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

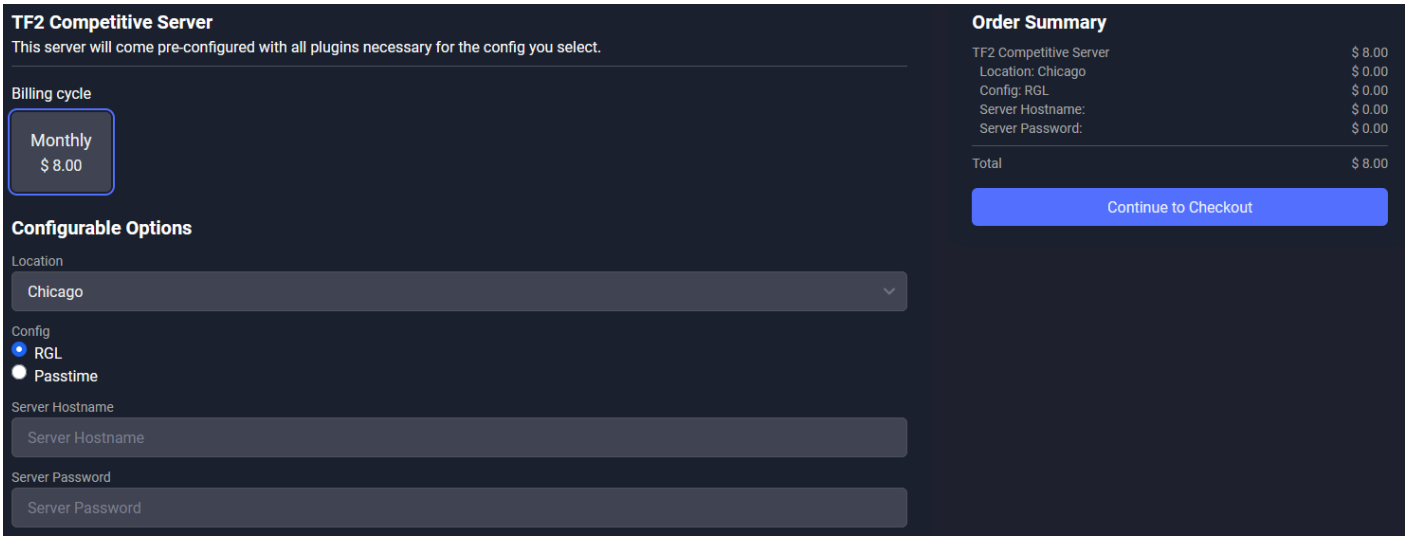
> It is being planned to allow for users to upgrade their servers to allow for more memory or storage in the future.

General Info

- All servers currently run on Debian Linux

Server Setup

Configurable Options



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 the 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 to find out why.

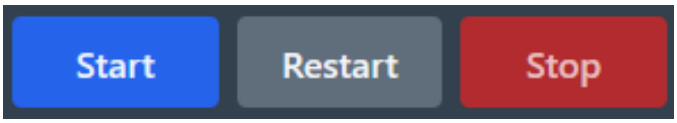
```
  inflating: server-resources-updater/cfg/rgl_mm_koth_b05.cfg
  inflating: server-resources-updater/cfg/rgl_mm_stopwatch.cfg
  inflating: server-resources-updater/cfg/rgl_6s_koth.cfg
  inflating: server-resources-updater/cfg/rgl_whitelist_6s_cups.txt
 extracting: server-resources-updater/cfg/emptymapcycle.txt
  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!
```

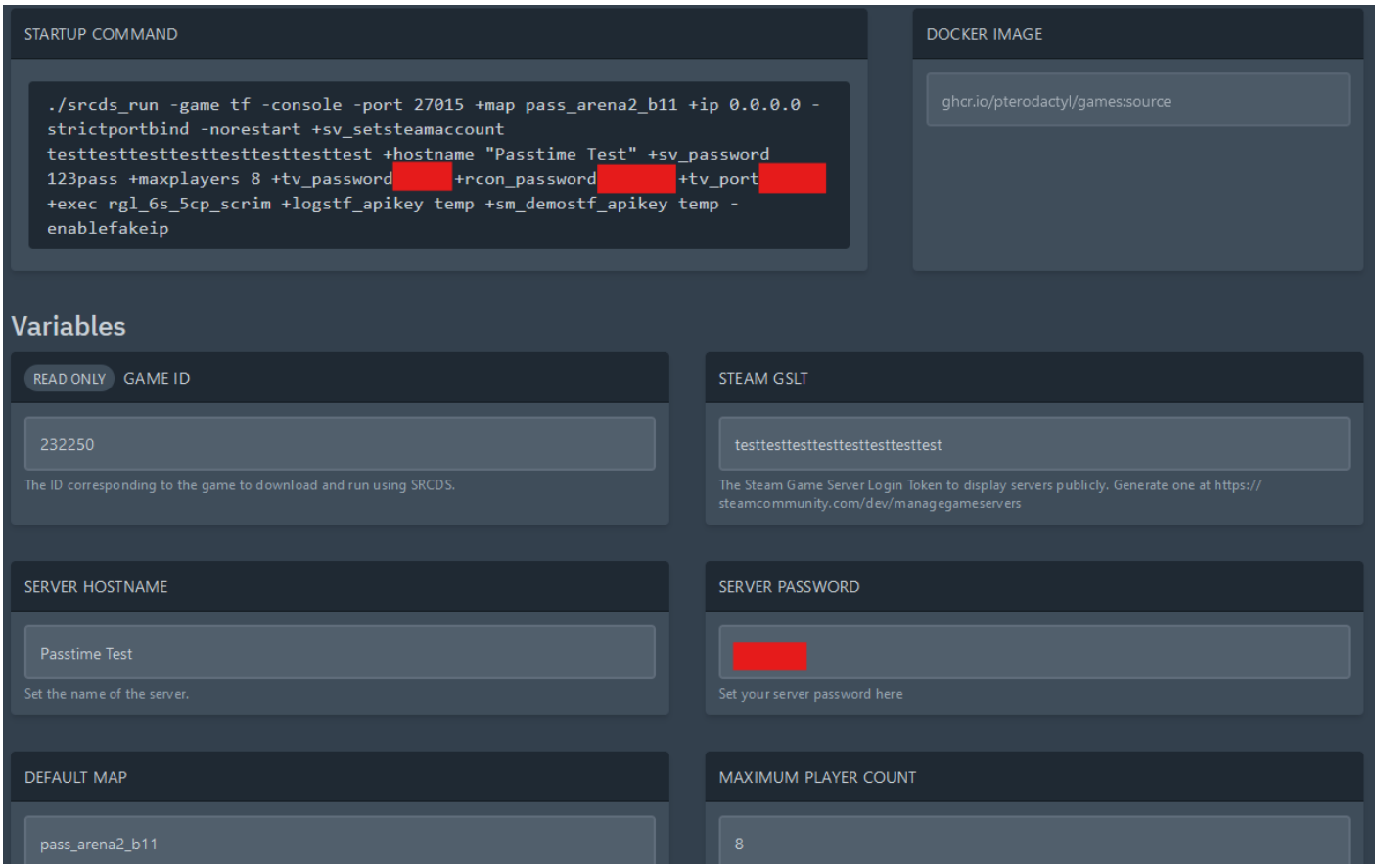
Once you see these messages, your server is complete! Click on the blue "Start" button to start your server and begin playing.



Further Configuration

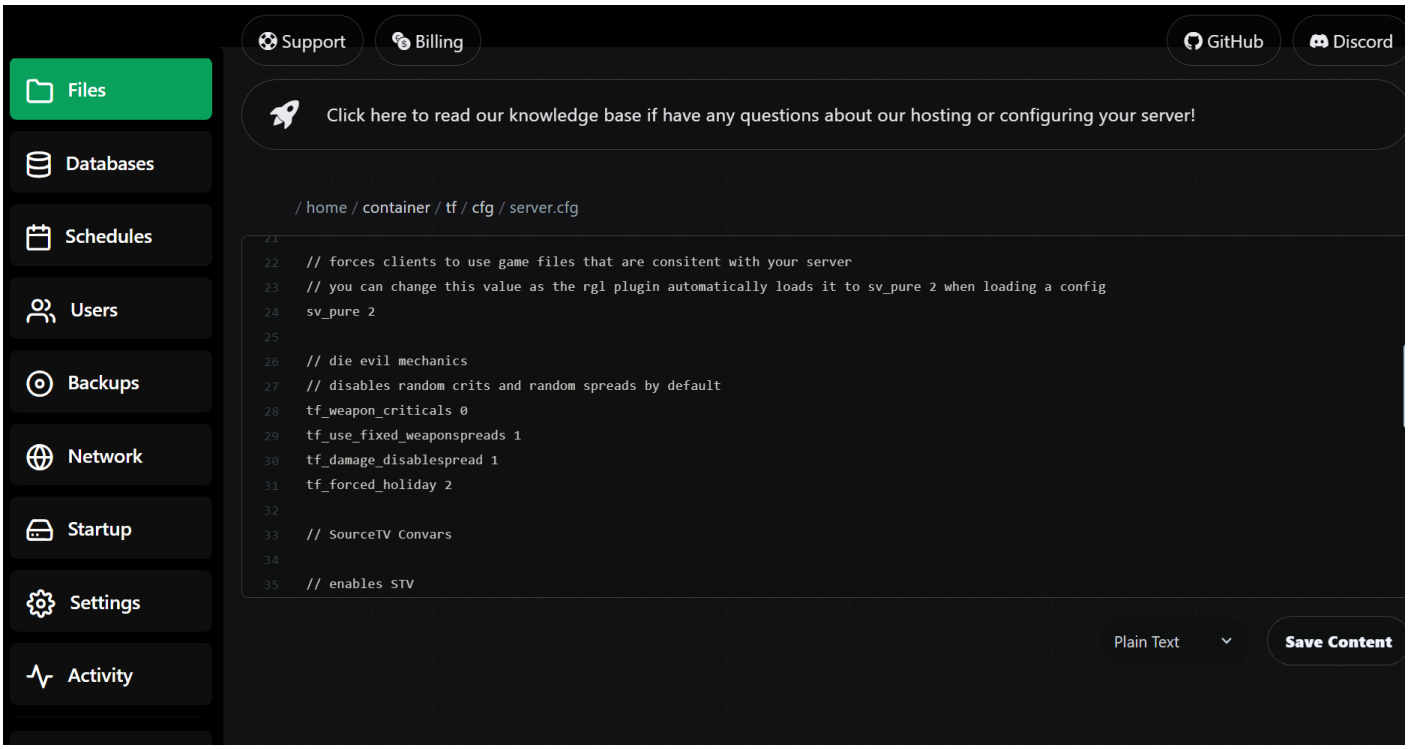


To easily customize other common attributes of your server, such as setting the default map, default config, Logs/Demos API keys, etc., navigate to the "Startup" section of the server management panel.



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.



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



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 *

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

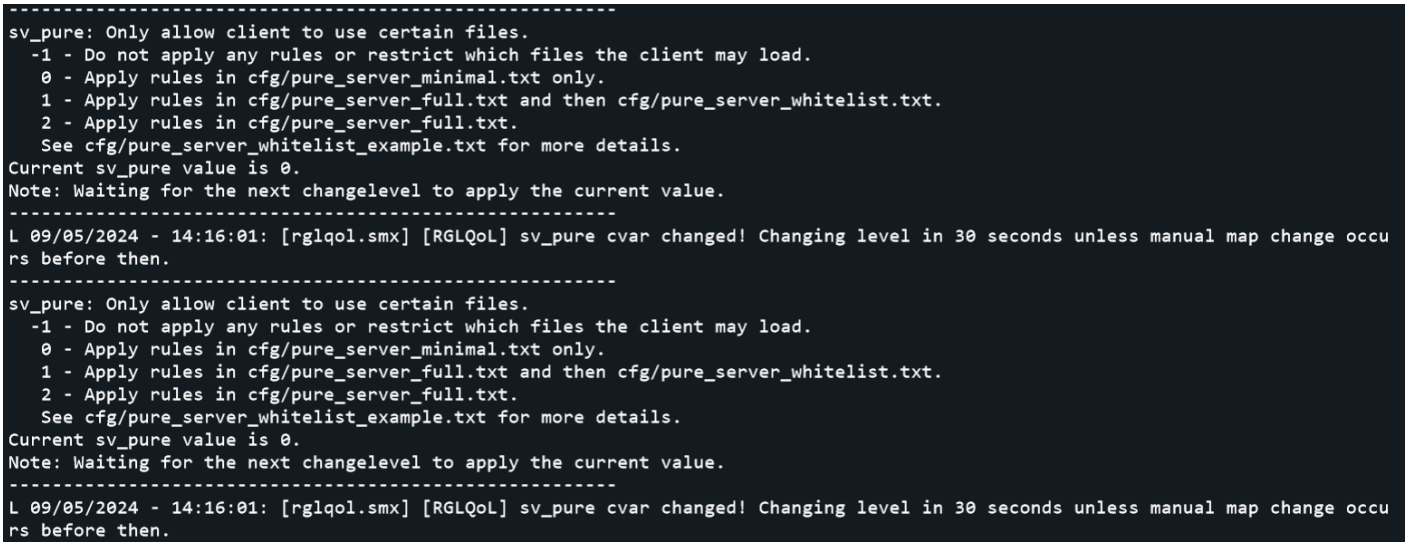
This plugin allows for users to change the map to anything, even if the file is not on the server, as long as the map is present on the fastdl server.

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

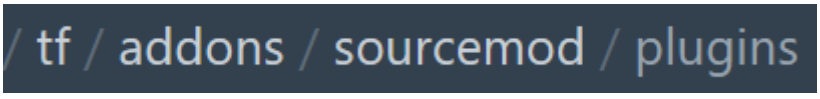
Information relating to the use, configuration, and maintenance of Passtime servers on FullBuff Hosting.

RGLQoL sv_pure cvar



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.



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.