

# Server Setup

- [Configurable Options](#)
- [Install](#)
- [Further Configuration](#)
- [Server Moderation](#)

# Configurable Options

**TF2 Competitive Server**  
This server will come pre-configured with all plugins necessary for the config you select.

Billing cycle

Monthly  
\$ 8.00

Configurable Options

Location

Chicago

Config

☒ RGL

☐ Passtime

Server Hostname

Server Hostname

Server Password

Server Password

**Order Summary**

TF2 Competitive Server	\$ 8.00
Location: Chicago	\$ 0.00
Config: RGL	\$ 0.00
Server Hostname:	\$ 0.00
Server Password:	\$ 0.00
Total	\$ 8.00

Continue to Checkout

All text fields that are required during setup of a new server can be filled with temporary information if you want to configure them later.

The region and config will always be required, as they are the most important variables in the server setup process.

# Install

```
Update state (0x61) downloading, progress: 17.58 (2176780104 / 12384108297)
Update state (0x61) downloading, progress: 17.64 (2185168712 / 12384108297)
Update state (0x61) downloading, progress: 17.70 (2191460168 / 12384108297)
Update state (0x61) downloading, progress: 17.77 (2200897352 / 12384108297)
Update state (0x61) downloading, progress: 17.83 (2208237384 / 12384108297)
Update state (0x61) downloading, progress: 17.90 (2216476886 / 12384108297)
Update state (0x61) downloading, progress: 17.95 (2222768342 / 12384108297)
Update state (0x61) downloading, progress: 18.02 (2231156950 / 12384108297)
Update state (0x61) downloading, progress: 18.11 (2243232413 / 12384108297)
Update state (0x61) downloading, progress: 18.20 (2253718173 / 12384108297)
Update state (0x61) downloading, progress: 18.27 (2263155329 / 12384108297)
Update state (0x61) downloading, progress: 18.32 (2268398209 / 12384108297)
Update state (0x61) downloading, progress: 18.40 (2279044174 / 12384108297)
Update state (0x61) downloading, progress: 18.48 (2288481358 / 12384108297)
Update state (0x61) downloading, progress: 18.53 (2294772818 / 12384108297)
Update state (0x61) downloading, progress: 18.58 (2301064274 / 12384108297)
Update state (0x61) downloading, progress: 18.65 (2309452882 / 12384108297)
Update state (0x61) downloading, progress: 18.73 (2319938642 / 12384108297)
Update state (0x61) downloading, progress: 18.79 (2327278674 / 12384108297)
Update state (0x61) downloading, progress: 18.84 (2333570130 / 12384108297)
Update state (0x61) downloading, progress: 18.89 (2339861586 / 12384108297)
Update state (0x61) downloading, progress: 18.96 (2348250194 / 12384108297)
Update state (0x61) downloading, progress: 19.00 (2352444498 / 12384108297)
Update state (0x61) downloading, progress: 19.06 (2360833102 / 12384108297)
Update state (0x61) downloading, progress: 19.10 (2365027406 / 12384108297)
Update state (0x61) downloading, progress: 19.17 (2374464590 / 12384108297)
Update state (0x61) downloading, progress: 19.26 (2384950350 / 12384108297)
Update state (0x61) downloading, progress: 19.31 (2390863629 / 12384108297)
Update state (0x61) downloading, progress: 19.38 (2400122401 / 12384108297)
Update state (0x61) downloading, progress: 19.42 (2405365281 / 12384108297)
Update state (0x61) downloading, progress: 19.46 (2409390512 / 12384108297)
Update state (0x61) downloading, progress: 19.51 (2415681968 / 12384108297)
Update state (0x61) downloading, progress: 19.55 (2420924848 / 12384108297)
Update state (0x61) downloading, progress: 19.60 (2427216304 / 12384108297)
Update state (0x61) downloading, progress: 19.62 (2429313456 / 12384108297)
Update state (0x61) downloading, progress: 19.65 (2433507760 / 12384108297)
Update state (0x61) downloading, progress: 19.70 (2439799216 / 12384108297)
Update state (0x61) downloading, progress: 19.75 (2446090672 / 12384108297)
Update state (0x61) downloading, progress: 19.79 (2451333552 / 12384108297)
Update state (0x61) downloading, progress: 19.83 (2455527856 / 12384108297)
Update state (0x61) downloading, progress: 19.85 (2458673584 / 12384108297)
Update state (0x61) downloading, progress: 19.90 (2464965040 / 12384108297)
```

During the install process, your server will pull the latest update for TF2. This normally takes 10-15 minutes for a brand new server.

During peak traffic the download time can be much longer. Also during off hours (late at night into the next morning), I have noticed this process can easily take upwards of 45 minutes. I do not know why. Someone should email [gaben@valvesoftware.com](mailto:gaben@valvesoftware.com) to find out why.

```
inflating: server-resources-updater/cfg/rgl_mm_koth_b05.cfg
inflating: server-resources-updater/cfg/rgl_mm_stopwatch.cfg
inflating: server-resources-updater/cfg/rgl_6s_koth.cfg
inflating: server-resources-updater/cfg/rgl_whitelist_6s_cups.txt
extracting: server-resources-updater/cfg/emptymapcycle.txt
inflating: server-resources-updater/cfg/rgl_6s_koth_pro.cfg
inflating: server-resources-updater/cfg/rgl_6s_koth_match_tf2halftime.cfg
inflating: server-resources-updater/cfg/rgl_ud_base.cfg
inflating: server-resources-updater/cfg/rgl_whitelist_6s.txt
inflating: server-resources-updater/cfg/rgl_7s_stopwatch.cfg
Pulling demos.tf plugin files.
Pulling Medicstats plugin files.
Pulling Supstats plugin files.
Pulling Logstf plugin files.
Pulling RecordSTV plugin files.
Pulling WaitForSTV plugin files.
Pulling AFK plugin files.
Pulling RestoreScore plugin files.
Pulling FixSTVSlot plugin files.
Pulling MOTD files.
server.cfg downloaded successfully.
Pulling Passtime map pool.
--2024-09-04 01:34:29-- https://fastdl.fullbuff.gg/tf2-4v4_passtime-pool/
Resolving fastdl.fullbuff.gg (fastdl.fullbuff.gg)... 169.150.236.104, 2400:52e0:1a00::1207:2
Connecting to fastdl.fullbuff.gg (fastdl.fullbuff.gg)|169.150.236.104|:443... connected.
HTTP request sent, awaiting response... 200 OK
```

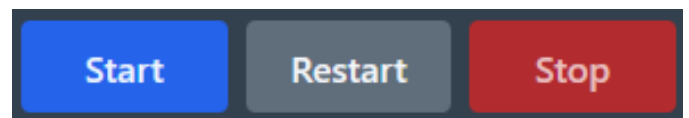
After this, our automated setup will take over.

It will handle standard setup of any TF2 server, as well as pulling the custom plugins and configs correlating to the config you picked during the server configuration step.

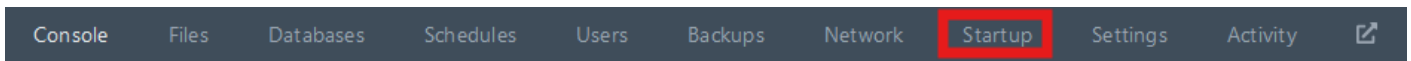
```
Install Complete
Install Complete
Install Complete
```

```
Please Start the server to begin playing!
```

Once you see these messages, your server is complete! Click on the blue "Start" button to start your server and begin playing.



# Further Configuration



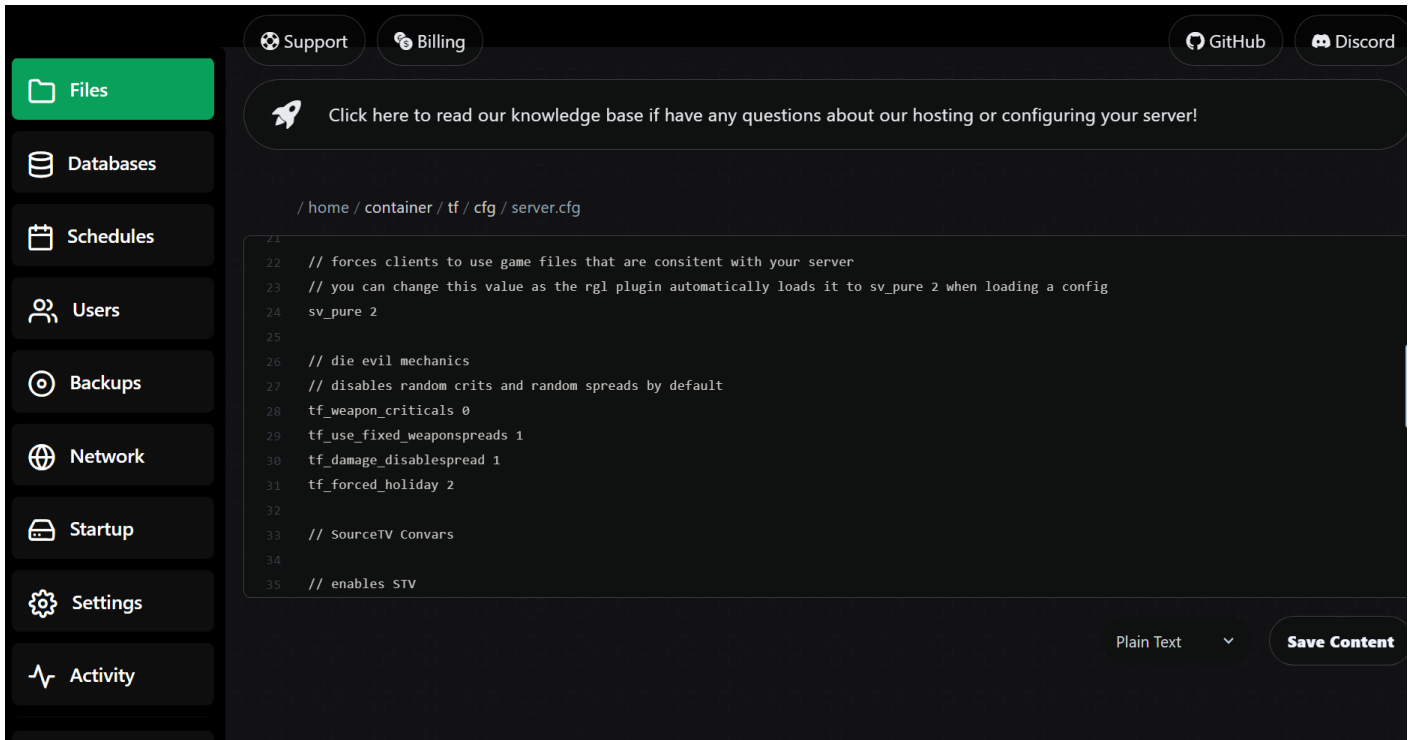
To easily customize other common attributes of your server, such as setting the default map, default config, Logs/Demos API keys, etc., navigate to the "Startup" section of the server management panel.

The 'Startup' configuration panel is divided into several sections. At the top, there are two main areas: 'STARTUP COMMAND' and 'DOCKER IMAGE'. The 'STARTUP COMMAND' section contains a text area with a pre-defined command for running a Source Dedicated Server (SRCDS) with various options like game type, port, map, and passwords. The 'DOCKER IMAGE' section has a text input field containing 'ghcr.io/pterodactyl/games:source'. Below these are several individual configuration fields, each with a title, a value input field, and a descriptive note. The fields include: 'Variables' (with a 'READ ONLY' indicator and 'GAME ID' set to '232250'), 'STEAM GSLT' (set to 'testtesttesttesttesttesttest'), 'SERVER HOSTNAME' (set to 'Passtime Test'), 'SERVER PASSWORD' (redacted), 'DEFAULT MAP' (set to 'pass\_arena2\_b11'), and 'MAXIMUM PLAYER COUNT' (set to '8').

When you make any changes to these values, they apply immediately without needing to save.

To implement the changes, simply restart your server back at the "Console" section of the server management panel.

TF2 servers can be customized further past this. In `tf/cfg/server.cfg` you will find the config that is automatically executed when the server is launched. This can be changed under the default config variable in the startup tab.



The screenshot shows a server management interface with a dark theme. On the left is a sidebar with navigation buttons: Files (highlighted in green), Databases, Schedules, Users, Backups, Network, Startup, Settings, and Activity. At the top right are links for Support, Billing, GitHub, and Discord. Below these is a banner with a rocket icon and the text: "Click here to read our knowledge base if have any questions about our hosting or configuring your server!". The main area displays a code editor for the file `/home/container/tf/cfg/server.cfg`. The code contains several configuration lines with comments. At the bottom right of the editor are a "Plain Text" dropdown and a "Save Content" button.

```
21
22 // forces clients to use game files that are consitent with your server
23 // you can change this value as the rgl plugin automatically loads it to sv_pure 2 when loading a config
24 sv_pure 2
25
26 // die evil mechanics
27 // disables random crits and random spreads by default
28 tf_weapon_criticals 0
29 tf_use_fixed_weaponspreads 1
30 tf_damage_disablespread 1
31 tf_forced_holiday 2
32
33 // SourceTV Convars
34
35 // enables STV
```

Your server will come default configured with the bare minimum options, including required commands and no random weapon/damage spread. If you want any other commands to execute feel free to add them. For example, `tf_forced_holiday 2` can be used to enable Halloween effects.



# Server Moderation

```
hostname: FullBuff.gg
version : 9115164/24 9115164 secure
udp/ip   : 169.254.173.242:41072 (local: 0.0.0.0:27015) (public IP from Steam: 108.181.63.147)
steamid  : [G:1:11696595] (85568392931736019)
account  : not logged in (No account specified)
map      : mge_chillypunch_final4_fix2 at: 0 x, 0 y, 0 z
tags     : increased_maxplayers,nocrits
sourcetv : 169.254.173.242:41072, delay 90.0s (local: 0.0.0.0:27020)
players  : 0 humans, 1 bots (25 max)
edicts   : 601 used of 2048 max
```

#	userid	name	uniqueid	connected	ping	loss	state	adr
#	2	"SourceTV"	BOT				active	

Entering the command "status" will display useful information about the server, including the IP, and more importantly, a list of players.

This list will display each player's userid, which with the command "rcon kickid x" can be used to kick specific players, ie. "rcon kickid 2" would kick sourceTV it was a player.

To ban a player, simply use the command "rcon banid 0 x kick" with the same userid. To ip kick/ban players, simply replace id with ip and write the players ip in the command ie. "rcon kickip 169.245.123.123:98765".

It is important to note that bans are written on temporary storage, with the command writeid and writeip you can add bans to the permanent ban config files (banned\_ip.cfg, banned\_user.cfg). writeid and writeip are exec'd in server.cfg but not any of the RGL configs. Remember to enter those commands or simply execute server.cfg after banning players.



maps \*