

R43 Document Changes

BF4 PC Server Administration

- Added three new options for the Ready screen:
 - **vars.roundPlayersReadyBypassTimer** this value sets the amount of seconds after which the ready screen is bypassed. time starts counting from when the first player selects "ready"
 - **vars.roundPlayersReadyMinCount** is the minimum number of players per team which have to confirm ready state for the round to start
 - **vars.roundPlayersReadyPercent** is the percent of number of players of the smaller team which define the number of players per team which have to confirm ready state for the round to start

NOTE: both vars.roundPlayersReadyMinCount and vars.roundPlayersReadyPercent arbitrate for the same parameter. The game server will pick the highest value if they mismatch (I.E., if the value expressed by vars.roundPlayersReadyPercent is four players, and the one for vars.roundPlayersReadyMinCount is one player, the game server will require four players to ready up before proceeding past the ready state)

- Fixed bug with hit indicator not being always displayed when shooting soldiers with a tank