <https://github.com/7days2mod/BadCompanySM/releases>

You'll want to download the BCManager.zip file, but Stompy has included downloads of the latest source code as well if you're interested in that. Please be aware though that in order for RAT to work, you need to download the non-source code version.

This is REQUIRED for RAT to work. Stompy has done some excellent work in making it so that the 7D2D server messages can be parsed easily and without it, RAT wouldn't exist as it does today. There is a lot of functionality within this mod and I recommend you check it out after you install it. You can always type "bc-help" (no quotes) in the RAT console window for a list of BC Manager commands.

Alloc's Server Fixes, written by Alloc

Download: <https://7dtd.illy.bz/wiki/Server%20fixes#Download>

The next mod is not required, but is recommended for things like the Webmap to work.

### Installing Mods

Installing a mod is fairly simple.

All mods go in the <Server Location>/Mods folder

Example:

c:/7d2d\_server/Mods/BCManager

c:/7d2d\_server/Mods/Allocs

## Getting help

Support for RAT is available in two primary places.

My website: [JFF Gaming](http://www.jffgaming.com)

or through Discord: <https://discord.gg/reFsw4W>

Generally speaking, most support is done through Discord, and any bug reports and feature requests should be done through the website. The reason for that is, they get lost, I forget about them, etc. I'm also of the opinion that if it's important enough that you think I should spend 10's of hours working on a feature/bug, you can take the time to report it in a way I'll be sure it doesn't get lost. ;) It is entirely up to you though, but I'd really appreciate it if you posted the bug/feature posts on the website. I don't spam you, etc... its just my personal website I created for my gaming guild and much easier for me to manage things that way.

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## Downloading RAT

RAT is available for download at: <http://www.jffgaming.com/resources/>

There are several versions of RAT available for download.

### RAT Stable

This is probably going to be the version you should download if you just want RAT to work and don't want to help test new functionality and upcoming patches.

### RAT Experimental

This version of RAT is usually moved to the Stable release of RAT once testing has completed. Please note that as experimental, some features may never make it to the Stable version, so if you're on this version, be aware of that.

### RAT Alpha

RAT has been undergoing some pretty heavy internal changes as I attempt to clean up the code and otherwise streamline things a bit. This version of RAT is 64-bit only and is pretty much guaranteed to have issues of some sort.

Only use this version to test what features I'm working on, etc. I wouldn't recommend it for live servers.

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## Installing RAT

Once you have RAT downloaded, simply double click the file to start the installation process. The RAT installation is exactly like most Windows software you've installed before.

You can install RAT anywhere on your system you would like.

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## Updating RAT

When an update for RAT is available for download, you will see a green "Update Available!" link on the upper right of RAT. This check is only done when RAT starts up.

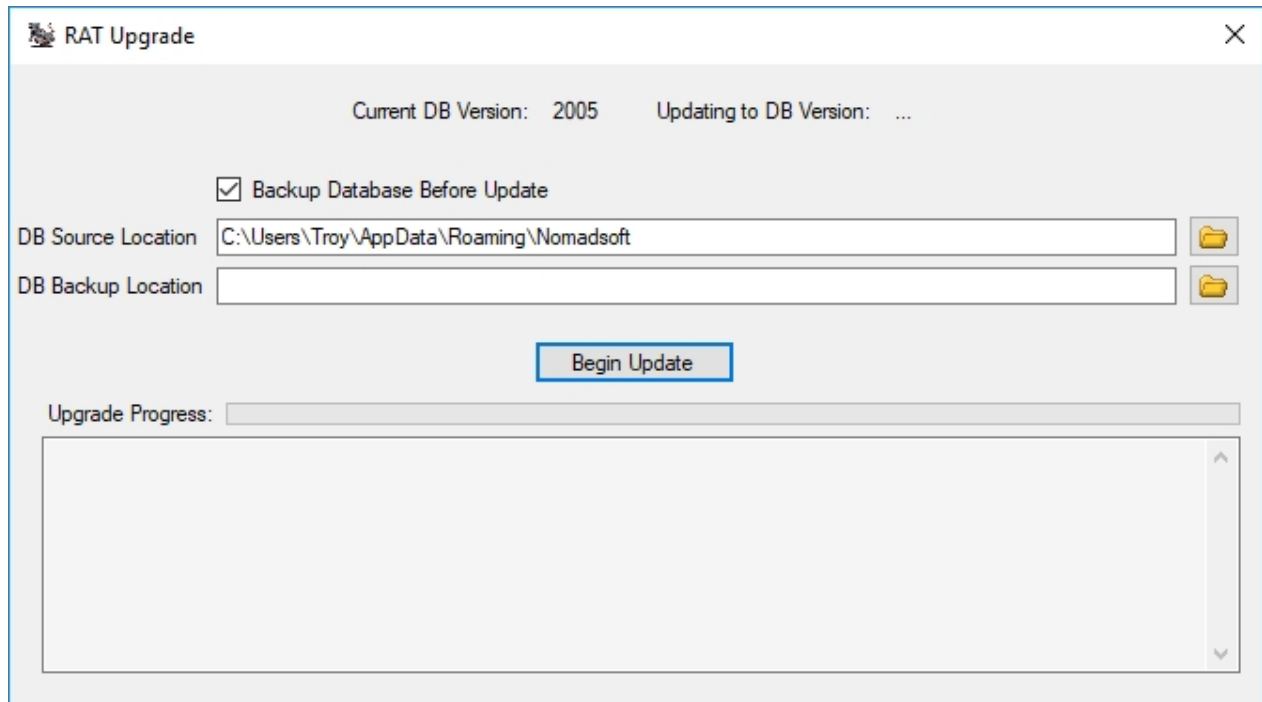
If you would like to manually check for updates, click Help -> Check for Updates

When a new version of RAT is released, you can simply download and run RAT the same as you do for the initial installation. RAT will automatically detect if an older version is installed and prompt you for an update.

RAT will then ask you if you would like to make a backup of your RAT database before updated (It is

recommended you do so).

Select the folder you would like to save your backup database files.



Click the Begin Update button

RAT will perform the necessary updates to the version you are installing. Please be aware that some updates might be listed as failing, but that isn't necessarily a problem, it just depends on the current state of your database.

All logs are output for you to see. You can highlight anything in the output window and copy/paste it if you'd like to report a problem or ask a question on the update.

Once the update is complete, you will see a pop-up informing you that the update is complete and to close the update window to continue.

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## EULA

When you start RAT, you'll be presented with the following screen. This is just standard boilerplate stating that you're using this software at your own risk and that I (Troy Jones, aka Trekkan) am not liable for anything that might happen.

If you don't agree with the terms, you can't use RAT and it'll close. You can also check to not show you this screen again on startup. One thing that does happen, each time RAT is updated, this screen will appear again. You can always check the box not to display the window again until the next time you update RAT.

## 7D2D RAT EULA (End User License Agreement)

This SOFTWARE PRODUCT is provided by THE PROVIDER "as is" and "with all faults." THE PROVIDER makes no representations or warranties of any kind concerning the safety, suitability, lack of viruses, inaccuracies, typographical errors, or other harmful components of this SOFTWARE PRODUCT. There are inherent dangers in the use of any software, and you are solely responsible for determining whether this SOFTWARE PRODUCT is compatible with your equipment and other software installed on your equipment. You are also solely responsible for the protection of your equipment and backup of your data, and THE PROVIDER will not be liable for any damages you may suffer in connection with using, modifying, or distributing this SOFTWARE PRODUCT.

You may not "modify, alter, decompile, disassemble, reverse engineer or emulate the functionality, reverse compile or otherwise reduce to human readable form, or create derivative works of the SOFTWARE PRODUCT without the prior written consent of NomadSoft or its licensors, as applicable.

☒ I agree to the above terms of use.

☒ Do not show at startup

Agree

No thanks, I'm out!

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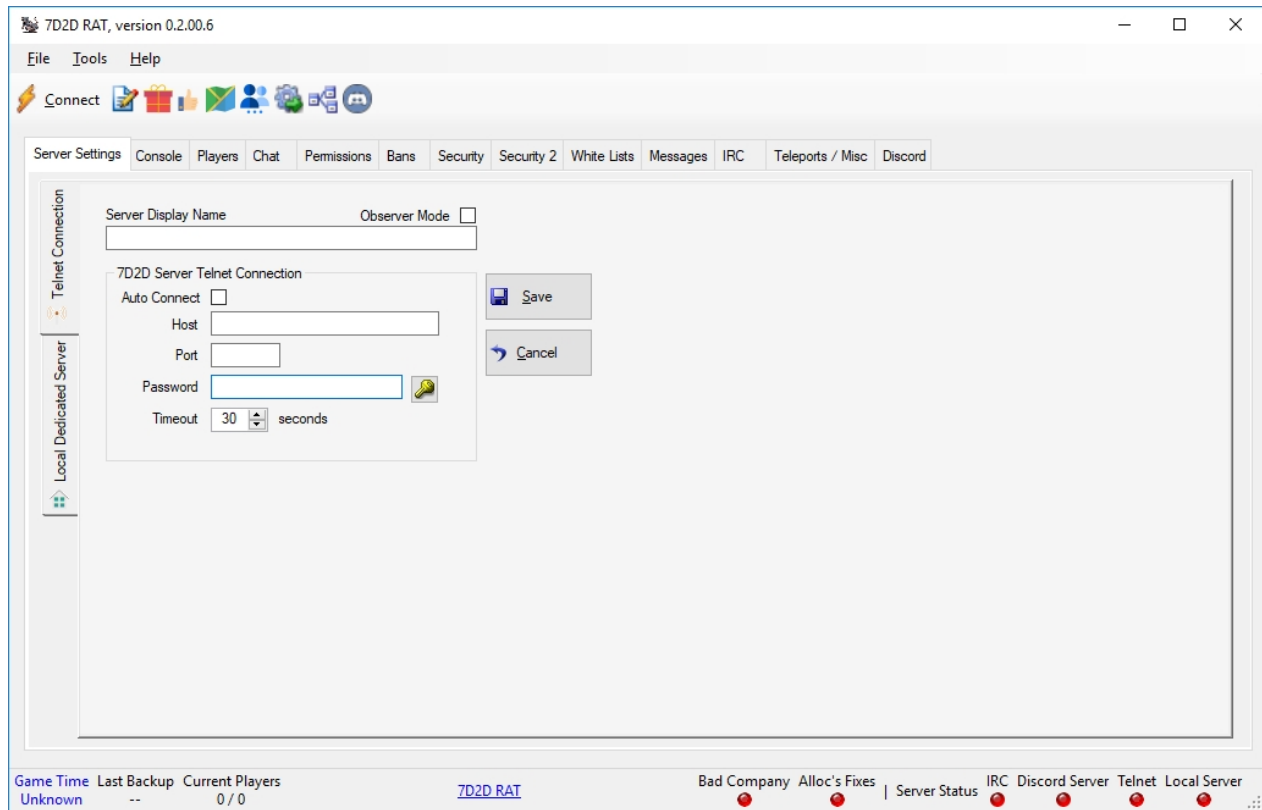
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## RAT Setup / Configuration

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When RAT starts up, you're going to be presented with the primary view of RAT.





**Before you start clicking and typing away, please take note of the following.**

Is your game server, running on the same machine that you are running RAT on?

If the answer is "Yes", then you'll want to configure the items on BOTH the "Telnet Connection" tab, and the "Local Dedicated Server" tab.

If the answer is "No", then COMPLETELY IGNORE the "Local Dedicated Server" tab, the items there can only work if RAT is running on the same machine as your game server (due to accessing system processes, files, etc)

The majority of RAT works without having to run RAT on the same machine as your game server, so don't worry if that's your concern.

Click SAVE

At this point, if your server is already up and running, you can click the "Connect" button in the upper right corner of RAT and you should see the Telnet light go green. Please note that any mods you have installed such as "Bad Company" or "Allocs", won't light up on the bottom right, until the telnet connection is successful and RAT is logged into your server.

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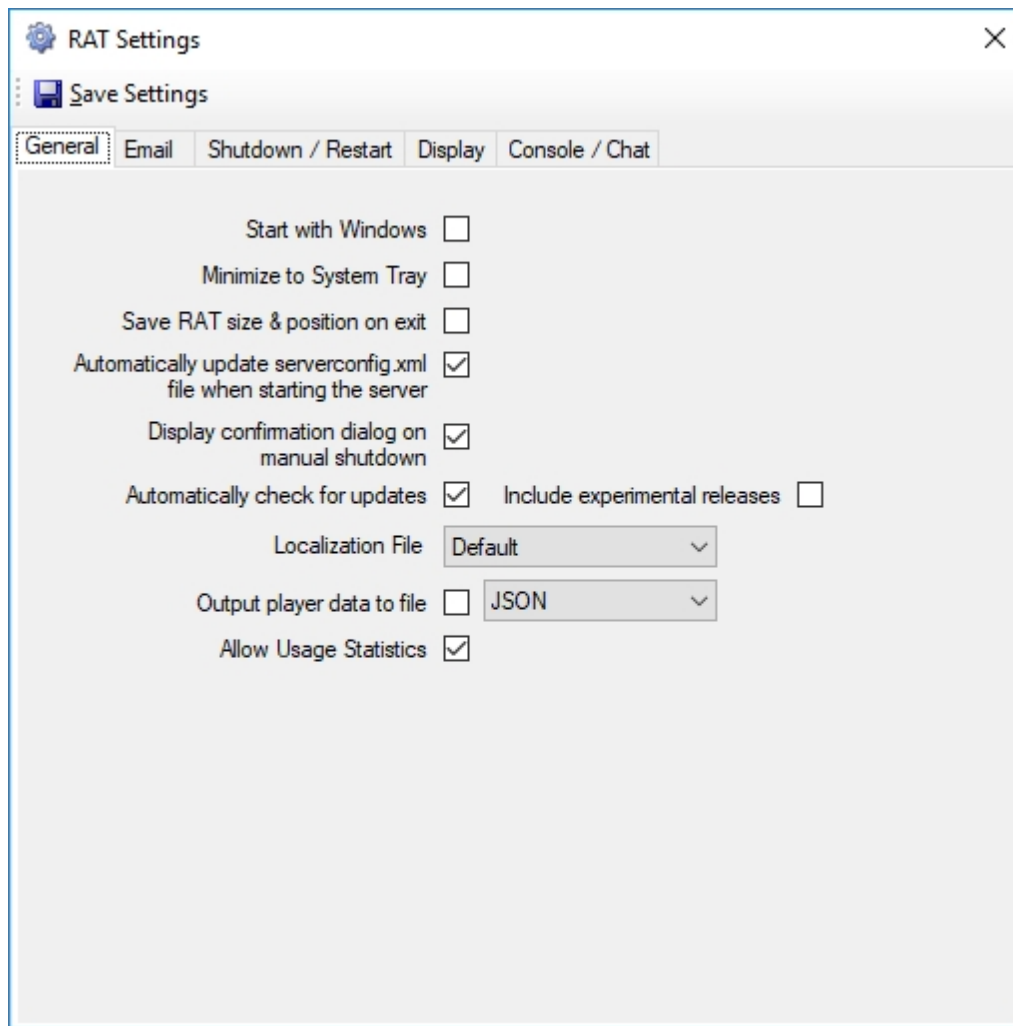
## RAT Configuration

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### General

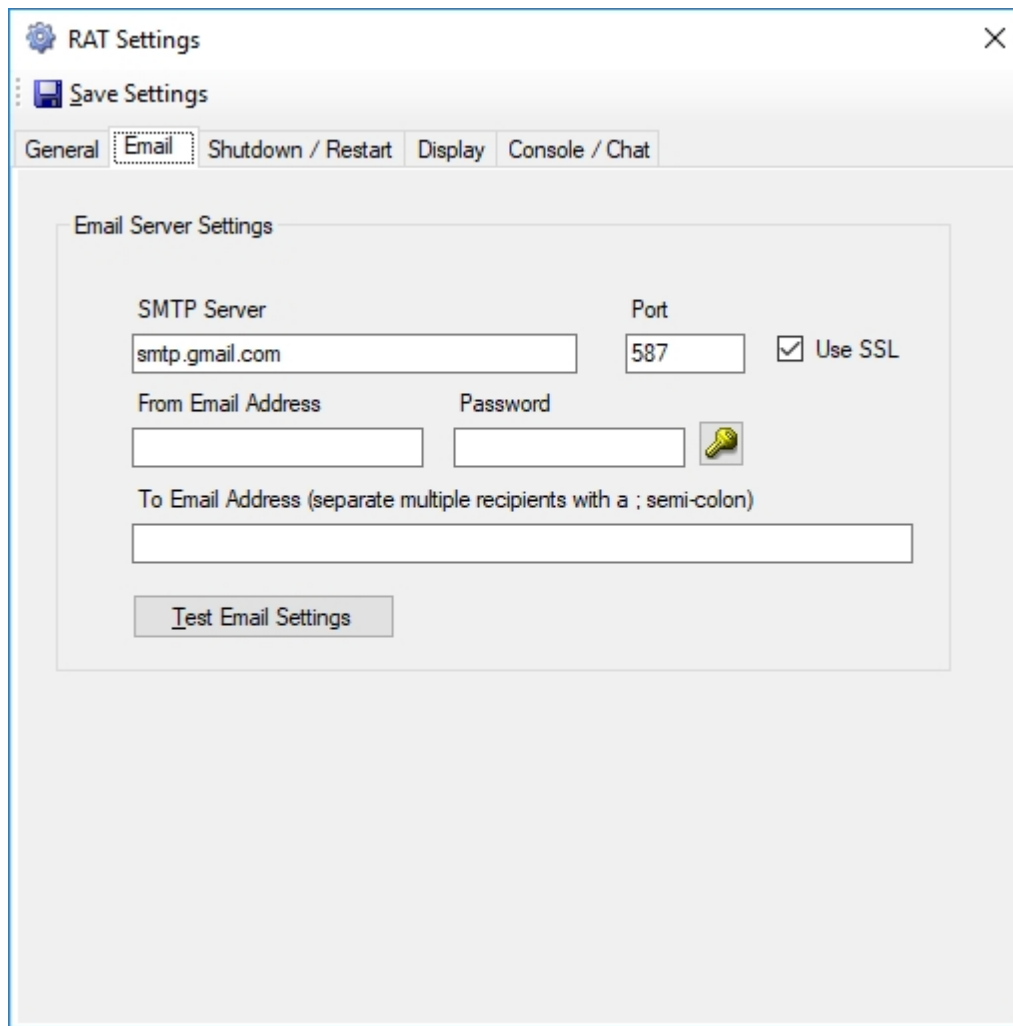


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## Email



The screenshot shows the 'RAT Settings' dialog box with the 'Email' tab selected. The 'Email Server Settings' section contains the following fields and controls:

- SMTP Server:** A text box containing 'smtp.gmail.com'.
- Port:** A text box containing '587'.
- Use SSL:** A checked checkbox.
- From Email Address:** An empty text box.
- Password:** An empty text box with a key icon to its right.
- To Email Address (separate multiple recipients with a ; semi-colon):** An empty text box.
- Test Email Settings:** A button at the bottom of the settings section.

The dialog box has a title bar with a gear icon and the text 'RAT Settings'. Below the title bar is a 'Save Settings' button. The tabs at the top are 'General', 'Email', 'Shutdown / Restart', 'Display', and 'Console / Chat'.

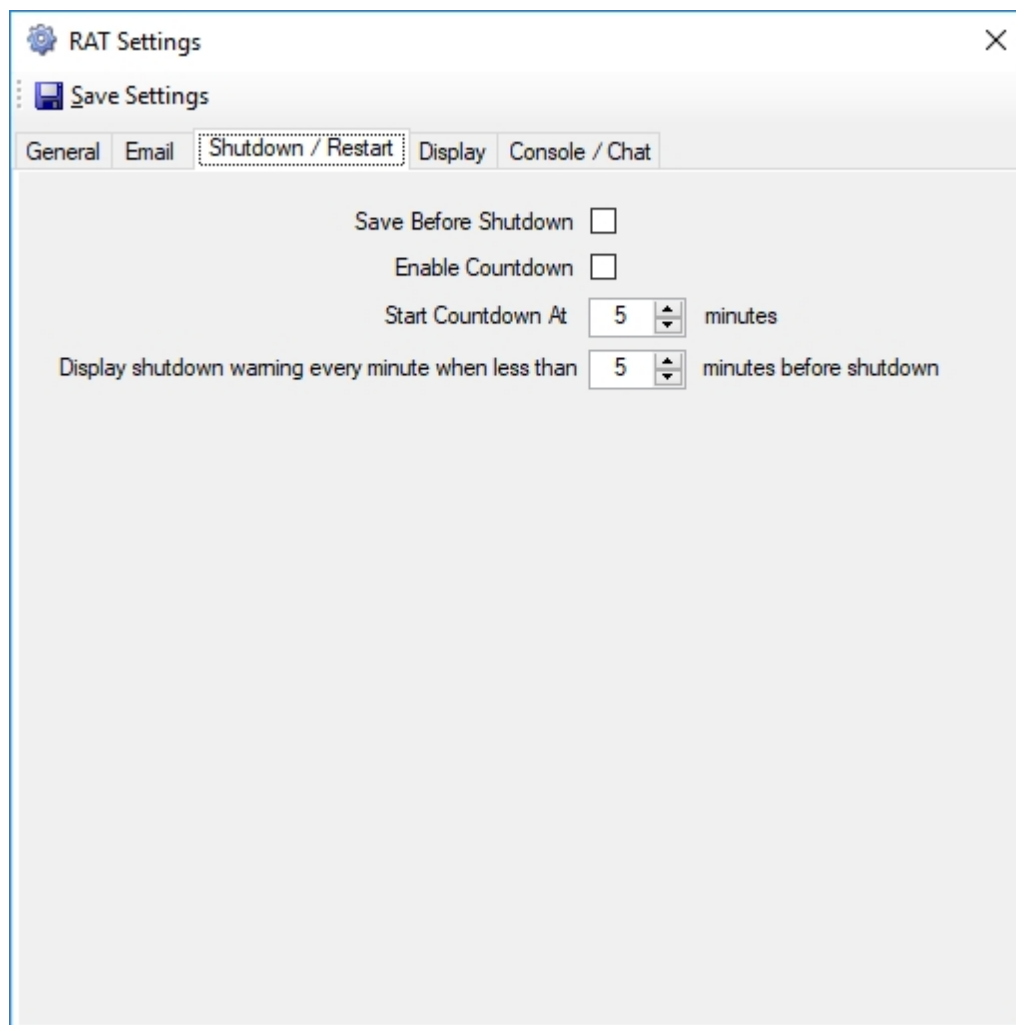
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## Shutdown / Restart

\* NO LONGER IN USE \*

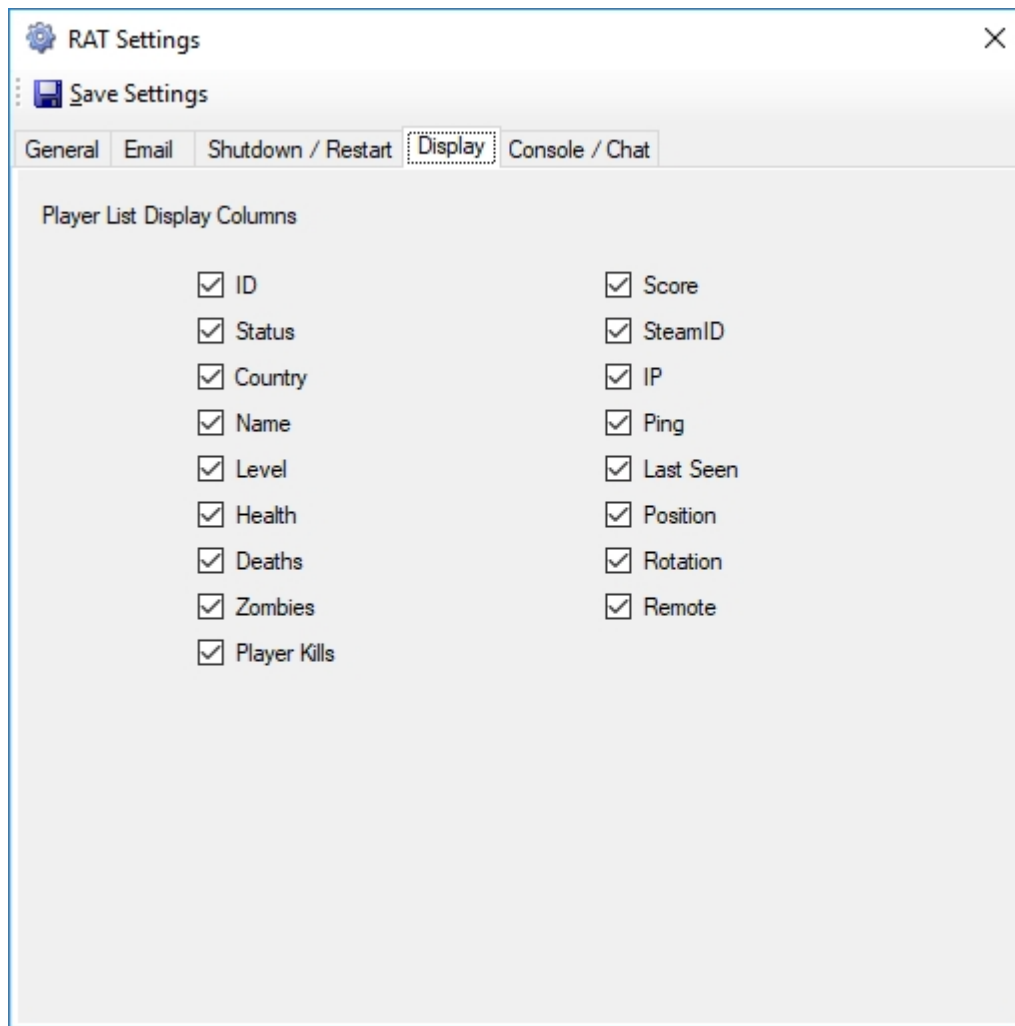


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## Display



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## Console / Chat

**RAT Settings** [X]

Save Settings

General | Email | Shutdown / Restart | Display | **Console / Chat**

Date & Time Format: yyyy-MM-dd HH:mm:ss

Date Format: yyyy-MM-dd

Time Format: HH:mm:ss

Log console text to the database: ☐

Trim Console Logs: ☒ older than 1 [dropdown]

Log player chat to the database: ☐

Trim Chat Logs: ☒ older than 2 [dropdown]

Show GetTime in console: ☐

Chat Colors: Default [color picker]

Server Chat [color picker]

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## Telnet Connection

Server Settings | **Console** | Players | Chat | Permissions | Bans | Security | Security 2 | White

**Telnet Connection**

Server Display Name: [text box] Observer Mode: ☐

7D2D Server Telnet Connection

Auto Connect: ☐

Host: [text box]

Port: [text box]

Password: [text box] [key icon]

Timeout: 30 [spinners] seconds

[Save] [Cancel]

This tab will need to be configured regardless as to whether your server is running locally or not.

**Server Display Name:** This is the name that will be displayed in the RAT header, as well as during various RAT events where your servername is output. It's basically what people joining your server will see by

default (you can change this at any time).

Auto Connect: Do you want RAT to automatically connect to your server when you start RAT, or when RAT loses connection to the server? Until you have RAT successfully configured, do not check this box. If you do, you'll probably see all kinds of lag (locally, not on your server), while RAT tries to connect with bad settings.

Host: The hostname or IP of your game server

Port: The port of your game server

Password: The telnet password to your game server

Timeout: How long RAT will wait before assuming the connection to your server has failed.

Click SAVE

At this point, if your server is already up and running, you can click the "Connect" button in the upper right corner of RAT and you should see the Telnet light go green. Please note that any mods you have installed such as "Bad Company" or "Allocs", won't light up on the bottom right, until the telnet connection is successful and RAT is logged into your server.

If your connection is successful, and you would like to auto connect RAT. Now check the checkbox and click SAVE.

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## Local Dedicated Server

If you are running your game server locally (on the same machine as RAT), you're probably going to want to let RAT configure your game server and manage it for you. This isn't necessary and you can run your game server and only connect to RAT via telnet, but you do lose out on a lot of features for locally running your server. (Configuration, Restarts, Health checks, backups, etc)

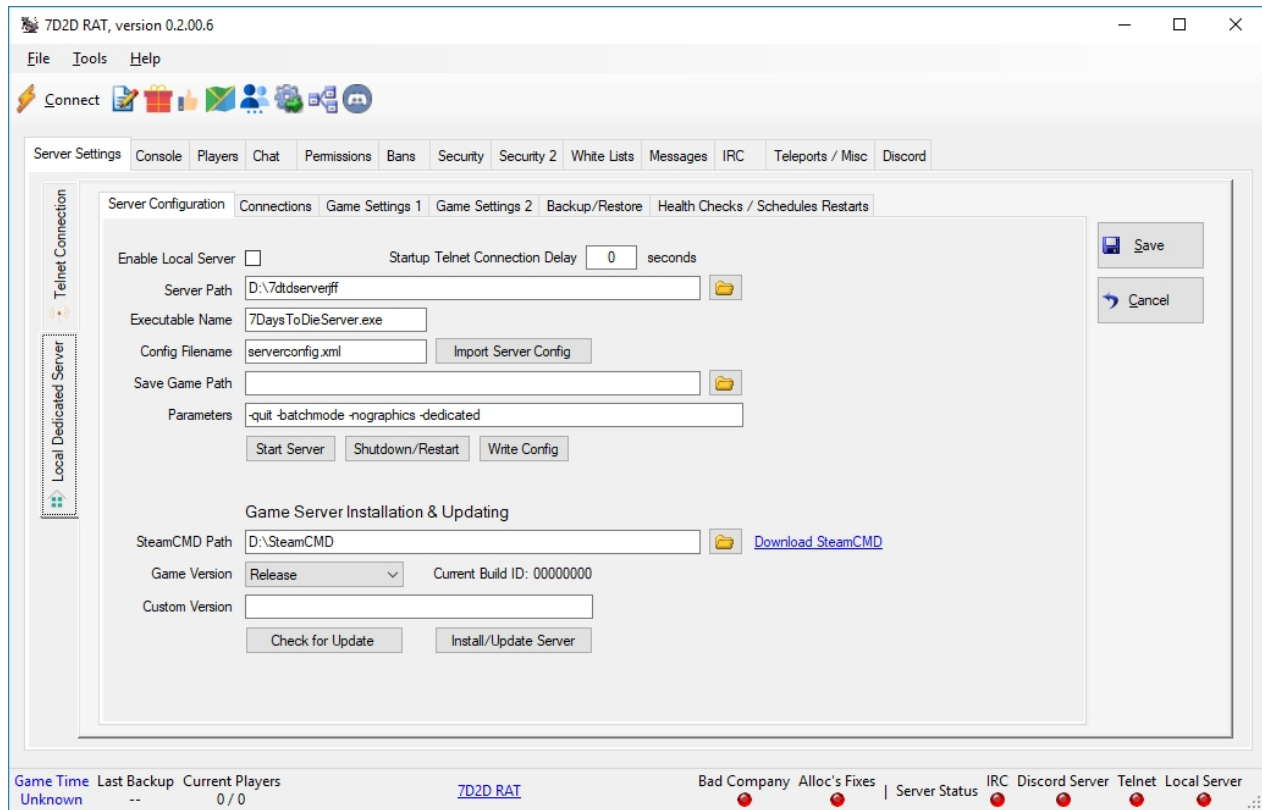
Before you start making changes to any of the settings, the general rule should be: If you aren't sure what the setting should be, leave the default

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## Server Configuration



If you are running your game server locally (on the same machine as RAT), you're probably going to want to let RAT configure your game server and manage it for you. This isn't necessary and you can run your game server and only connect to RAT via telnet, but you do lose out on a lot of features for locally running your server. (Configuration, Restarts, Health checks, backups, etc)

Before you start making changes to any of the settings, the general rule should be: If you aren't sure what the setting should be, leave the default!

#### Enable Local Server

DO NOT check the "Enable Local Server" checkbox until you have finished configuring your server. As soon as you check that box, RAT will start to monitor your server and if you haven't completed setup, you're going to see a lot of errors that aren't really errors, you just haven't completed setup yet. Once you have completed the initial setup, you'll want to check that box and SAVE your settings. This basically tells RAT to "GO!" and start doing its thing.

#### Startup Telnet Connection Delay

You should generally leave this at zero. This feature is for server owners that run large mods that take some time to start up. This tells RAT to wait X seconds before attempting its connections, health checks, etc. Otherwise RAT will attempt to stop your server and restart it, when its not fully started yet.

#### Server Path

This is the location of your 7D2D dedicated server installation. If you haven't installed the server files yet, don't worry, just set this to where you intend to install the game server

#### Executable Name

This should be left to the default name for most users. If you're not sure, leave the default

#### Config Filename

This is the name of the 7D2D game configuration file. If you already have a server up and running, click the "Import Server Config" button and RAT will import your current settings so you don't have to set everything up again.

#### Save Game Path



This is the location of your save games. This is only necessary to set if you change the save game location from the default location.

### Parameters

These are startup parameters for the game server, as always, if you don't know what they should be, please leave the defaults.

Save any changes you have made by clicking the "SAVE" button.

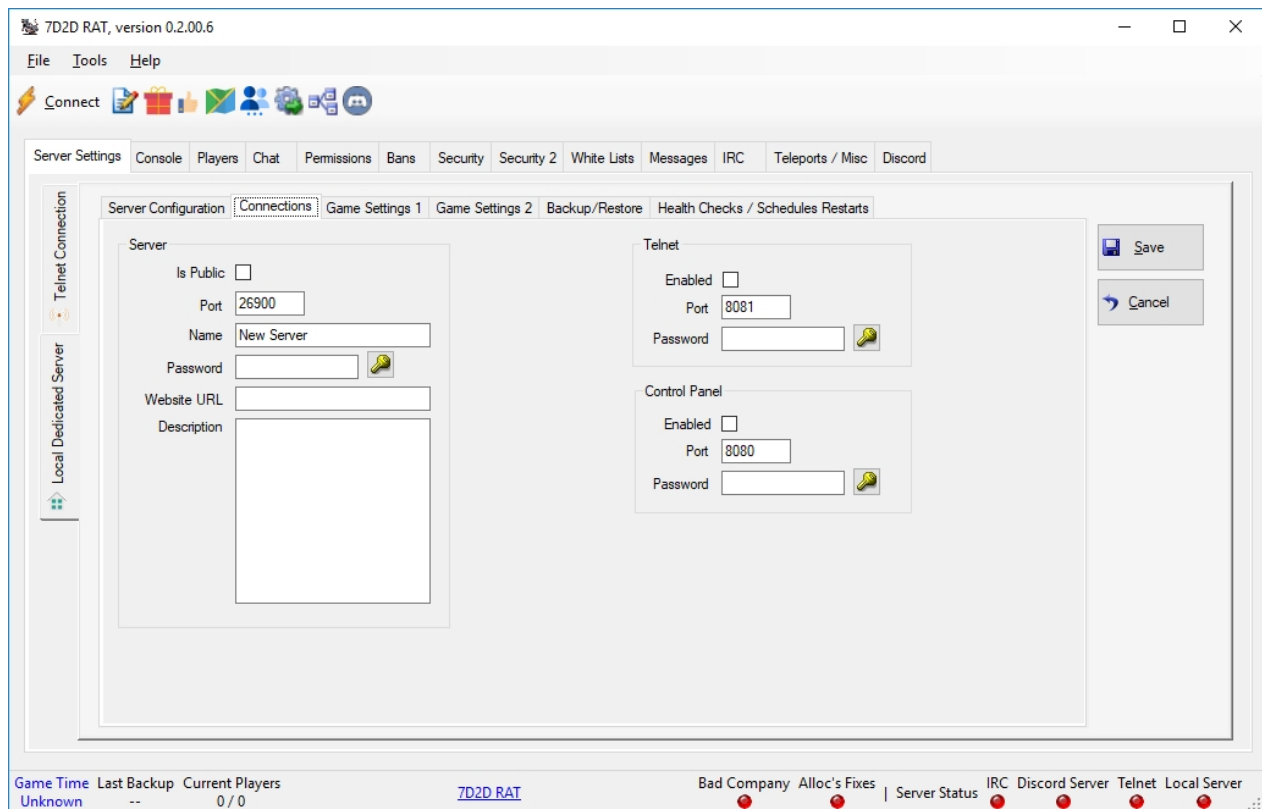
If your game server is already installed you can click the "Start Server" button and if everything is configured correctly, you should see the "Local Server" light at the bottom of the screen go green in a few seconds. After that, you can click the "Connect" button in the upper left corner of RAT to connect to your game server.

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## Connections

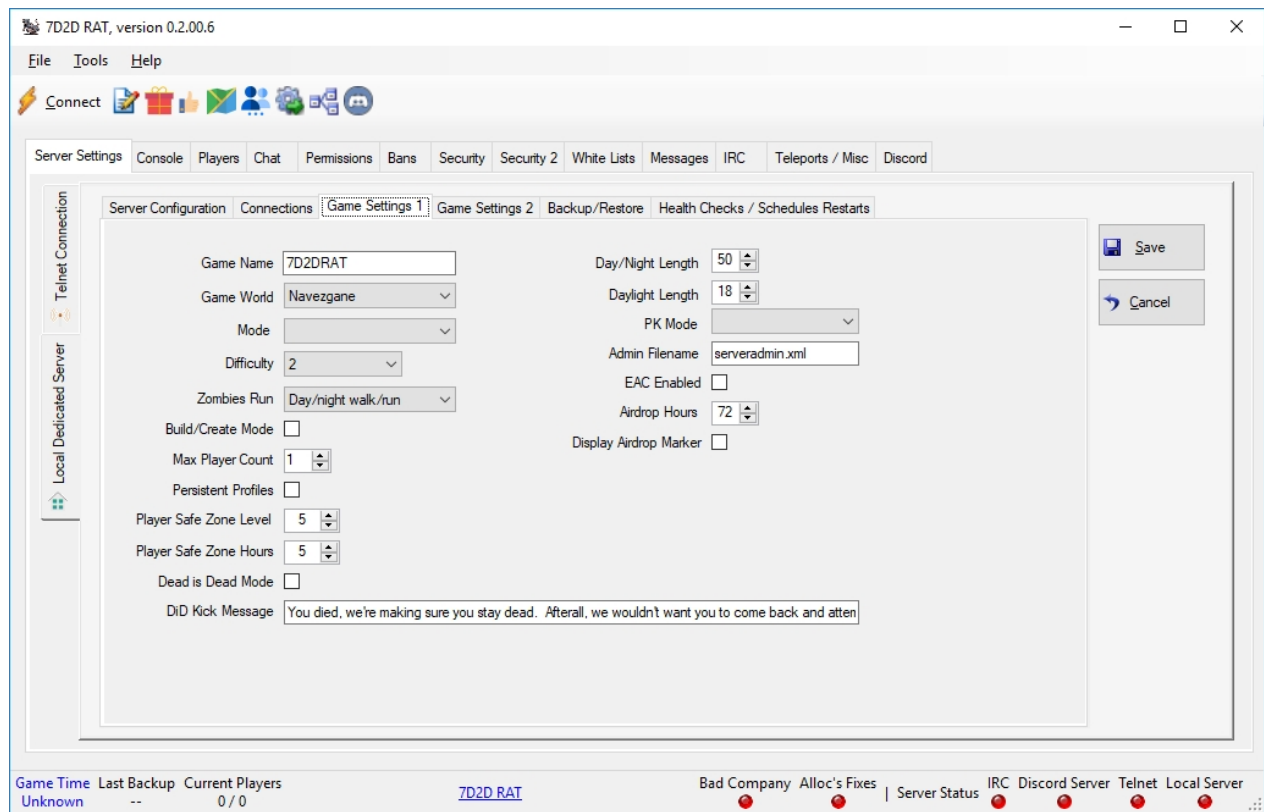



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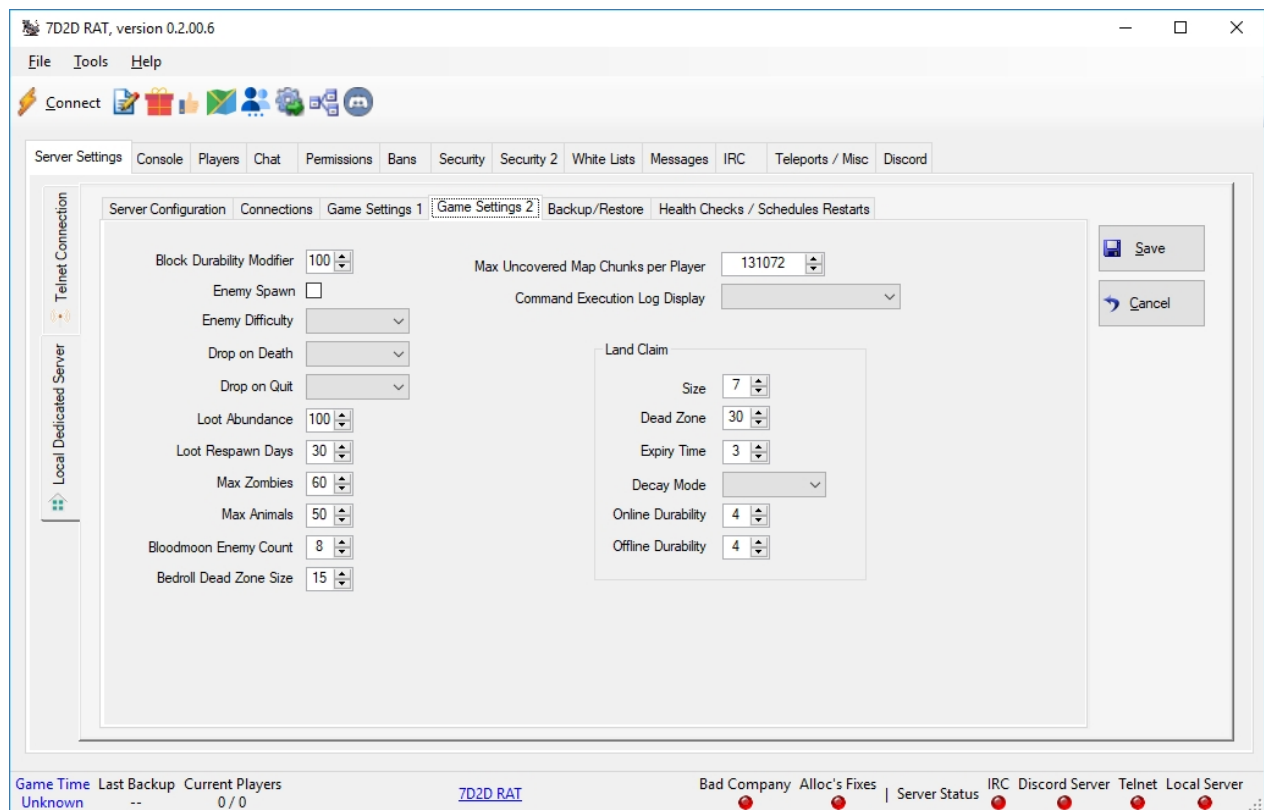
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## Game Settings 1



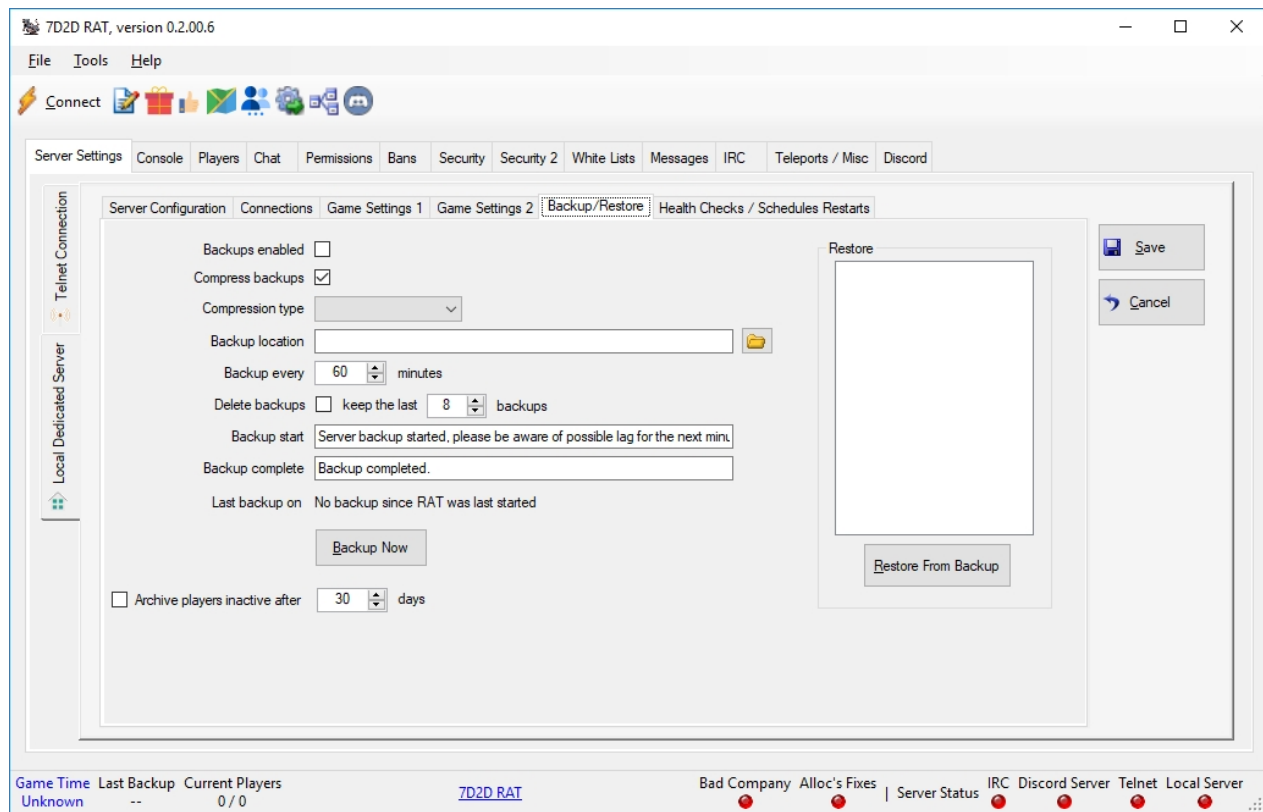
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## Game Settings 2



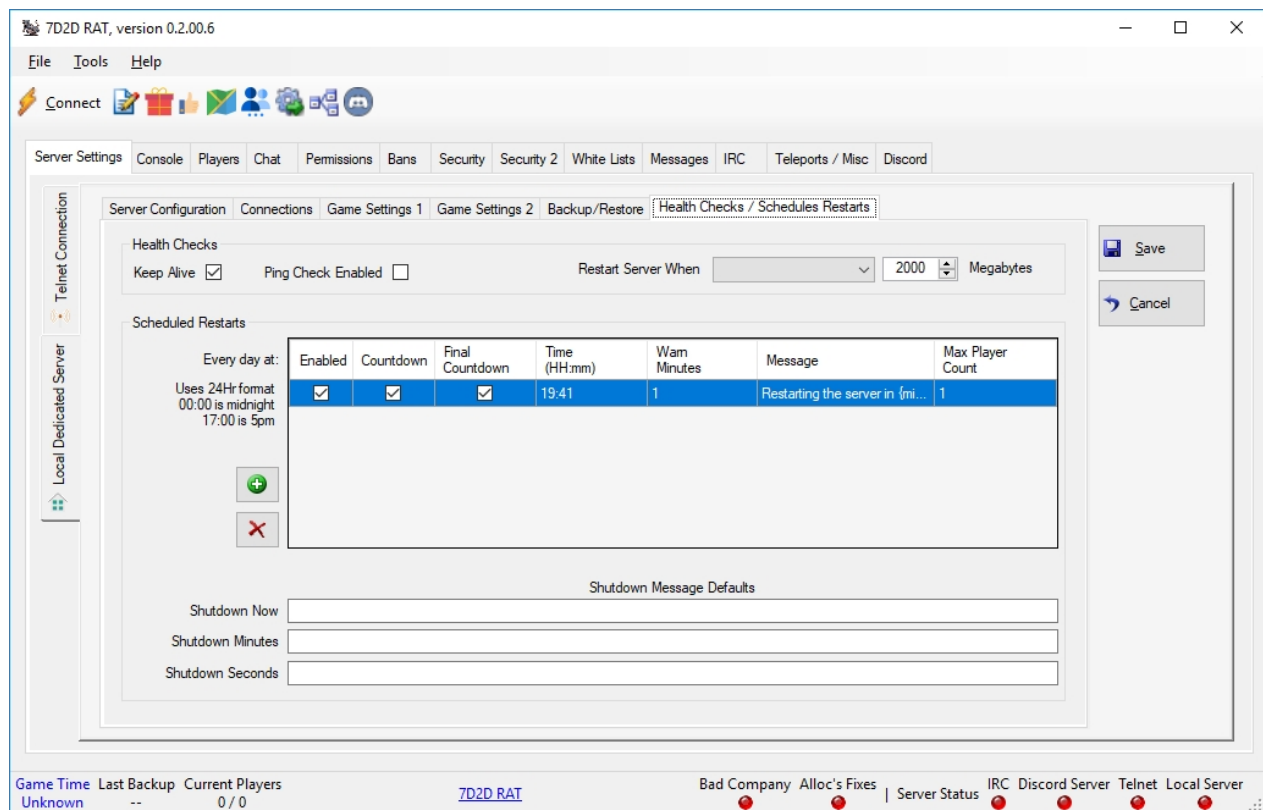
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## Backup/Restore



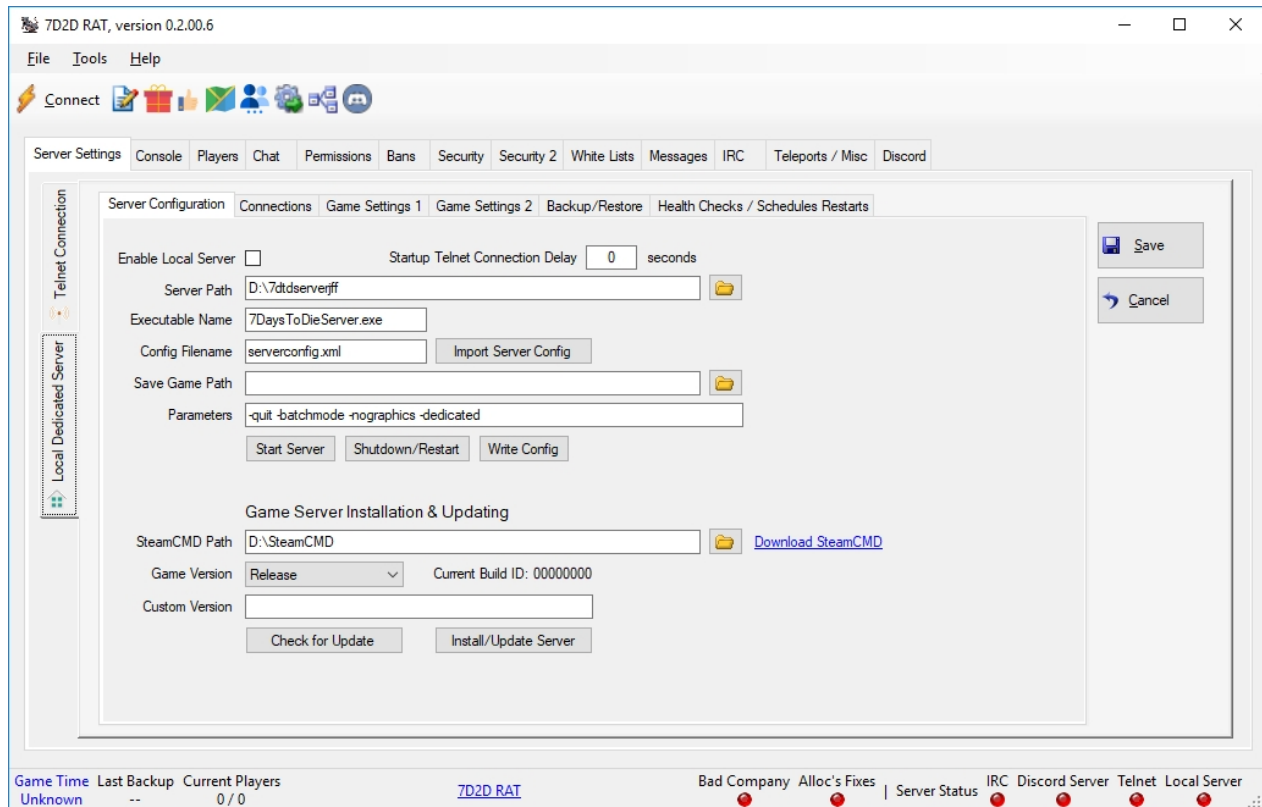
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## Health Checks / Scheduled Restarts



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## Installing the 7D2D Dedicated Server



If you would like RAT to manage and update your game server, you will need to install SteamCMD. SteamCMD is a free utility by Steam that allows command line access to Steam in order to install game servers, etc. You can download it and install it by clicking the "Download SteamCMD" link within RAT.

Installation is simple, just install it in a folder like the above screenshot, that's it.

Once the installation of SteamCMD is done, click the "Check for Update" button. This will cause RAT to check your current version and save that build ID for future checks.

Assuming that all of the above settings are correct, you can now click the "Install/Update" server button to update to the latest version of the game anytime you want. If your game server is already running, RAT will warn you and ask you if you'd like to stop the server, or abort the update process.

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## General Configuration

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## Server Settings

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## Console

7D2D RAT, version 0.2.00.6

File Tools Help

Connect

Server Settings Console Players Chat Permissions Bans Security Security 2 White Lists Messages IRC Teleports / Misc Discord

Log View Console Filter No Filter

Auto Scroll

Time	Content
2018-02-22 18:50:38	{ "tag": "RAT-BC-POS", "data": { [ "SteamId": "76561197970441157", "Name": "Trek kan", "IP": "10.0.0.53", "Position": "-1023 96 1061" ] } }
2018-02-22 18:50:44	INF Time: 11.04m FPS: 20.36 Heap: 684.1MB Max: 722.9MB Chunks: 756 CGO: 33 Ply: 1 Zom: 0 Ent: 8 (8) Items: 0 CO: 1 RSS: 1323.2MB
2018-02-22 18:51:14	INF Time: 11.54m FPS: 20.36 Heap: 681.6MB Max: 722.9MB Chunks: 756 CGO: 33 Ply: 1 Zom: 0 Ent: 8 (8) Items: 0 CO: 1 RSS: 1323.2MB
2018-02-22 18:51:21	INF Chat: 'Trek kan': !starterkit
2018-02-22 18:51:38	{ "tag": "RAT-BC-POS", "data": { [ "SteamId": "76561197970441157", "Name": "Trek kan", "IP": "10.0.0.53", "Position": "-1023 96 1061" ] } }
2018-02-22 18:51:44	INF Time: 12.04m FPS: 20.59 Heap: 634.3MB Max: 722.9MB Chunks: 756 CGO: 33 Ply: 1 Zom: 0 Ent: 8 (8) Items: 0 CO: 1 RSS: 1323.2MB
2018-02-22 18:51:47	INF Chat: 'Trek kan': !starterkit
2018-02-22 18:52:14	INF Time: 12.54m FPS: 21.27 Heap: 696.9MB Max: 722.9MB Chunks: 756 CGO: 33 Ply: 1 Zom: 0 Ent: 8 (8) Items: 0 CO: 1 RSS: 1323.1MB
2018-02-22 18:52:38	{ "tag": "RAT-BC-POS", "data": { [ "SteamId": "76561197970441157", "Name": "Trek kan", "IP": "10.0.0.53", "Position": "-1023 96 1061" ] } }
2018-02-22 18:52:44	INF Time: 13.04m FPS: 20.72 Heap: 678.1MB Max: 722.9MB Chunks: 756 CGO: 33 Ply: 1 Zom: 0 Ent: 8 (8) Items: 0 CO: 1 RSS: 1323.1MB
2018-02-22 18:52:59	INF Chat: 'Trek kan': !starterkit
2018-02-22 18:53:14	INF Time: 13.54m FPS: 20.57 Heap: 649.9MB Max: 722.9MB Chunks: 756 CGO: 33 Ply: 1 Zom: 0 Ent: 8 (8) Items: 0 CO: 1 RSS: 1323.2MB
2018-02-22 18:53:16	INF Chat: 'Trek kan': !starterkit
2018-02-22 18:53:24	INF Chat: 'Trek kan': !starterkit
2018-02-22 18:53:38	{ "tag": "RAT-BC-POS", "data": { [ "SteamId": "76561197970441157", "Name": "Trek kan", "IP": "10.0.0.53", "Position": "-1023 96 1061" ] } }
2018-02-22 18:53:44	INF Time: 14.04m FPS: 20.53 Heap: 635.2MB Max: 722.9MB Chunks: 756 CGO: 33 Ply: 1 Zom: 0 Ent: 8 (8) Items: 0 CO: 1 RSS: 1323.1MB
2018-02-22 18:54:14	INF Time: 14.54m FPS: 20.36 Heap: 689.7MB Max: 722.9MB Chunks: 756 CGO: 33 Ply: 1 Zom: 0 Ent: 8 (8) Items: 0 CO: 1 RSS: 1323.2MB
2018-02-22 18:54:38	{ "tag": "RAT-BC-POS", "data": { [ "SteamId": "76561197970441157", "Name": "Trek kan", "IP": "10.0.0.53", "Position": "-1023 96 1061" ] } }
2018-02-22 18:54:44	INF Time: 15.04m FPS: 20.54 Heap: 680.5MB Max: 722.9MB Chunks: 756 CGO: 33 Ply: 1 Zom: 0 Ent: 8 (8) Items: 0 CO: 1 RSS: 1323.2MB

Send

Game Time Last Backup Current Players 7D2D RAT Bad Company Alloc's Fixes Server Status IRC Discord Server Telnet Local Server

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## Players

7D2D RAT, version 0.2.00.6

File Tools Help

Connect

Server Settings Console Players Chat Permissions Bans Security Security 2 White Lists Messages IRC Teleports / Misc Discord

AlcoholPoisoning animalBear

Player List Filters

Search Status Online

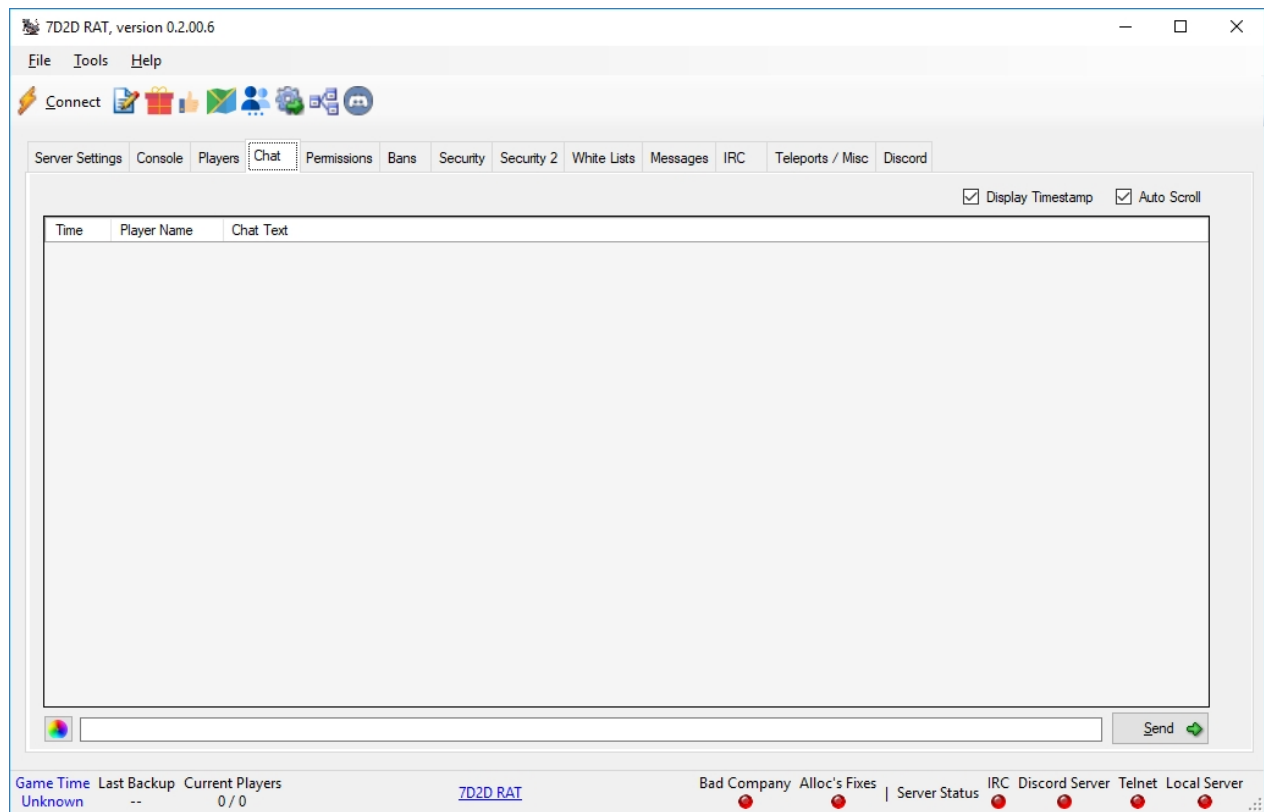
Pause Player Refresh

ID	Status	Name	Level	Health	Deaths	Zombies	PKs	Score	SteamID	IP	Ping	Position	Rot	Remote	Last S
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Game Time Last Backup Current Players 7D2D RAT Bad Company Alloc's Fixes Server Status IRC Discord Server Telnet Local Server

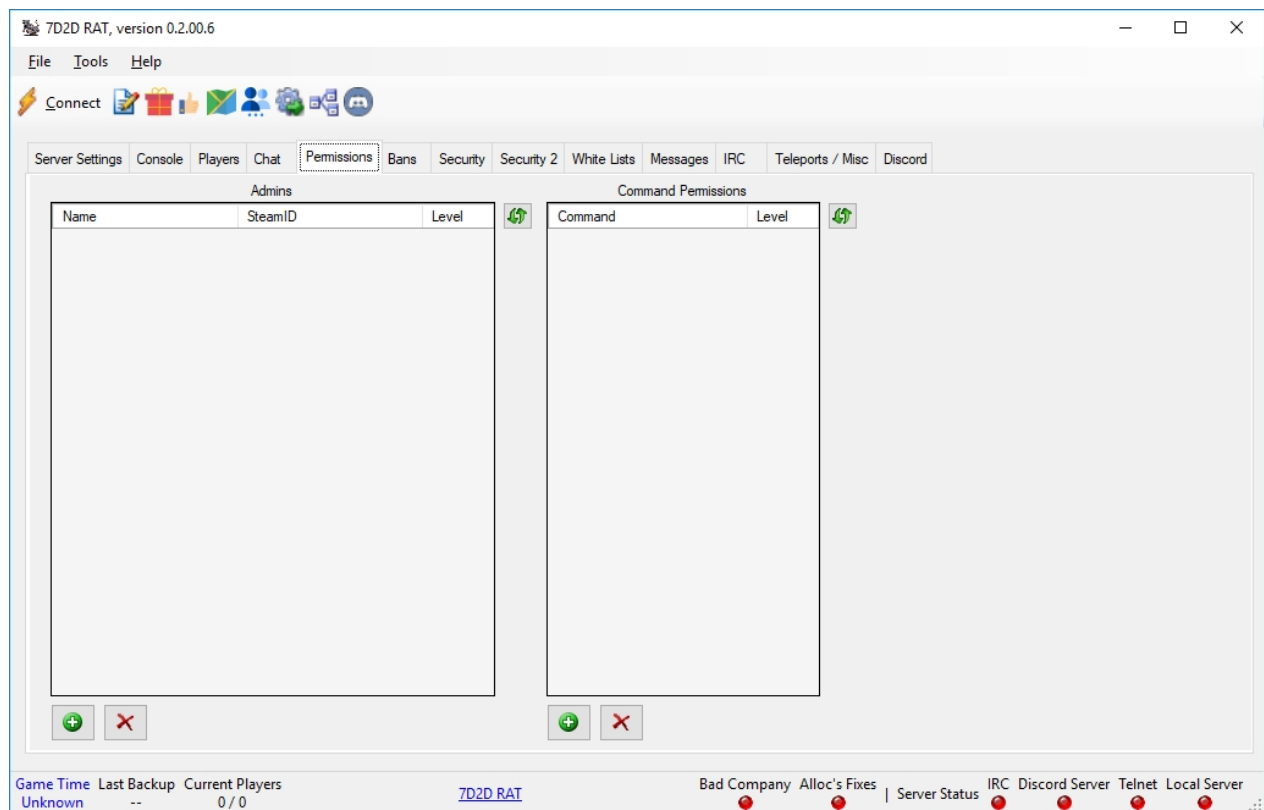
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## Chat



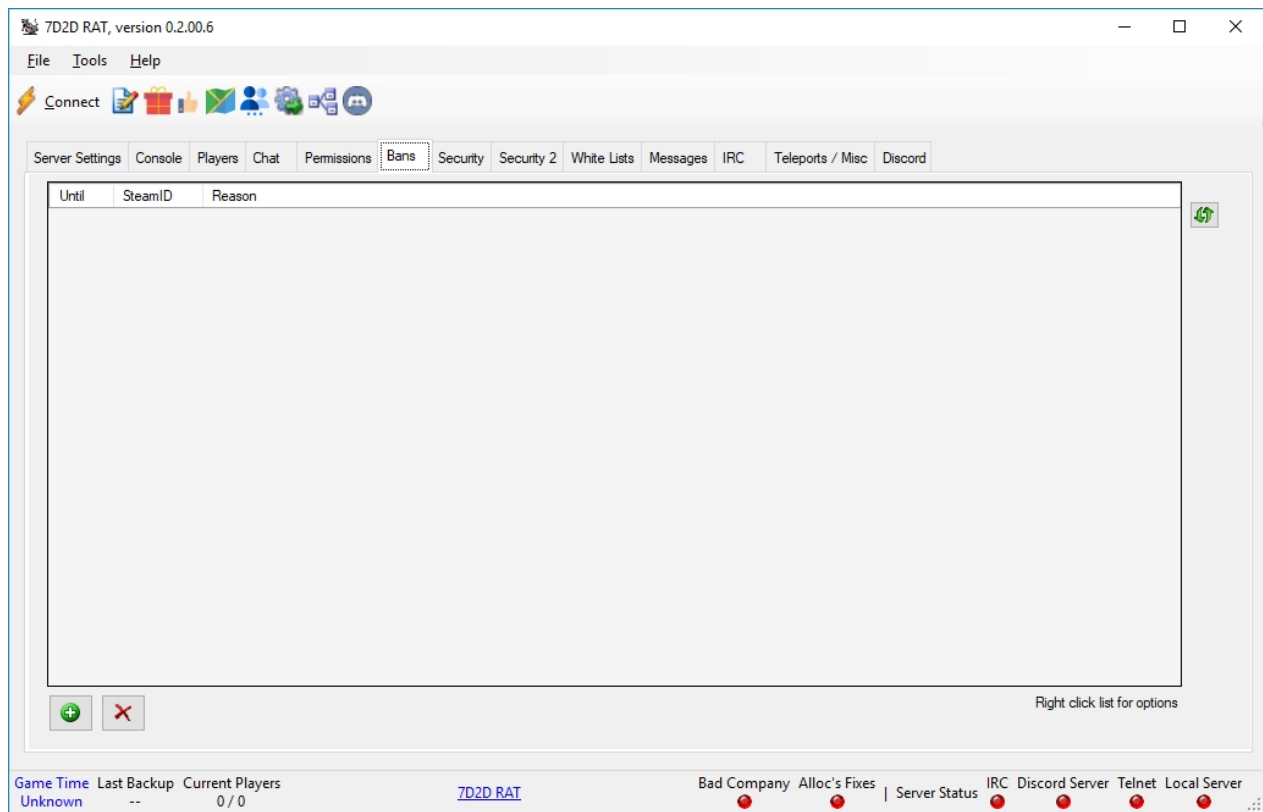
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## Permissions



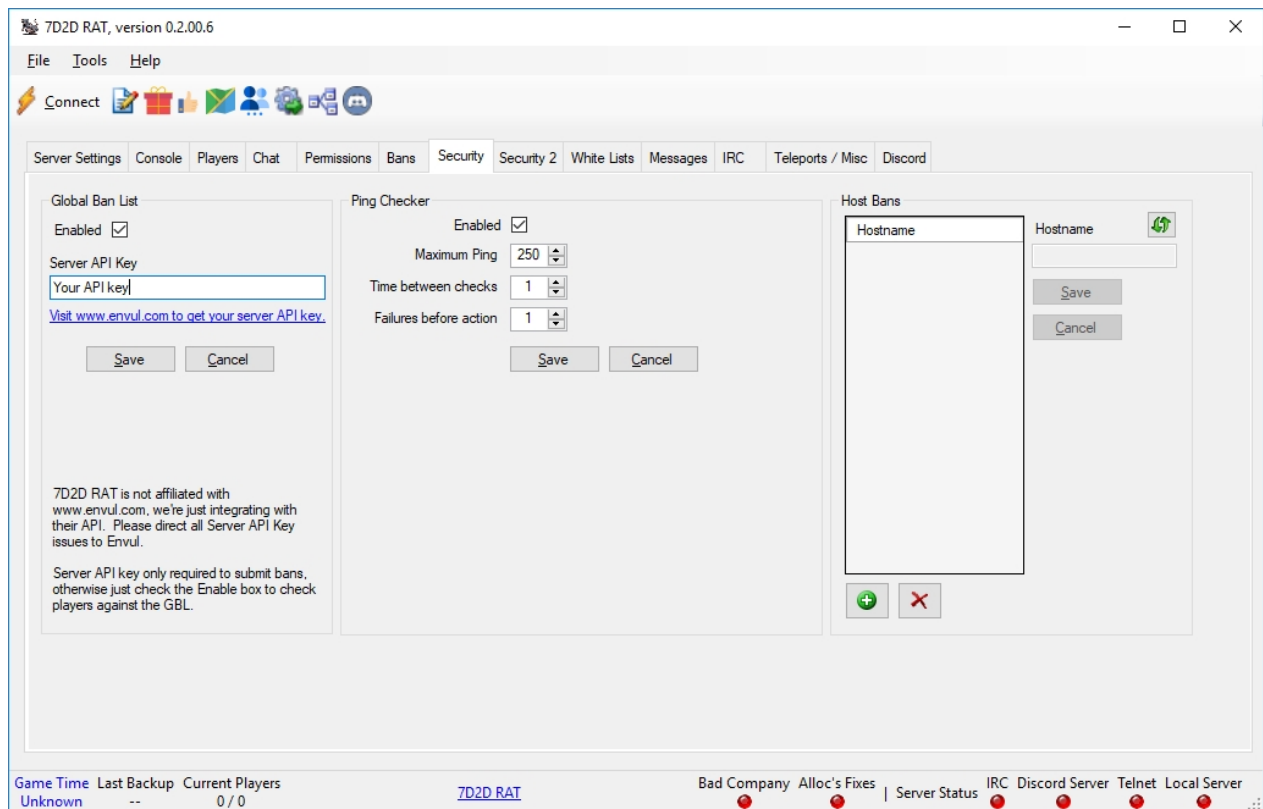
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## Bans



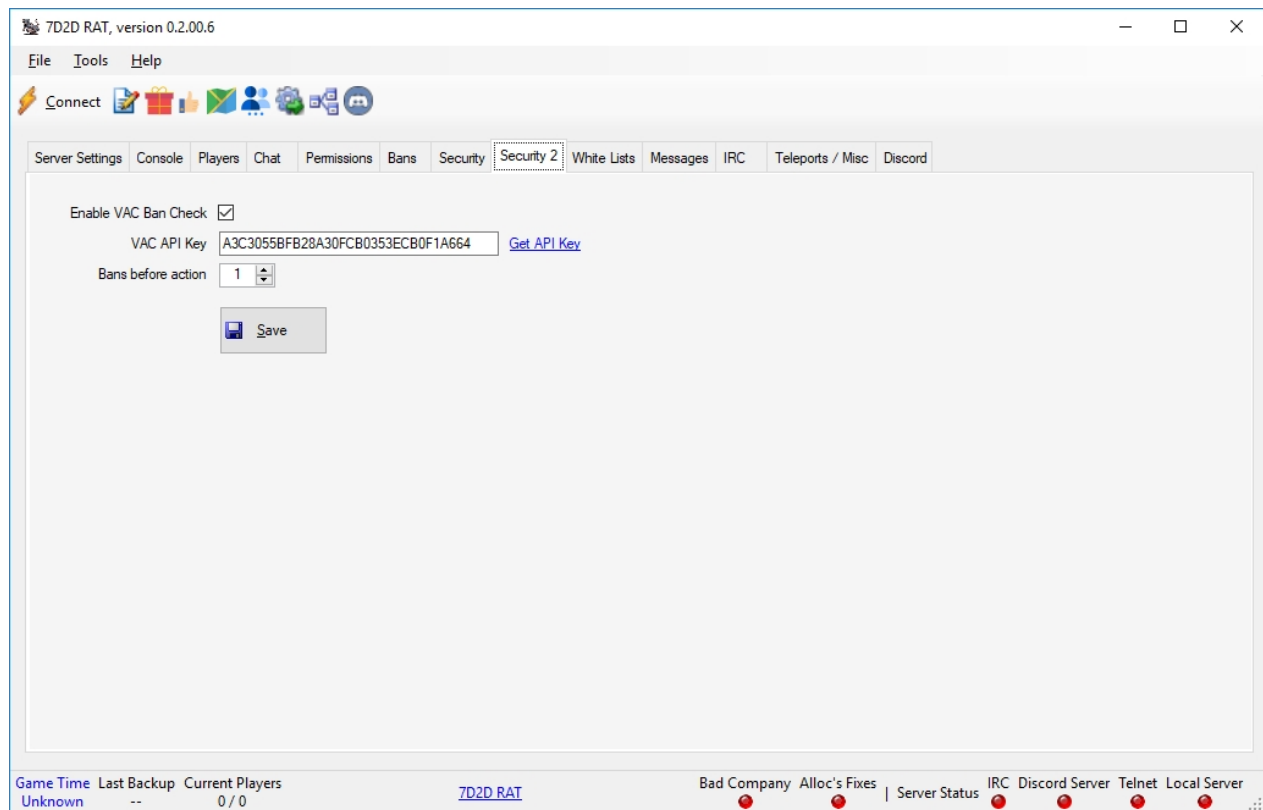
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## Security



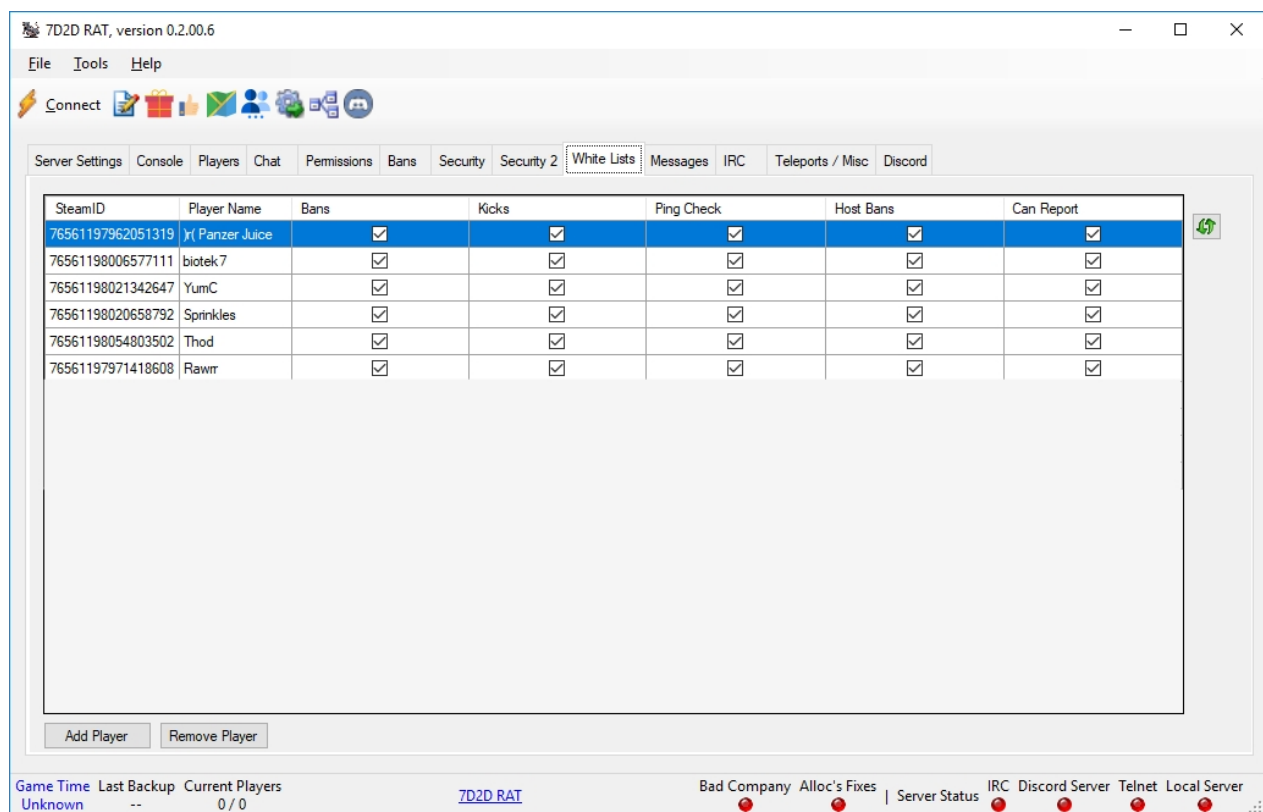
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## Security 2



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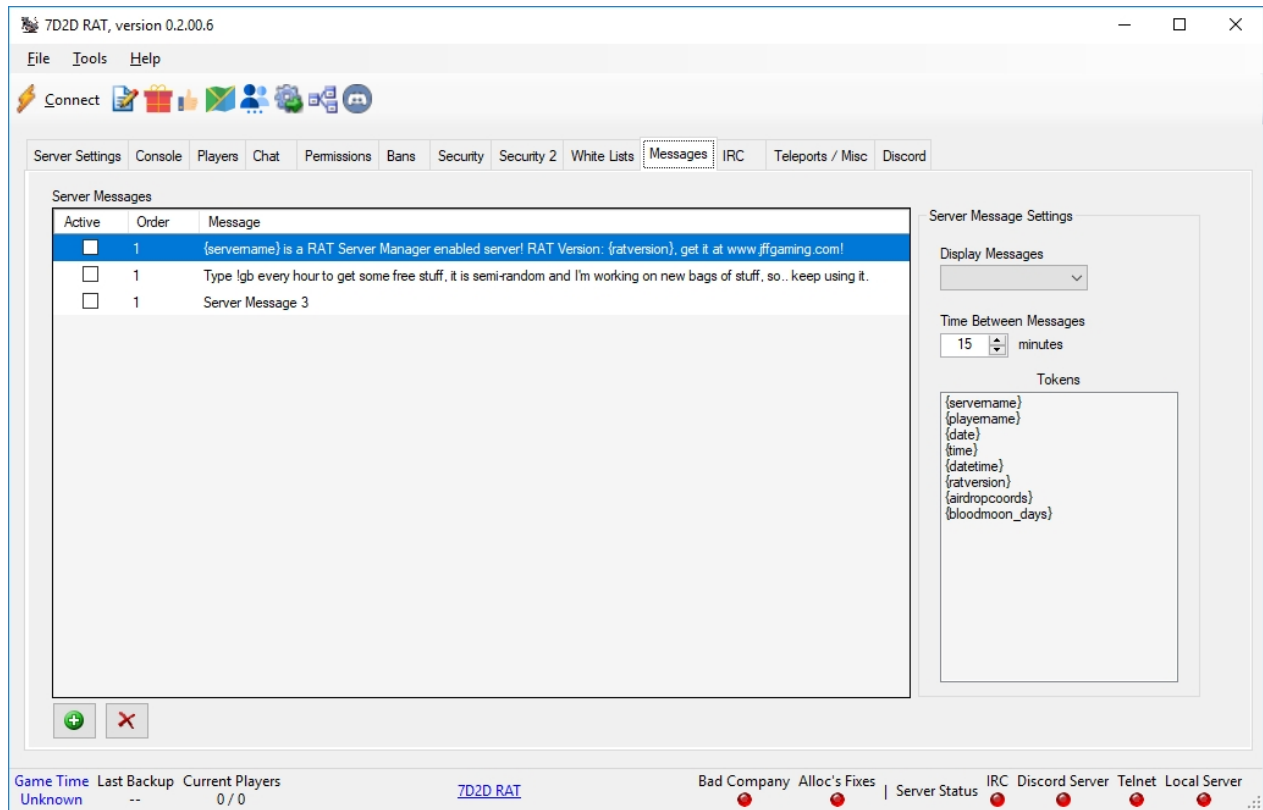
## White Lists



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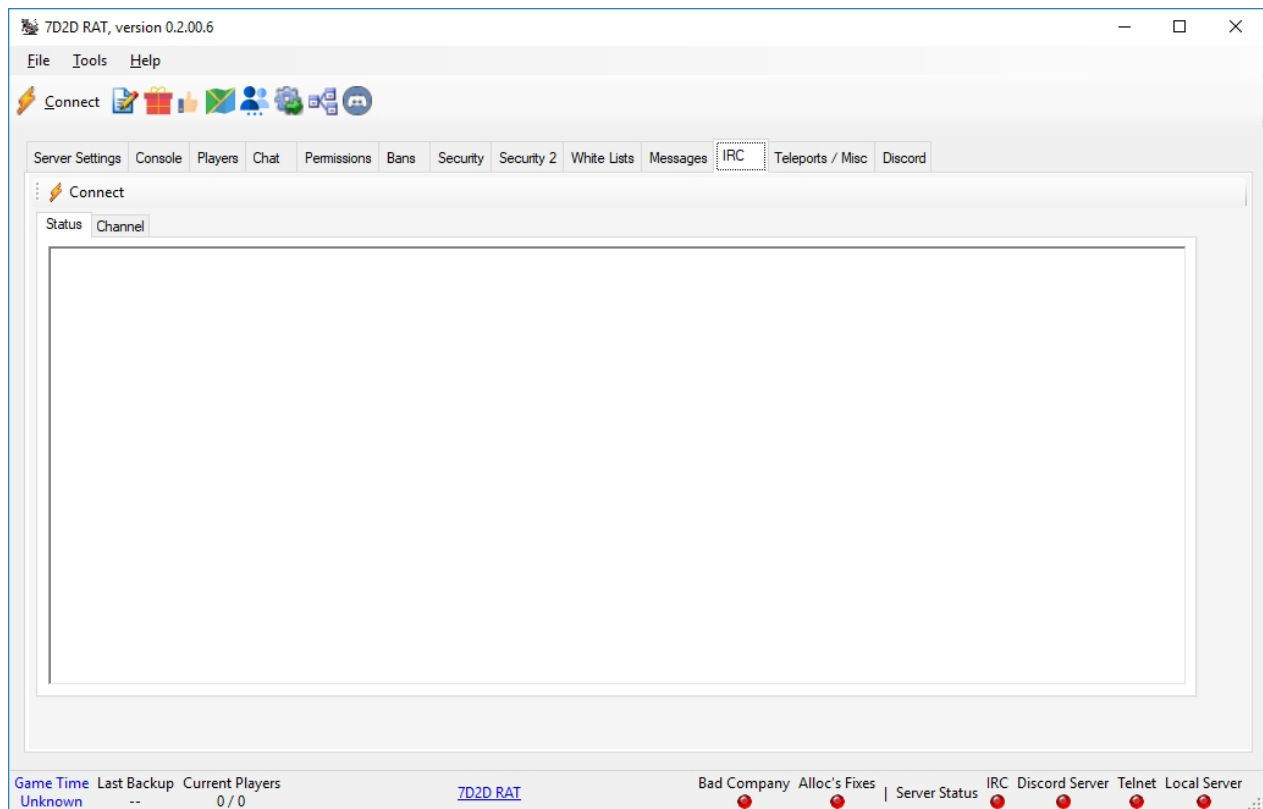


## Messages



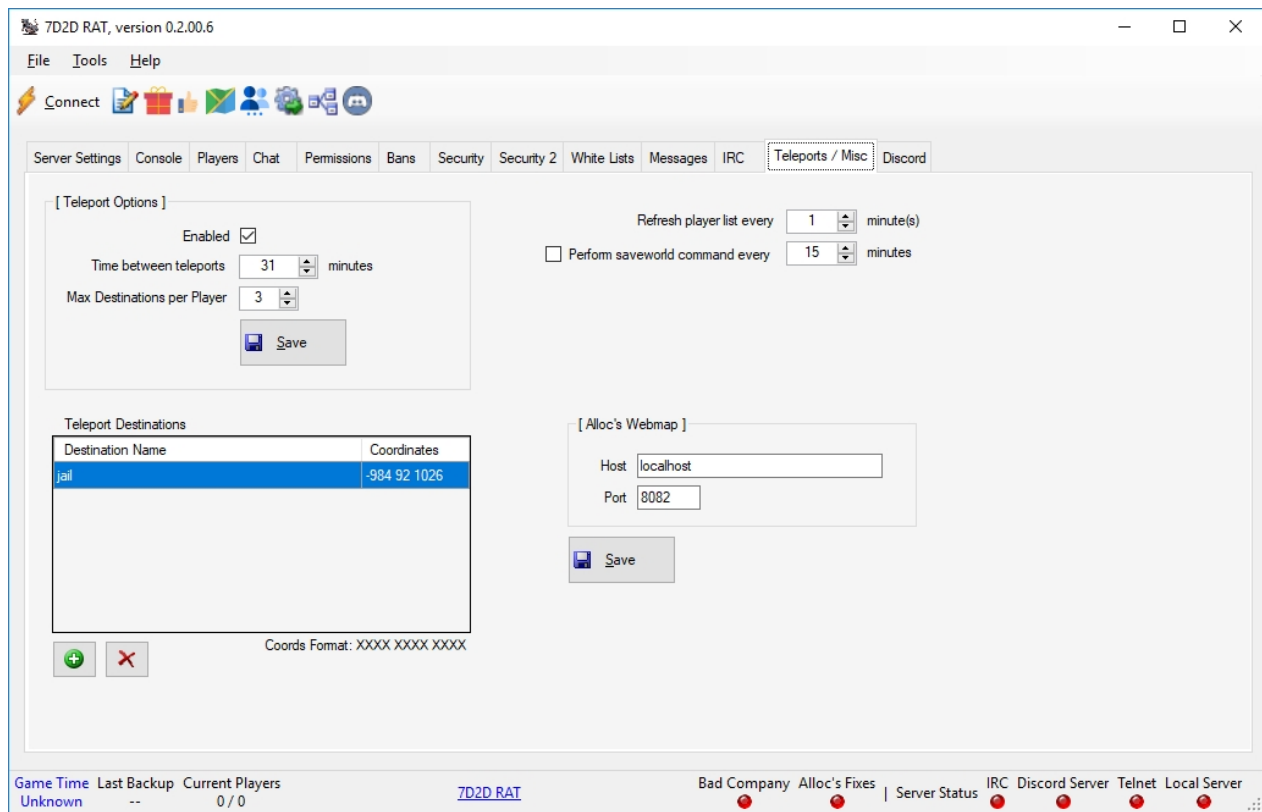
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## IRC



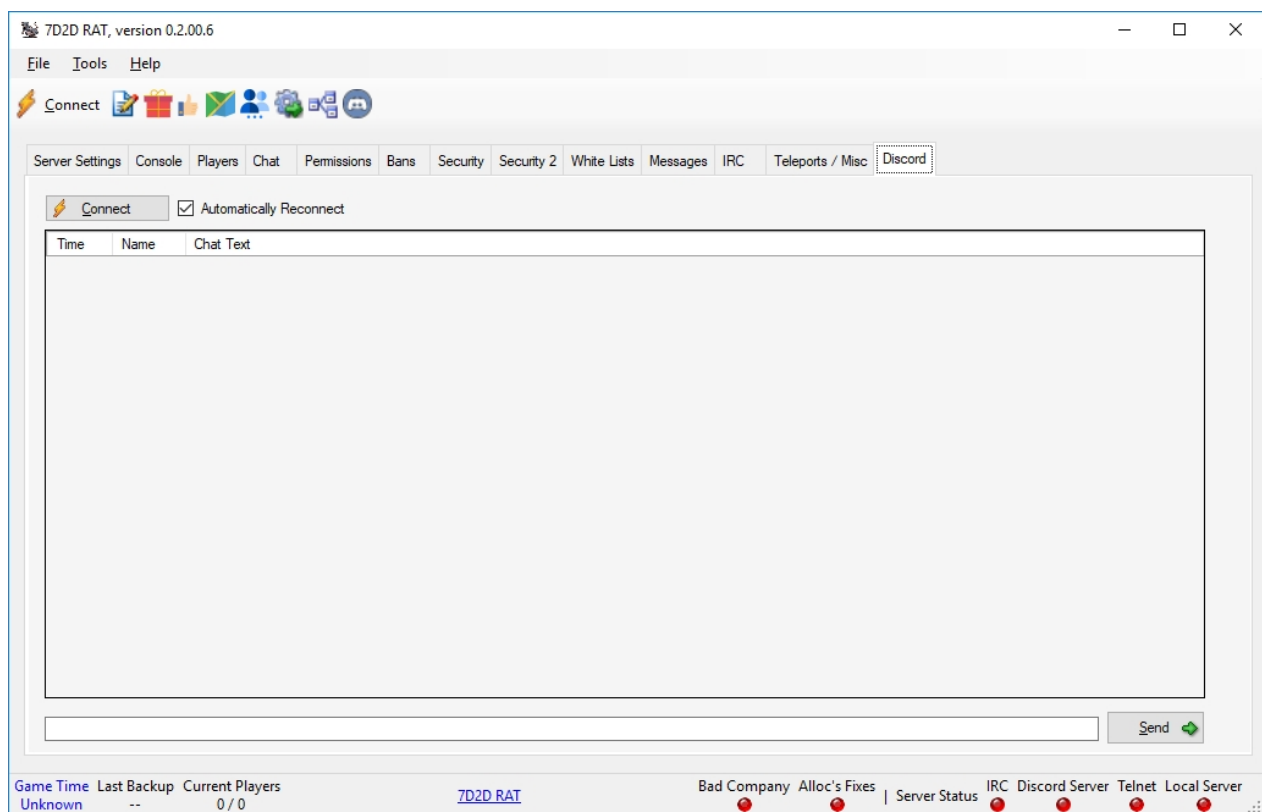
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## Teleports / Misc



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## Discord



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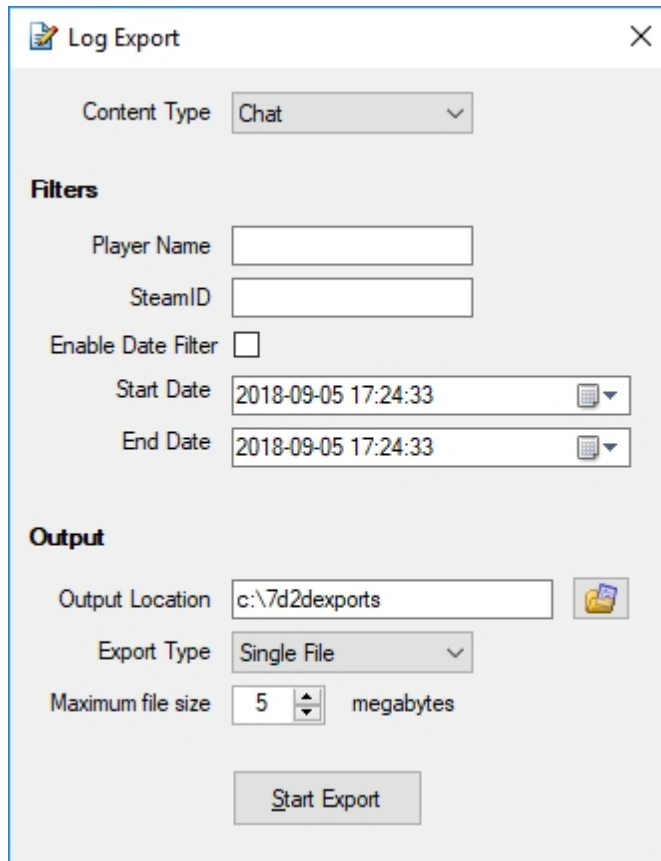
## Toolbar Items

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### Export Logs



The screenshot shows a 'Log Export' dialog box with the following fields and controls:

- Content Type:** A dropdown menu set to 'Chat'.
- Filters:**
  - Player Name:** An empty text input field.
  - SteamID:** An empty text input field.
  - Enable Date Filter:** An unchecked checkbox.
  - Start Date:** A date and time picker set to '2018-09-05 17:24:33'.
  - End Date:** A date and time picker set to '2018-09-05 17:24:33'.
- Output:**
  - Output Location:** A text input field containing 'c:\7d2dexports' with a folder icon button to its right.
  - Export Type:** A dropdown menu set to 'Single File'.
  - Maximum file size:** A numeric spinner set to '5' followed by the text 'megabytes'.
- Start Export:** A button at the bottom of the dialog.

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### Grab Bags

**Grab Bag Editor**

**Settings**

Grab Bag System Enabled ☒

Minutes Between Bags

Minimum Level Required

Guaranteed Items

Display Results in

**Item Editor**

Available Bag Items

- firstAidKit.Schematic
- 9mmBullet
- 762mmBullet
- baconAndEggs
- boiledMeat
- firstAidBandage
- firstAidKit
- chemistryStation
- goldenRodTea
- shovelIron
- splint
- forgedIron
- clayLump
- stone
- pickaxeIron
- nailgun
- 9mmBullet
- bellows

Quantity

Has Quality ☐

Quality

% Chance to Spawn

**Bag Contents**

- firstAidKit.Schematic
- firstAidBandage
- firstAidKit
- chemistryStation
- splint

**Bag Editor**

Grab Bags

- Loser Bag
- Winner Bag
- Medical Supplies
- Food Items
- Weapons
- Materials
- Tools

Bag Name

Default ☐

Active ☒

% Chance

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## Server Voting

Server Voting

Enabled ☒

Server API Key

Reward Bag 

Winner Bag

Save

In order to use the voting system, you must register for an account at [7daystodie-servers.com](https://7daystodie-servers.com) and get an API key for your server

[7daystodie-servers.com](https://7daystodie-servers.com)

Time Period 

Current

[ Voter List ]

Player Name	Votes
-------------	-------

[ Vote List ]

Date	Player Name	Steam ID	Claimed
------	-------------	----------	---------

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## Web Map

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## IRC Chat

**IRC Settings**

**Settings** | Misc

Server Host: NuclearFallout.WA.US.GameSurge.net

Server Port: 6667

Bot Name: RATClientBot

Channel: #7D2DRAT-test

Use mIRC Colors: ☒ Connect on Start: ☐

Show Timestamp: ☒ Reconnect on Disconnect: ☒

Command Key: !

Email Address: trekkan@gmail.com

Real Name: Trekkan

Tagline: Get it at www.jffgaming.com

Quit Message: Via RAT, Remote Admin Tool www.jffgaming.co

Save Cancel

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## Event Editor

**RAT Event Editor**

Show Events: All

**Event List**

- Airdrop Spawned
- Backup Completed
- 7D2D Server Backup Completed
- Backup Failed
- 7D2D Server Backup Failed!
- Backup Started
- 7D2D Server Backup Started
- Discord Connected
- Discord Connected
- Discord Disconnected
- Discord Disconnected
- Discord Public Chat
- Check users discord role
- Discord - Admin Public Say
- Echo all chat to game
- Player Banned
- Player Banned
- Player Connected
- Player Connected to Server
- Player Connecting
- Player Connecting to Server
- Player Died
- Player Died
- Player Disconnected
- Player Disconnected
- Player Failed Host Check
- Player Failed Host Check
- Player Failed Ping Check
- Player Failed Ping Check
- Player Failed VAC Ban Check
- Player Failed VAC Check
- Player Kicked
- Player Kicked

**Event Editor**

Enabled: ☐

Name:

Type: Player Public Chat

Order: 1

Source: User

**Conditionals**

CONTAINS  
STARTSWITH  
ENDSWITH  
ALEVEL  
PLEVEL  
COOLDOWN  
CHECKDISCORDROL  
EQUALS  
CSEQUALS

**Aliases**

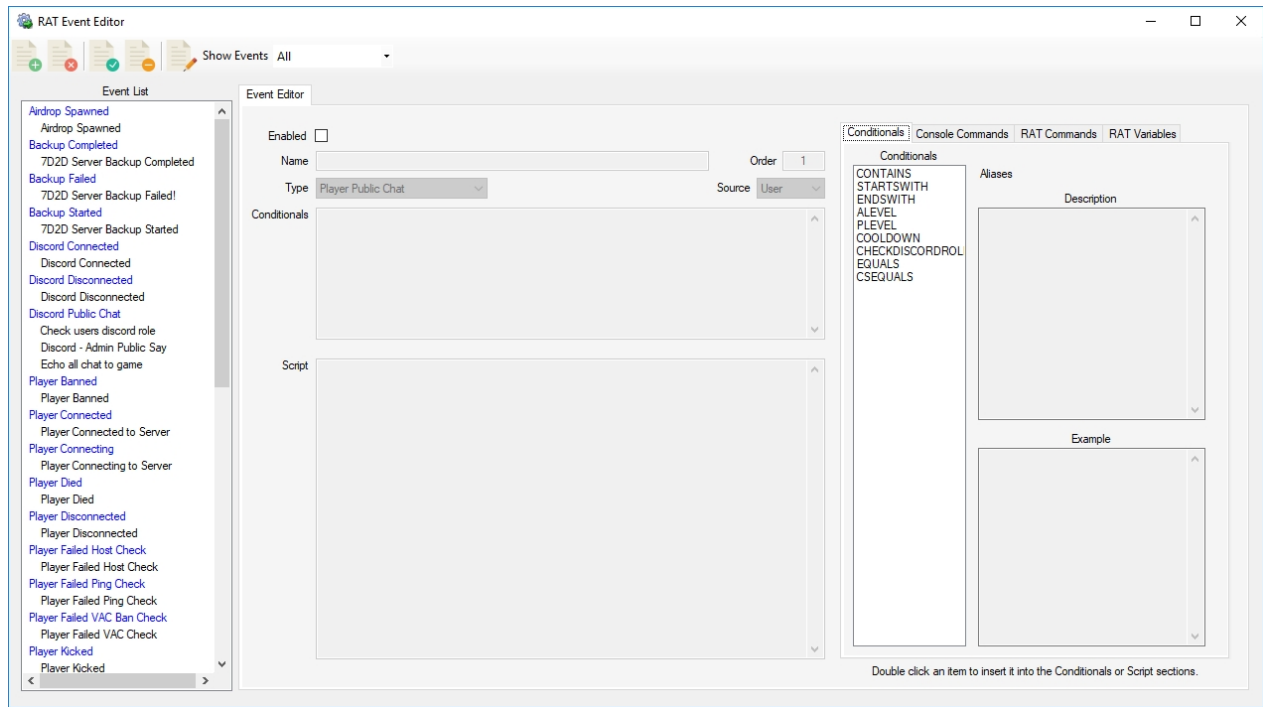
Description:

Example:

Double click an item to insert it into the Conditionals or Script sections.

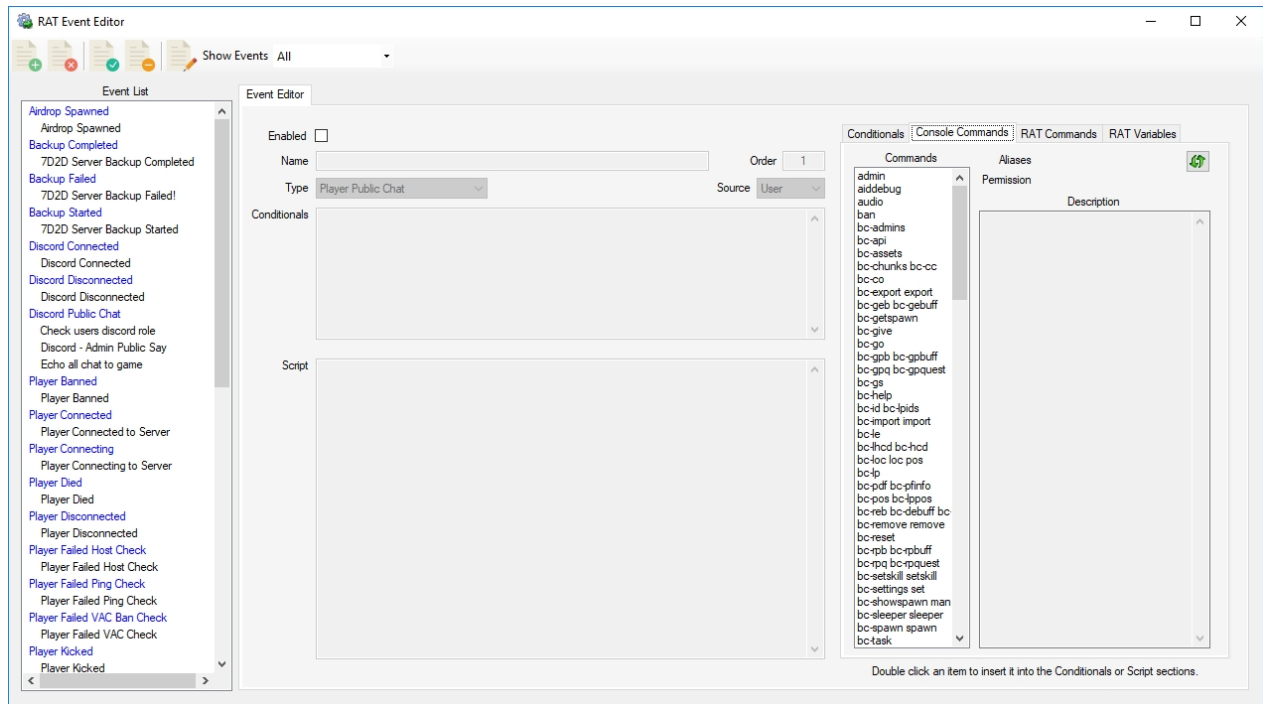
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## Conditionals



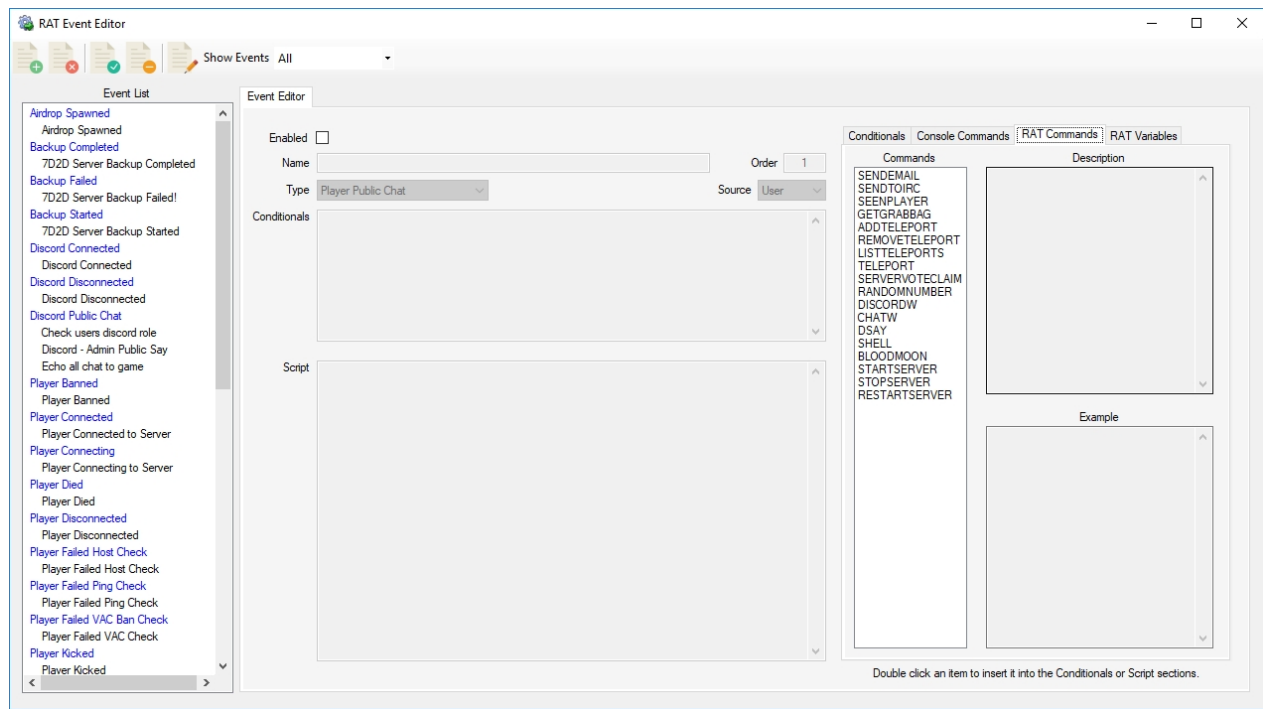
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## Console Commands



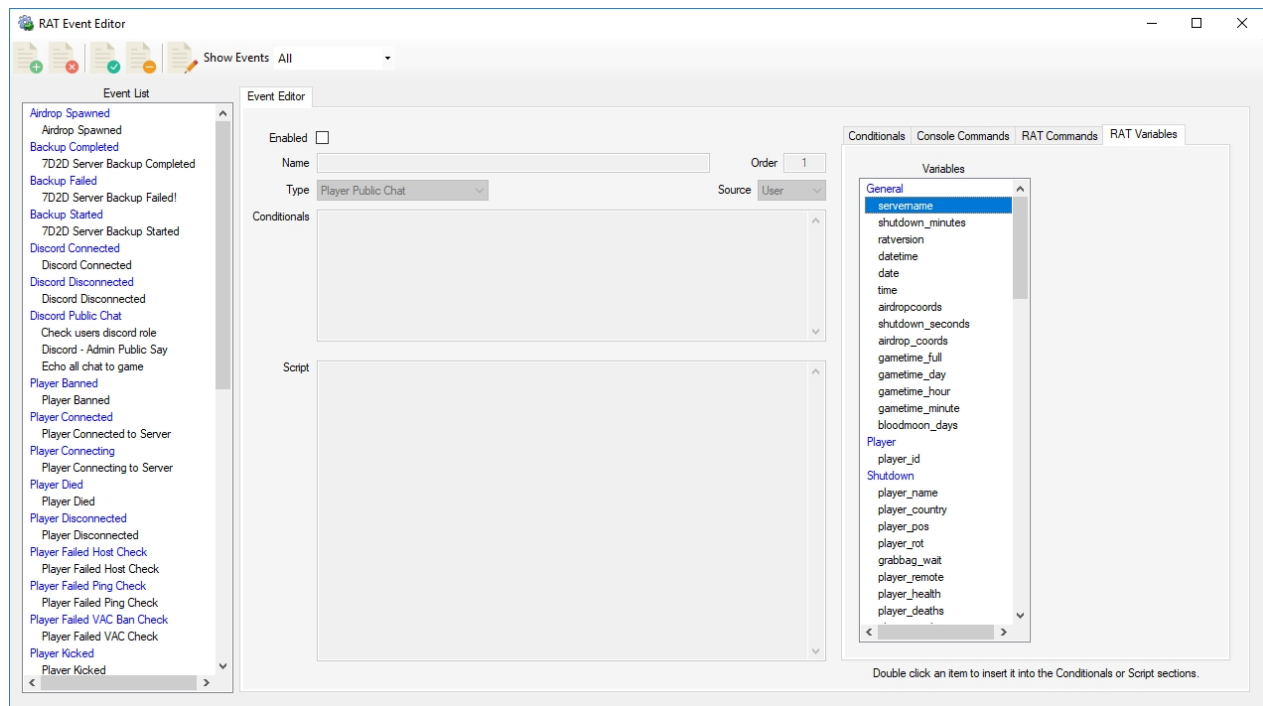
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## RAT Commands



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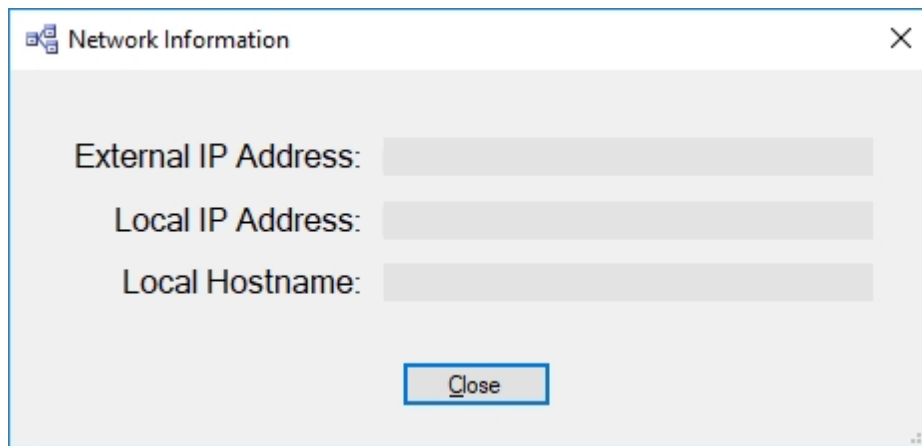
## RAT Variables



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## Network Information



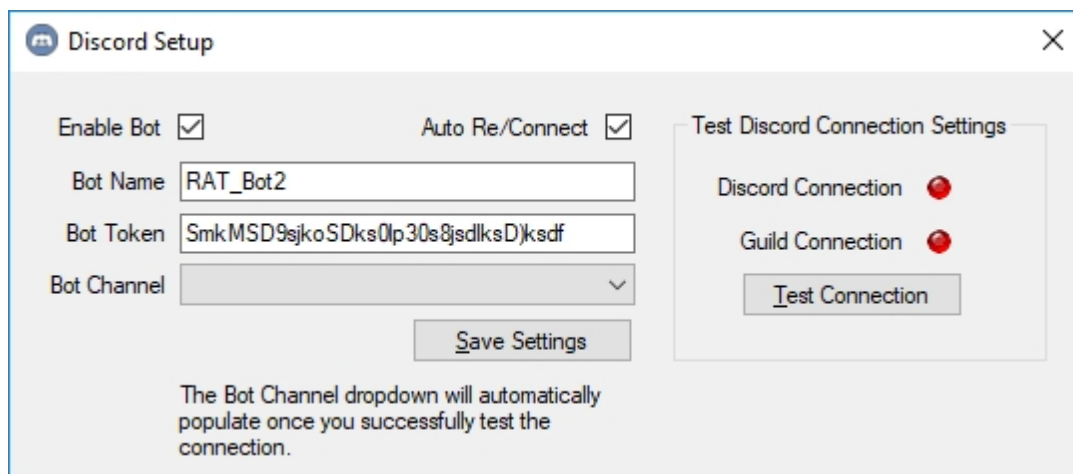


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## Discord Setup

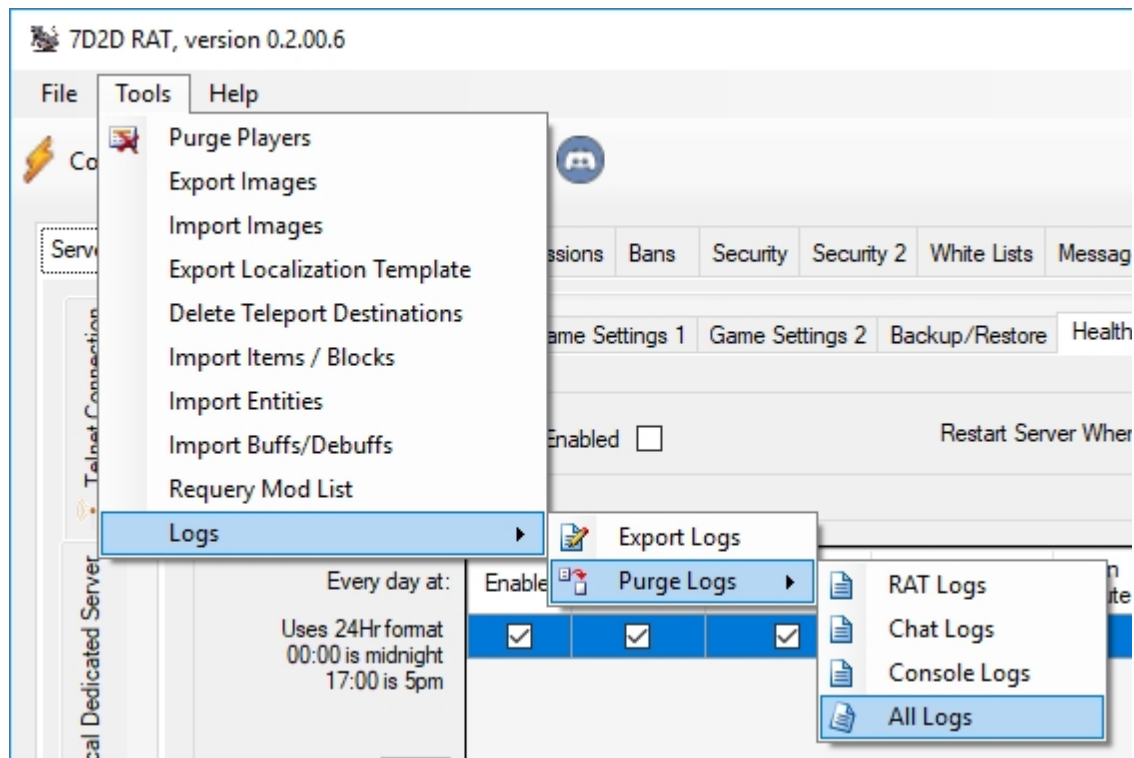


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## Tools Menu



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