

# TF2 Competitive Server

Information related to TF2 Competitive Servers.

<https://hosting.fullbuff.gg/tf2>

Right now we are offering automated setup of RGL config servers, and NA 4v4 Passtime servers. These server will be essentially the same, except for the map pool that gets downloaded upon setup, and some extra configs for the Passtime servers.

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# Server Info and FAQ

## Base Specs

CPU: 1 core

RAM: 2048MB + 500 SWAP

Storage: 30GB Default (Expandable to 100GB by request, if available)

Backups Allowed: 1

It is being planned to allow for users to upgrade their servers to allow for more memory or storage in the future.

## General Info

- All servers currently run on Debian Linux

# Server Setup

# 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
```

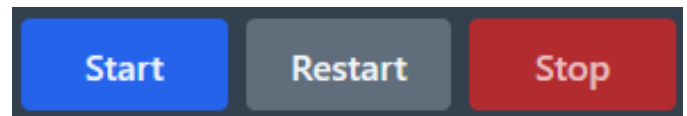
After this, our automated setup will take over.

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.

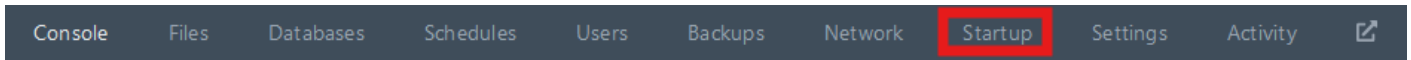
```
Install Complete
Install Complete
Install Complete
```

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.

STARTUP COMMAND

```
./srcds_run -game tf -console -port 27015 +map pass_arena2_b11 +ip 0.0.0.0 -strictportbind -norestart +sv_setsteamaccount testtesttesttesttesttesttesttesttesttest +hostname "Passtime Test" +sv_password 123pass +maxplayers 8 +tv_password [REDACTED] +rcon_password [REDACTED] +tv_port [REDACTED] +exec rgl_6s_5cp_scrim +logstf_apikey temp +sm_demostf_apikey temp -enablefakeip
```

DOCKER IMAGE

ghcr.io/pterodactyl/games:source

Variables

READ ONLY GAME ID

232250

The ID corresponding to the game to download and run using SRCDS.

STEAM GSLT

testtesttesttesttesttesttesttesttesttest

The Steam Game Server Login Token to display servers publicly. Generate one at <https://steamcommunity.com/dev/managegameservers>

SERVER HOSTNAME

Passtime Test

Set the name of the server.

SERVER PASSWORD

[REDACTED]

Set your server password here

DEFAULT MAP

pass\_arena2\_b11

MAXIMUM PLAYER COUNT

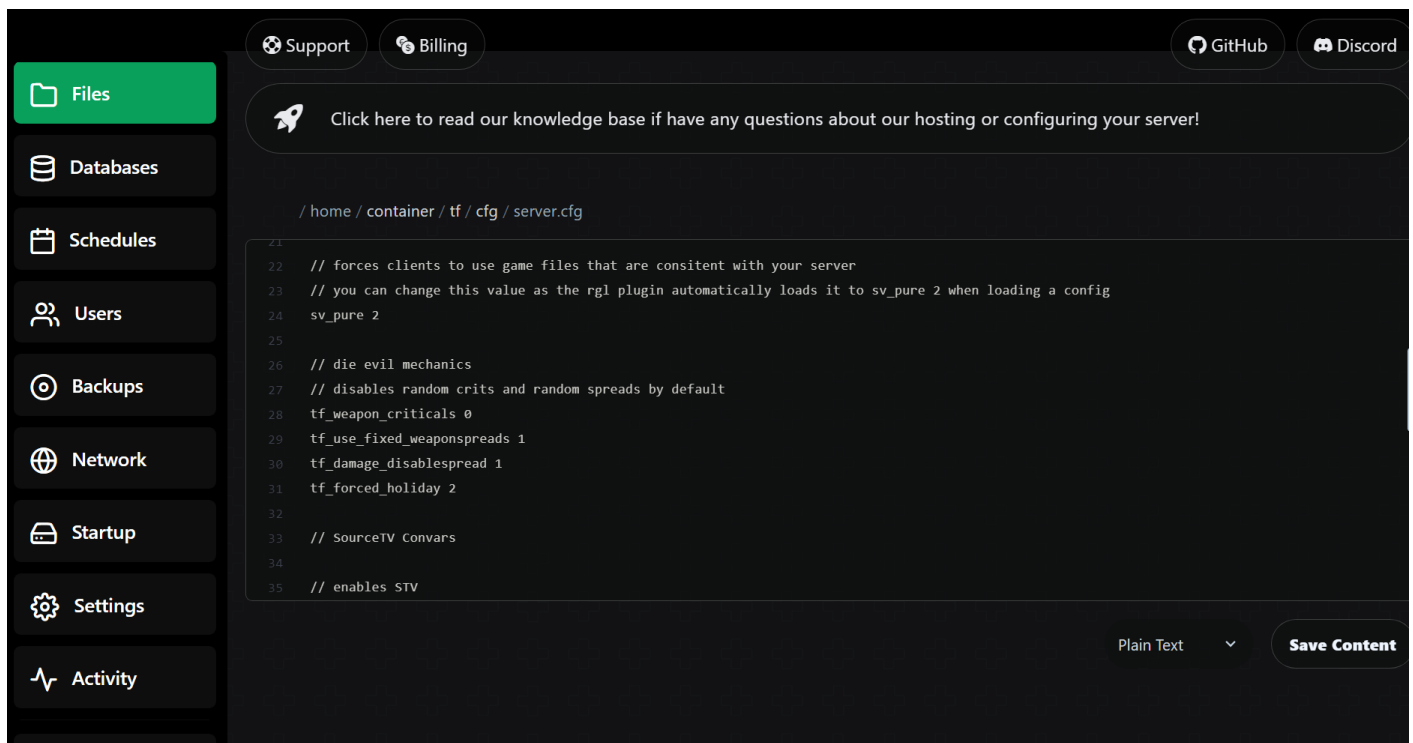
8

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 options: Files (highlighted in green), Databases, Schedules, Users, Backups, Network, Startup, Settings, and Activity. The top of the main area has links for Support, Billing, GitHub, and Discord. Below these is a message: "Click here to read our knowledge base if have any questions about our hosting or configuring your server!". The main content area displays a code editor for a file named `/home/container/tf/cfg/server.cfg`. The code is a configuration file for a Team Fortress 2 server, with line numbers 21 through 35 visible. The code includes comments and settings such as `sv_pure 2`, `tf_weapon_criticals 0`, `tf_use_fixed_weaponspreads 1`, `tf_damage_disablespread 1`, `tf_forced_holiday 2`, and `// enables STV`. At the bottom right of the code editor, there is a "Plain Text" dropdown menu and a "Save Content" button.

```
21 /home/container/tf/cfg/server.cfg
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.

# Server Management

Custom server management features and how to use them.

# Server Plugins

Plugins that may need extra configuration will have their relevant info posted here.

# Map Downloader

All FullBuff servers come with the MapDownloader plugin, found here:

<https://github.com/spiretf/mapdownloader>

This plugin allows for users to change the map to anything, even if the file is not on the server, as long as the map is present on the fastdl server.

Additionally, you can pass a url to `changelevel` to download a map from a different location. Due to limitations with tf2 you do need to replace the `://` in the url with `:/: rcon changelevel`  
`https://someserver.com/somemap.bsp`

# Passtime Servers

Information relating to the use, configuration, and maintenance of Passtime servers on FullBuff Hosting.

# RGLQoL sv\_pure cvar

```
-----
sv_pure: Only allow client to use certain files.
-1 - Do not apply any rules or restrict which files the client may load.
 0 - Apply rules in cfg/pure_server_minimal.txt only.
 1 - Apply rules in cfg/pure_server_full.txt and then cfg/pure_server_whitelist.txt.
 2 - Apply rules in cfg/pure_server_full.txt.
    See cfg/pure_server_whitelist_example.txt for more details.
Current sv_pure value is 0.
Note: Waiting for the next changelevel to apply the current value.
-----
L 09/05/2024 - 14:16:01: [rglqol.smx] [RGLQoL] sv_pure cvar changed! Changing level in 30 seconds unless manual map change occurs before then.
-----
sv_pure: Only allow client to use certain files.
-1 - Do not apply any rules or restrict which files the client may load.
 0 - Apply rules in cfg/pure_server_minimal.txt only.
 1 - Apply rules in cfg/pure_server_full.txt and then cfg/pure_server_whitelist.txt.
 2 - Apply rules in cfg/pure_server_full.txt.
    See cfg/pure_server_whitelist_example.txt for more details.
Current sv_pure value is 0.
Note: Waiting for the next changelevel to apply the current value.
-----
L 09/05/2024 - 14:16:01: [rglqol.smx] [RGLQoL] sv_pure cvar changed! Changing level in 30 seconds unless manual map change occurs before then.
```

Due to requirements set by RGL for official matches, the RGLQoL plugin will automatically force a map change if "sv\_pure" is set to '0'.

Certain configs, such as the "pt\_pug" config used in Passtime, will change the "sv\_pure" setting to 0 so that certain client-side settings can be used.

**/ tf / addons / sourcemod / plugins**

If you have one of these configs loaded, and want to use "sv\_pure 0", you must move the "rglqol.smx" plugin from "/tf/addons/sourcemod/plugins/" to the "disabled" folder in that same path.

Due to RGL's updater plugin, the QoL plugin will automatically be redownloaded. To also prevent this, move the "rglupdater.smx" plugin to the disabled folder.

These are both required during official matches, so be sure to move them back out to the "/plugins/" folder when you are done playing a pug or scrim.