



MORKEye V2

MORKEye is primarily a chat monitoring tool. However Unlike some other chat monitoring tools MORKEye can monitor ALL forms of in-game chat from normal chatter to key bind messages to drop-down console '/say' messages. MORKEye checks everything that is said and uses both direct matching and heuristic scanning to pick up on racist comments or just plain old swearing. This is done using a combination of a list of bad words, a natural language filter and a severity system to determine what is offensive (and just as importantly what is not) and also what should be done about it (warn or kick).

MORKEye can also check for specific key binds and can punish people for such things as binding their firing key to the mouse wheel or binding a key to execute scripts such as aimbots etc.... All are dealt with by MORKEye (although this is NOT it's primary role).

Like all chat monitoring software MORKEye could make a mistake therefore unlike other chat monitors MORKEye will never ban a player for a violation, however you can kick for very long periods, and as with ALL chat monitoring programs there is an inherent delay between what is said and what is reported and therefore ALL chat monitors are prone to players quickly changing name causing the wrong player to be punished. MORKEye combats this through a two-pronged attack whilst monitoring for duplicate names & guid's.

Lastly... MORKEye was built for me.... not for general release. I released it because I thought others might find it usefull and it's down to those few individuals that have made improvement suggestions and supported MORKEye that the software is so good at what it does. Thanks guys... you know who you are.

Contents

- Contents 1
- Requirements 2
- Installation..... 2
- Pre-Installation Tasks 2
- Getting Started 3
- The MORKEye Interface 6
- The Server Monitor Interface..... 7
- Server Options 8
- MORKEye & The Icon Tray..... 13
- Setting Up MORKEye for LOCAL GAME SERVER ACCESS..... 14
- Setting Up MORKEye for REMOTE GAME SERVER ACCESS 14
- Auto-Starting MORKEye 14
- Bad Words Severity System..... 15

Requirements

MORKEye will run on the following Windows Operating Systems...

XP 32 & 64Bit

Vista (All versions) 32 & 64 Bit

Server 2000, 2003 & 2008*

.... With .Net V3 Framework installed.

You will also require file and folder access to your game server configuration files.

*Use of the local loop back address (127.0.0.1) is not allowed in Server 2008.

Installation

MORKEye was designed to run directly on the gaming server alongside the Call Of Duty software, however MORKEye will run from a home PC against a remote server with some limitations.

There is no managed installation of MORKEye.

All that's required is that the MORKEye files be extracted and contained within a single directory of your choosing.

MORKEye needs...

The local (Your Port) forwarded through any routers.

A pbucon.use file present in the PB directory of your game server.

The ucon session limit set high enough in the pbsv.cfg file in the PB directory of your game server.

And thats it... MORKEye will do the rest...

You could also add the line...

```
pb_sv_uconadd 3 "YOUR_IP" "morkeye123" "morkeye123"
```

...to your pbsv.cfg file in the PB directory of your game server. This isn't strictly necessary but it's one less job for MORKEye to do.

Pre-Installation Tasks

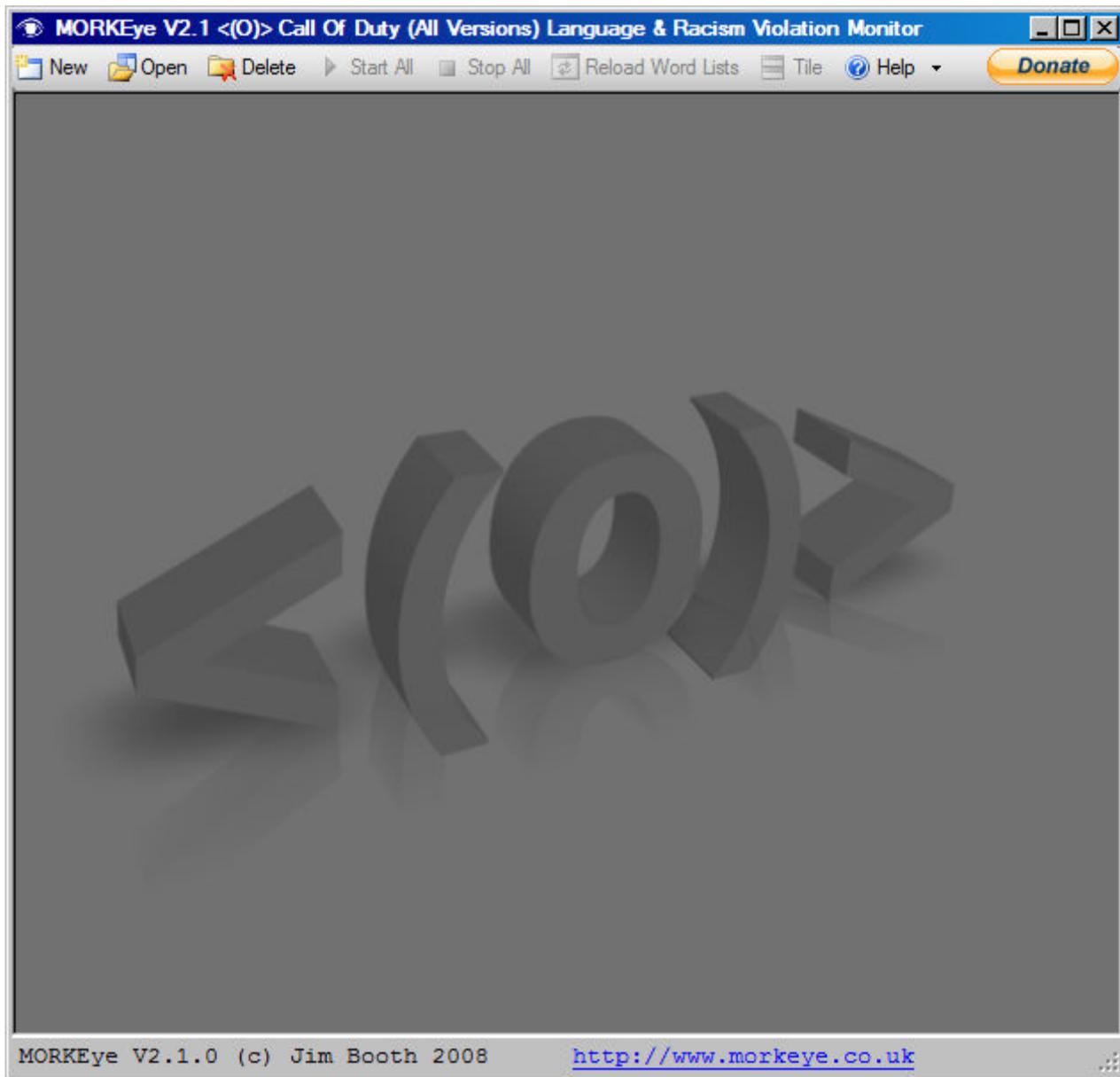
Copy (or create) an empty file named pbucon.use into each of your game servers PB folder (this is the same folder that holds your pbsv.cfg file).

Set the pb_sv_sessionlimit setting within your pbsv.cfg file to a number greater than zero (or simply add 1 to it's current value).

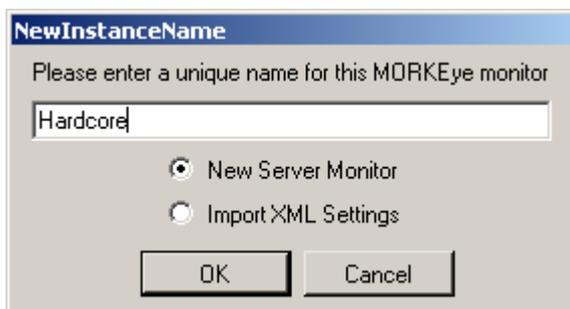
Restart PB on your server by issuing (via rcon) the pb_sv_restart command.
(this will not restart your entire server nor affect current gameplay)

Getting Started

This is the main MORKEye screen. When you start MORKEye for the very first time you will only have the option available to create a 'New' server monitor.



If you click on the 'New' button you will get the following window...

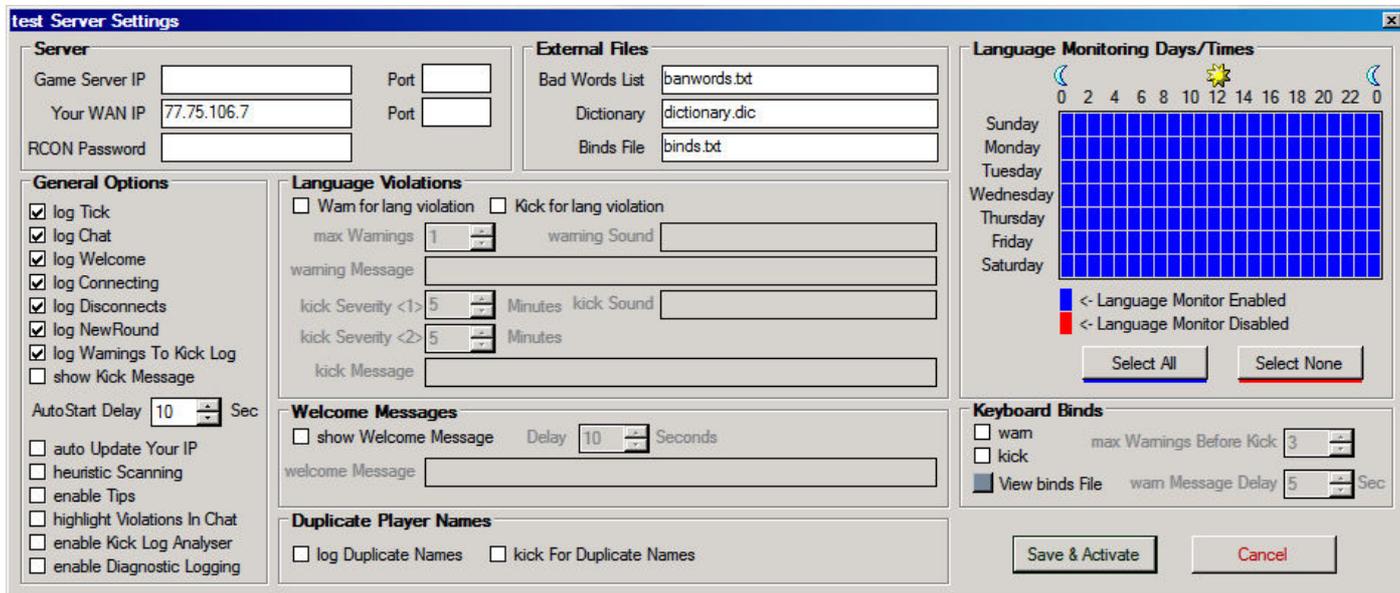


Here you must enter a descriptive name for this server monitor. You must use only letters and numbers. If you use anything else then MORKEye will warn you and truncate the name.

You then have the option of creating a new server monitor with default settings or you can create a new server monitor but import the XML settings a previous version of MORKEye.

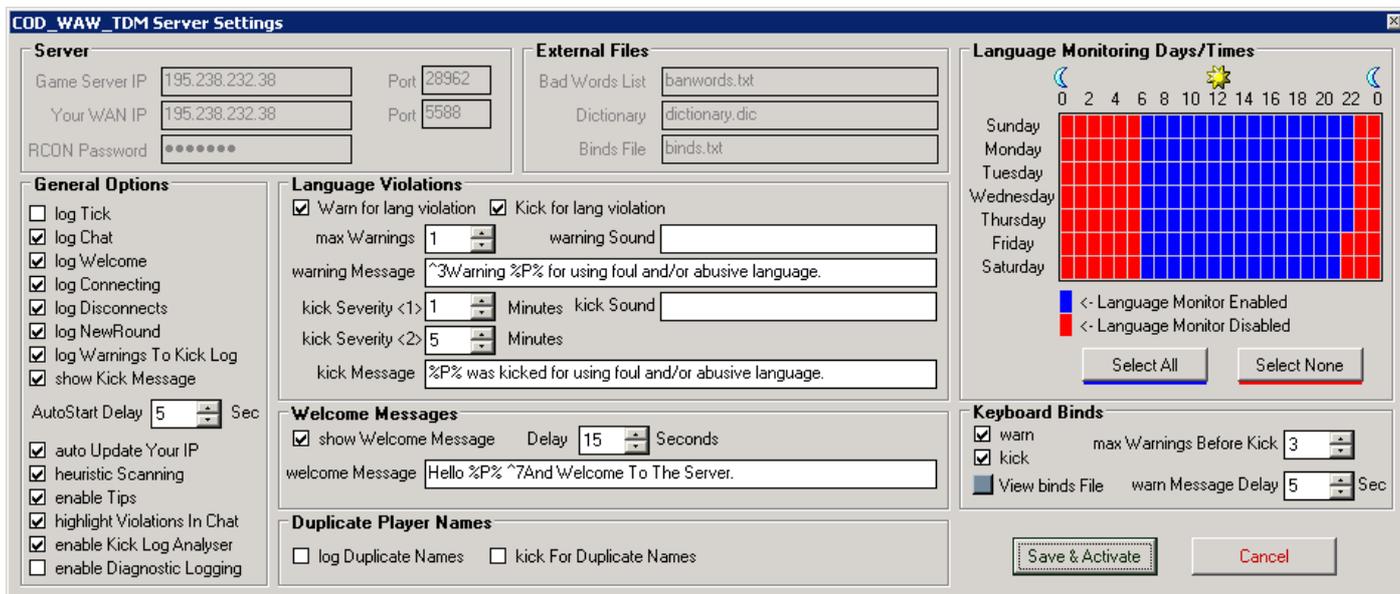
Once you have entered a unique name and selected the appropriate option then click 'OK' to create the server monitor.

You will now be taken directly to the options for your new server monitor....



Here you can enable or disable all the various options relating to your monitor. MORKEye requires you to fill in the Server Details area before it will save your monitor.

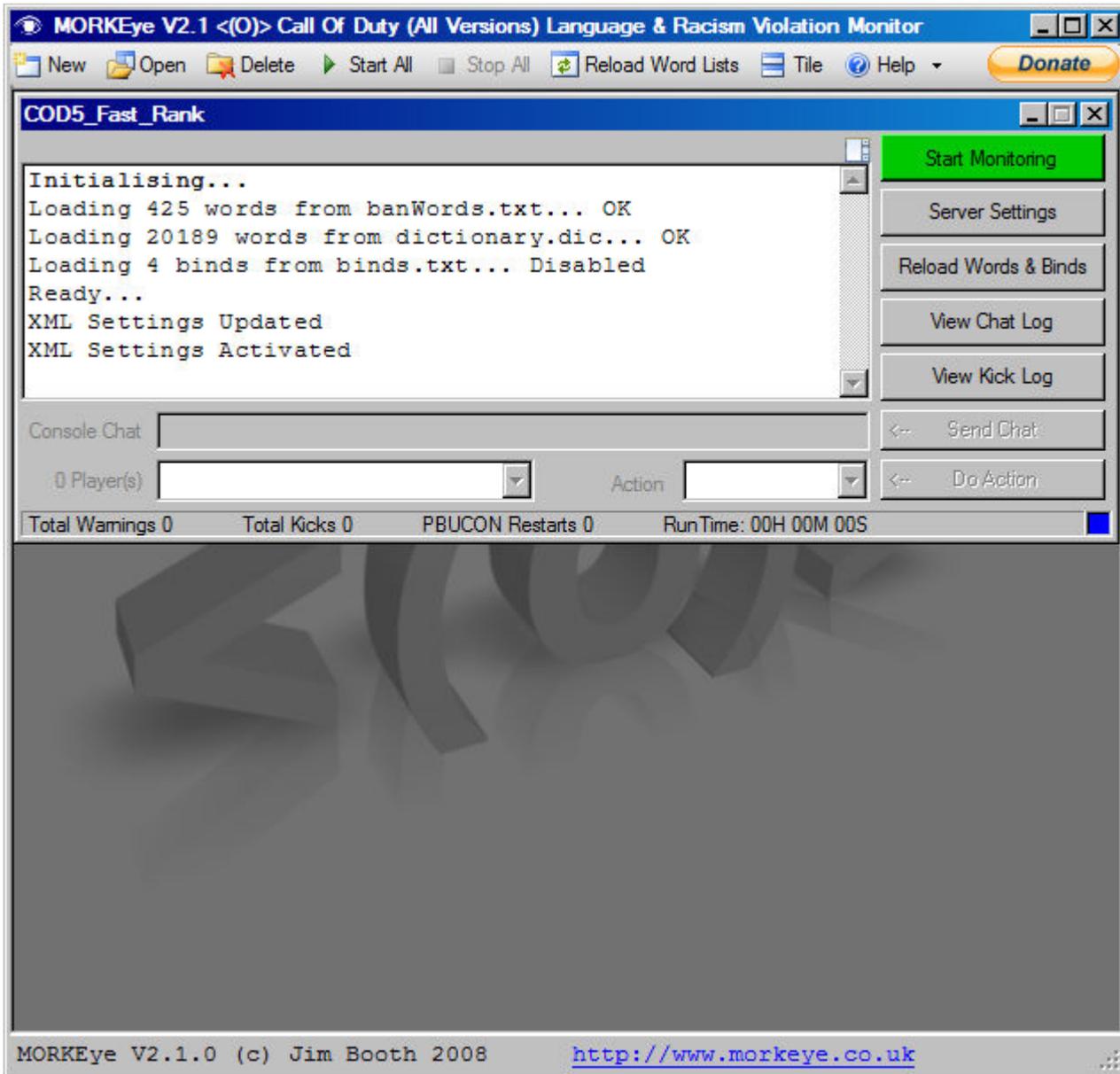
Here is an example of the various options all filled out....



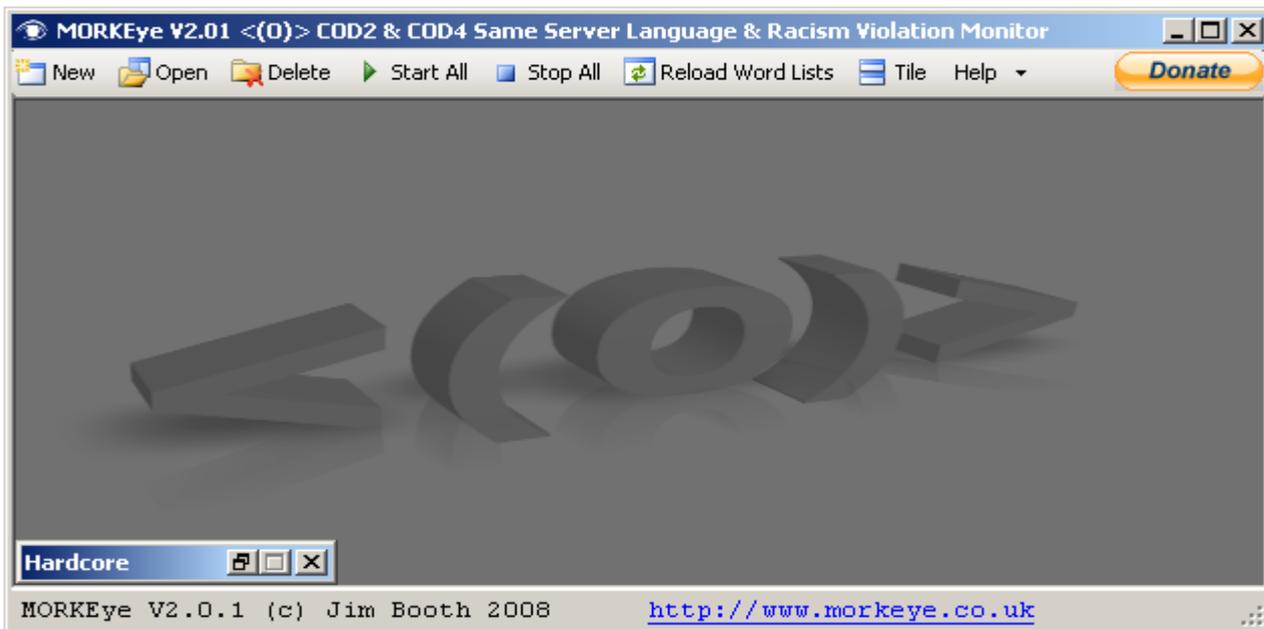
All these options are explained later.

Once you are happy with your options click 'Save & Activate' to save your settings and to activate your new server monitor.

Your new server monitor is now ready for use.... simply click the 'Start Monitoring' button to set the monitor running.



The MORKEye Interface



Note that certain functions may be 'greyed out' (unavailable) depending upon the state of MORKEye and any loaded server monitors.

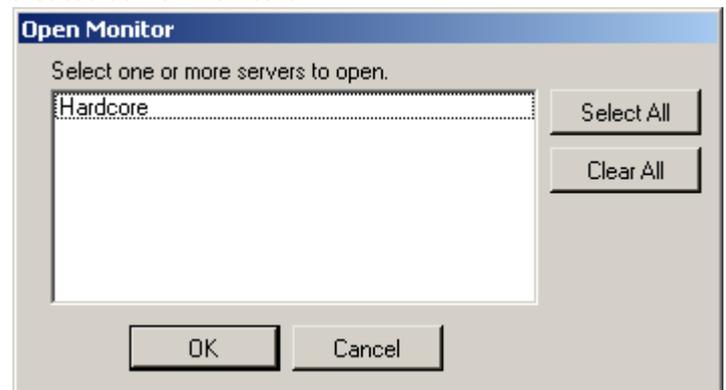
New

Creates a new server monitor.



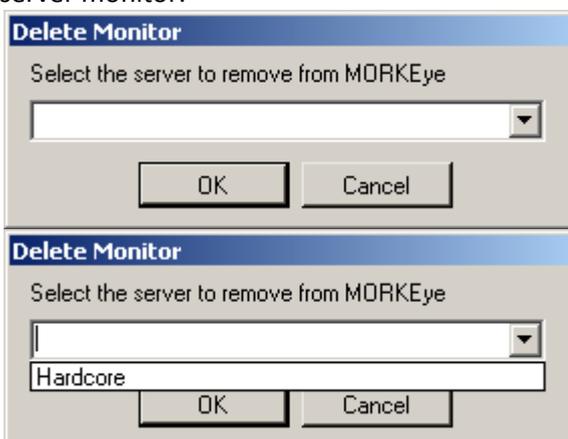
Open

Allows you to open one or more (multiple) previously created server monitors.



Delete

Allows you to select & delete a previously created server monitor.



Start All

Allows you to start any / all currently loaded monitors that are ready to be started.

Stop All

Allows you to stop all currently loaded monitors that are monitoring.

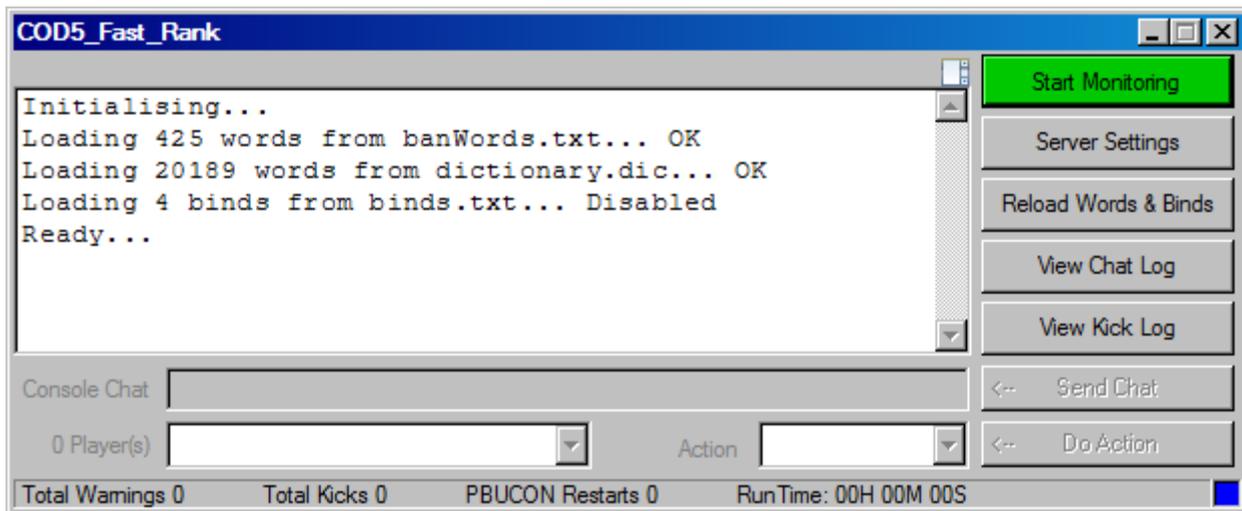
Reload Word Lists

Allows you to reload all word lists across all loaded monitors allowing you make a change to a single file but update all live monitors.

Tile

Attempt to tile the loaded monitor windows so that they are all visible.

The Server Monitor Interface



Chat Window

Above the chat window will be displayed the name of the server being monitored (in colour).

The chat window itself will show any in-game chat as well as any MORKEye error messages. Any violations will be highlighted in yellow with a red font. All error messages will be in blue and anything else will be in black.

Scroll Lock Icon



Chat window will always scroll to display the last chat entry.



Chat window will not auto-scroll allowing you to manually scroll through the chat window.

Start/Stop Monitoring Button

Clicking this allows MORKEye to start the relevant PBUCON process and monitor your server.

Server Settings Button

Clicking this will display the server settings window.

Reload Words & Binds Button

Clicking this will reload your words lists and binds lists into MORKEye. This allows you to make changes to a live server and load the changes into MORKEye without having to stop the server.

View Chat Log Button

Clicking this will display the chat log calendar from which you can select any days chat log file inside notepad.

View Kick Log Button

Clicking this will display the kick log. What is displayed will depend if you have the 'enable Kick Log Analyser' option enabled in the server settings. If 'enable Kick Log Analyser' is ticked you will see the Kick Log Analyser, otherwise the kick log will be opened in notepad.

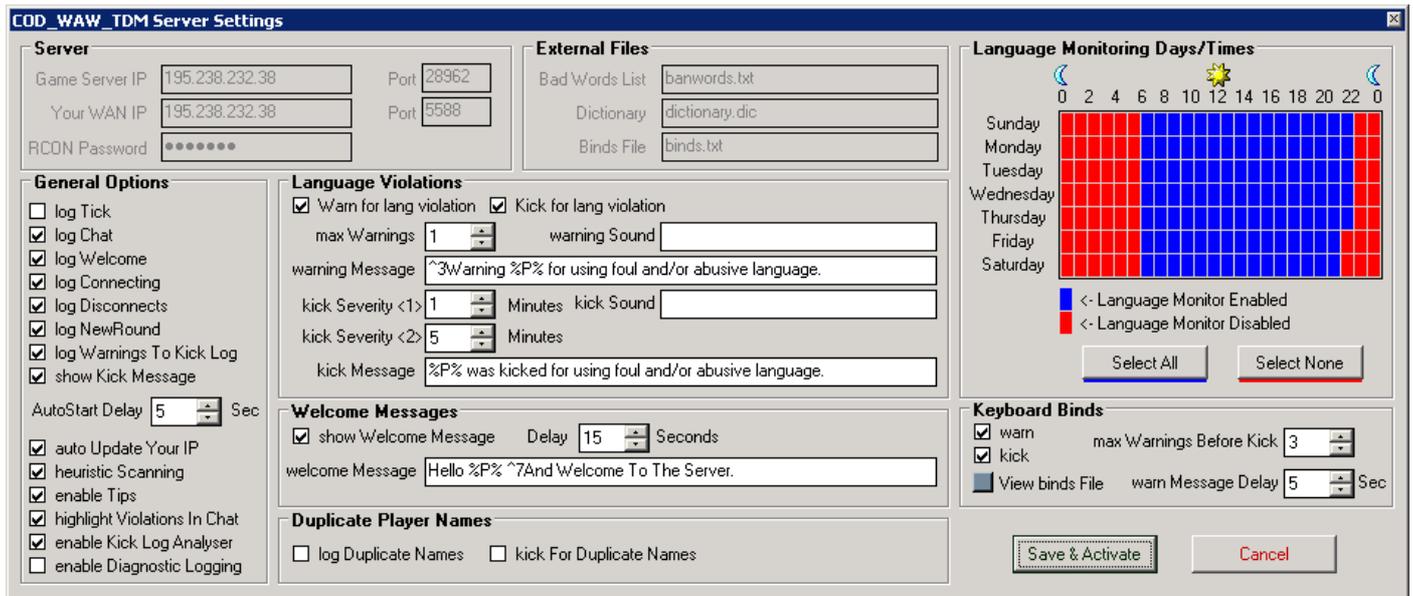
Send Chat Button

Clicking this will send whatever message you have typed into the 'Console Chat' box as a message to the in-game console.

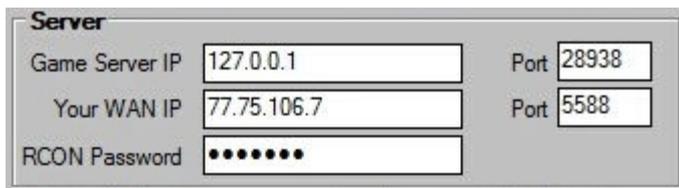
Do Action Button

This will carry out the action selected (from the action drop down box) on the player selected (from the player drop down box).

Server Options



Server



Game Server IP & Port

This is the IP Address and Port that players use to connect to your game server.

Your WAN IP & Port

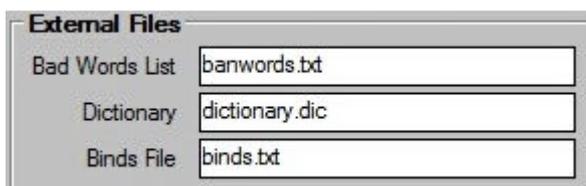
This is the internet facing IP Address of the machine that's running MORKEye. If you are running MORKEye on the same machine as the game server then this value will match that of the Game Server IP Address. If you are running MORKEye from any machine other than the game server then this value will be the Internet IP Address.

If you are unsure of what this value should be simply double-click the 'Your WAN IP' text box and MORKEye will try to set this value for you.

RCON Password

This should be set to the password assigned to rcon for the game server. By default this value is masked just like any other password box, however if you double-click the RCON Password text box you can switch between masked and plain-text which allows you to ensure you typed the password correctly.

External Files



Bad Words List

MORKEye come complete with a list of bad words for you to use. This list normally lives in the same directory as MORKEye. If you are running multiple monitors and wish to use different bad word lists for each monitor then simply type the relative path.

i.e. if you had a server called 'Hardcore' and you wanted that server to use it's own bad word list then you could place the new word list into the hardcore directory and enter `"/hardcore/banwords.txt"` into the Bad Words List text box.

For more information on the Bad Words List see [How To Use The Bad Words List](#)

Dictionary

MORKEye uses a dictionary of 'good' words to stop words such as **Scunthorpe** causing people to be penalised. This list normally lives in the same directory as MORKEye. If you are running multiple monitors and wish to use different bad word lists for each monitor then simply type the relative path.

i.e. if you had a server called 'Hardcore' and you wanted that server to use it's own dictionary then you could place the new dictionary into the hardcore directory and enter `"/hardcore/dictionary.dic"` into the Dictionary text box.

Binds File

MORKEye uses a formatted list of binds to scan for specific key/bind/action combinations. This list normally lives in the same directory as MORKEye. If you are running multiple monitors and wish to use different binds lists for each monitor then simply type the relative path.

i.e. if you had a server called 'Hardcore' and you wanted that server to use it's own binds list then you could place the new binds list into the hardcore directory and enter `"/hardcore/binds.txt"` into the Binds File text box.

For more information on how to use the Binds File see [How To Use The Binds File](#)

General Options



log Tick

Ticking this box will write the "." Ticks you see in the chat window to the chat log file. Un-ticking this box can save a lot of log space on busy servers.

log Chat

Ticking this box will write what players say in the chat window to the chat log file.

log Welcome

Ticking this box will write the welcome messages to the chat log file.

log Connecting

Ticking this box will log any players connecting to the server into the chat log file.

log Disconnecting

Ticking this box will log any players disconnecting from the server into the chat log file.

log NewRound

Ticking this box will write a 'New Round' message to the chat log file when the server starts a new round.

log Warnings To Kick Log

Ticking this box will log any player warning messages issued by MORKEye to the chat log file.

show Kick Message

Ticking this box will display any 'player kicked' messages issued by MORKEye to the chat window.

AutoStart Delay

MORKEye has the ability to auto start specified monitors. This sets the delay between each monitor starting..

auto Update Your IP

Ticking this box will cause a monitor to check for and use the correct WAN IP each time it is loaded into MORKEye. This is particularly useful for people running MORKEye from their home PC and who do not have a fixed IP address from their ISP.

heuristic Scanning

Ticking this box will cause MORKEye to look much more closely at what is being said to determine if it was offensive. THIS BOX SHOULD ALWAYS BE TICKED.

enable Tips

Ticking this box will enable tool tips such that if you hover your mouse over any control in MORKEye a small window will pop up telling what that control is and does.

highlight Violations In Chat

Ticking this box will cause any language violations detected by MORKEye to be highlighted in the chat window.

enable Kick Log Analyzer

Ticking this box will enable the use of the Kick Log Analyzer. Un-ticking this box will mean the kick log will be opened in Notepad.

enable Diagnostic Logging

Ticking this box will place MORKEye into a diagnostic mode. This means that MORKEye will display detailed information of what it's thinking/doing within the chat window and chat log.

WARNING: This may cause MORKEye place a heavier load on the CPU (may cause lag).

This option should be left OFF AT ALL TIMES unless directed to enable by the developer.

Language Violations

Warn for lang violation

Ticking this box will cause MORKEye to issue an in-game warning for a language violation.

Kick for lang violation

Ticking this box will cause MORKEye to issue a Punkbuster kick for a language violation.

max Warnings

This value denotes the maximum number of warnings a player will receive for language violations before they are kicked.

Note: Minimum is 1 and Maximum is 5

warning Sound

Every time a player is issued an in-game warning MORKEye will play (locally not in-game) this sound file. The sound must be a '.wav' file. This sound file normally lives in the same directory as MORKEye. If you are running multiple monitors and wish to use different warning sound for each monitor then simply type the relative path.

i.e. if you had a server called 'Hardcore' and you wanted that server to use it's own warning.wav sound then you could place the sound file into the hardcore directory and enter `"/hardcore/warning.wav"` into the warning Sound text box.

warning Message

This is the message that the player will see in-game if he is issued a warning by MORKEye. If you wish to display the players name in the message then enter `"%P%"` at the position in the message you want the name to appear.

i.e. if a warning was being issued against a player called '[TaG]Justin' you could use the message 'Warning %P% For Bad Language' and the in-game message would say 'Warning [TaG]Justin For Bad Language.'

Kick Severity <1>

This is the kick duration should a player is kicked for typing a 'Severity 1' bad word. For more information on the severity system see MORKEye's Severity System.

Note: Minimum is 1 and Maximum is Unlimited

kick Sound

Every time a player is issued an in-game kick MORKEye will play (locally not in-game) this sound file. The sound must be a '.wav' file. This sound file normally lives in the same directory as MORKEye. If you are running multiple monitors and wish to use different kick sound for each monitor then simply type the relative path.

i.e. if you had a server called 'Hardcore' and you wanted that server to use it's own kick.wav sound then you could place the sound file into the hardcore directory and enter `"/hardcore/kick.wav"` into the kick Sound text box.

Kick Severity <2>

This is the kick duration should a player is kicked for typing a 'Severity 2' bad word. For more information on the severity system see MORKEye's Severity System.

Note: Minimum is 1 and Maximum is Unlimited

kick Message

This is the message that the player will see in-game if he is issued a kick by MORKEye. If you wish to display the players name in the message then enter "%P%" at the position in the message you want the name to appear. i.e. if a kick was being issued against a player called '[TaG]Justin' you could use the message 'Kicking %P% For Bad Language' and the in-game message would say 'Kicking [TaG]Justin For Bad Language'.

Welcome Messages



show Welcome Message

Ticking this box will cause MORKEye to issue a welcome message that the player will see in-game to welcome him to the server. If un-ticked no welcome message will be sent by MORKEye.

Delay (seconds)

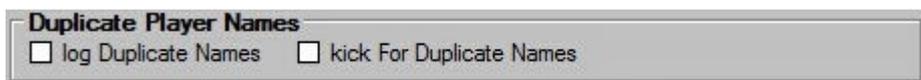
This is the delay period (in seconds) between MORKEye seeing the player join the server and MORKEye issuing the welcome message.

Note: Minimum is 1 and Maximum is 60

welcome Message

This is the message that the player will see in-game to welcome him to the server. If you wish to display the players name in the message then enter "%P%" at the position in the message you want the name to appear. i.e. if a welcome message was being issued to a player called '[TaG]Justin' you could use the message 'Welcome %P% To The Server' and the in-game message would say 'Welcome [TaG]Justin To The Server'.

Duplicate Player Names



Log Duplicate Names

Ticking this box will cause MORKEye to detect and log in the chat log any duplicate player names.

kick For Duplicate Names

Ticking this box will cause MORKEye to detect and log in the chat log and issue a kick to a player that joins the server with a player name that is already being used. This can stop players hijacking other players names.

Keyboard Binds



warn

Ticking this box will cause MORKEye to issue an in-game warning for a bind violation.

kick

Ticking this box will cause MORKEye to issue a Punkbuster kick for a bind violation.

warn Message Delay (seconds)

This is the delay period (in seconds) between MORKEye seeing the bind violation and MORKEye issuing the bind warning message.

Note: Minimum is 1 and Maximum is 30

max Warnings Before Kick

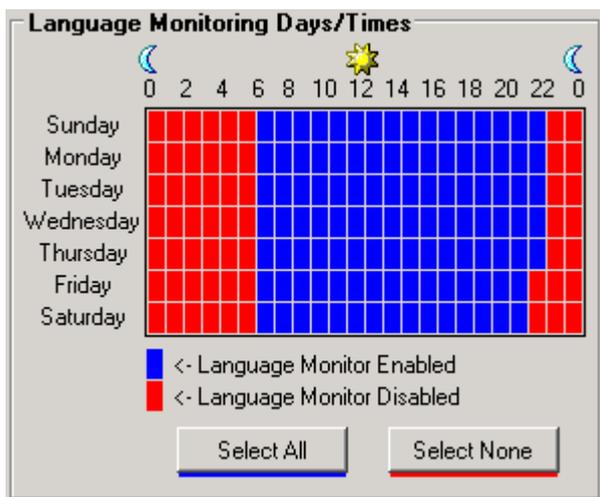
This value denotes the maximum number of warnings a player will receive for bind violations before they are kicked.

View Binds File

Clicking this button will open your binds.txt file in notepad for you to view & amend as necessary.

Note: If you add or remove binds from this file you will need to click the 'Reload Words & Binds' button on your monitor in order to load the changes. This can be done while the monitor is running/monitoring

Language Monitoring Days/Times (watershed)



This applies ONLY to language violations... it does NOT have any effect on bind checking or duplicate name checking.

This is the 'watershed' system where you can specify days & times when bad language is allowed without having to stop MORKEye.

By default all squares are blue which means MORKEye will carry out whatever action you have chosen for language violations. Simply click on a square to toggle its colour between blue & red.

On those days & times that are red MORKEye will detect and report but take no action against players for language violations with a <1> and <2> severity rating. MORKEye WILL however take action against any player for a language violation of severity <3>. This allows you to let go all but the most severe bad language or racist words.

Therefore in the example above bad language is allowed between 10pm & 7Am seven days a week except for severity <3> words.

MORKEye & The Icon Tray



When minimised... MORKEye will display an icon in the icon tray. Double-clicking this icon will restore MORKEye. An icon will also show for each monitor. Green means that monitor is active & red means inactive.

Setting Up MORKEye for LOCAL GAME SERVER ACCESS

You will need to enter the following minimum requirements before the monitor can be used...

- Game Server IP & Port
- Your WAN IP & Port
- RCON Password

Note: The game server IP and the WAN IP should be identical when setup for LOCAL GAME SERVER ACCESS. Rather than the server IP you could also use the local loop back address 127.0.0.1* for both the game server IP and the WAN IP.

*Use of the local loop back address (127.0.0.1) is not allowed in Server 2008.

Setting Up MORKEye for REMOTE GAME SERVER ACCESS

You will need to enter the following minimum requirements before the monitor can be used...

- Game Server IP & Port
- Your WAN IP & Port
- RCON Password

Note: Your WAN IP is the IP address of your Internet connection. If you are in any doubt simply double-click the 'your WAN IP' text box and MORKEye will attempt to fill out this information for you.

Auto-Starting MORKEye

MORKEye has the ability to auto-start any/all of your server monitors when the main MORKEye program is executed.

To do this...

If an autostart.ini file is not present in the MORKEye main directory then create one.

Enter into this file the names of the monitors you wish to start (incorrect entries will be ignored)

Tip: MORKEye creates a directory for every monitor. Simply copy the name of the directory of the monitor you want to start into the autostart.ini file.

Each entry MUST be on a new line.

This is useful as it enables you to put MORKEye into the startup folder on your server. This way whenever your server is rebooted, MORKEye will auto-run and auto-start all your monitors.

This feature is used in conjunction with the Auto Start Delay setting in each server monitor which allows different startup delay times for each monitor. This delay is useful to allow your game servers to start fully before the MORKEye monitors start.

Bad Words Severity System

MORKEye uses a severity system (some bad words are treated more seriously than others) in conjunction with it's kick & warn tickboxes to provide better control over who gets kicked/warned for perceived language violations.

Severity System (banWords.txt file)

use <0> for bad but acceptable words that require only a warning (i.e. moron)

use <1> for bad words that require a warning or possible kick (i.e. shit)

use <2> for very bad words that require an instant kick (i.e. fuck)

use <3> for very bad words that require an instant kick during the watershed (i.e. nigger)

If neither the warn nor kick tickboxes are ticked then MORKEye will simply monitor and log all in-game chat.

If the warn tickbox is ticked and the kick tickbox is not ticked then MORKEye will warn for each language violation detected.

If the kick tickbox is ticked and the warn tickbox is not ticked then MORKEye will kick without warning for each language violation detected.

If both the warn and kick tickboxes are ticked then MORKEye will warn a player for their first language violation. Should that same player continue with language violations then MORKEye will continue to warn and ultimately kick the player.

Note: MORKEye has a very long memory...

```
warn kick severity action
-----
Y           0      warn
Y           1      warn
Y    Y      0      warn
Y    Y      1      warn/kick
Y    Y      2      kick
Y           2      kick
           Y      0      kick
           Y      1      kick
           Y      2      kick
```

Severity 3 works exactly like severity 2 except MORKEye will still take action on detecting severity 3 words during the watershed period. See 'Language Monitoring Days/Times (watershed)' on page 13 for more details