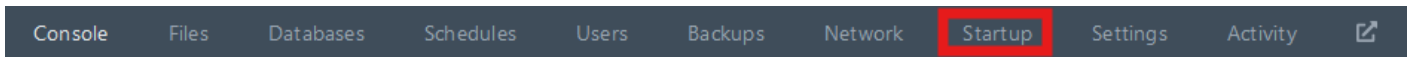


# Further Configuration



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.

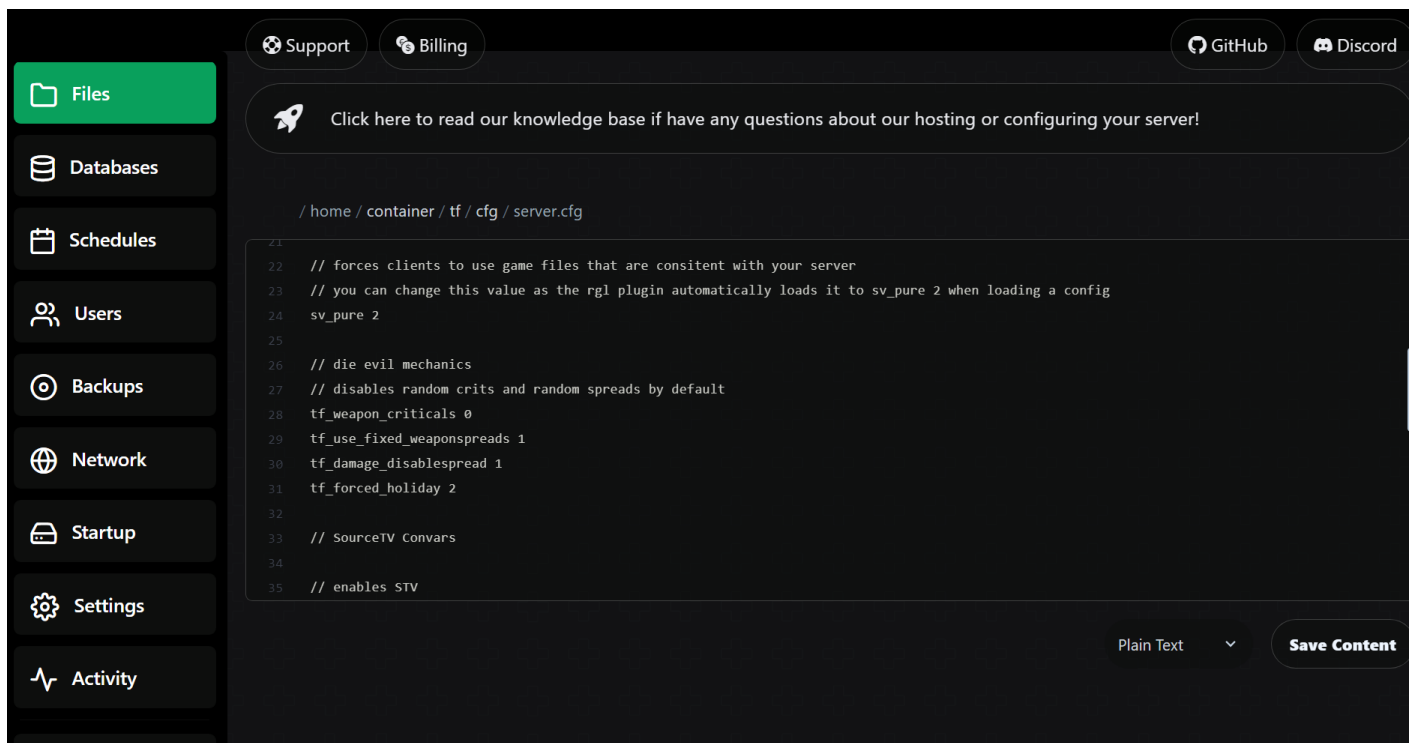
The 'Startup' configuration panel is divided into several sections. At the top, there are two main areas: 'STARTUP COMMAND' and 'DOCKER IMAGE'. The 'STARTUP COMMAND' section contains a text area with a pre-defined command for running a TF2 server. Below this, there are several individual configuration fields, each with a title, a text input, and a brief description. The fields are: 'Variables' (with sub-tabs for 'READ ONLY' and 'GAME ID'), 'STEAM GSLT', 'SERVER HOSTNAME', 'SERVER PASSWORD', 'DEFAULT MAP', and 'MAXIMUM PLAYER COUNT'. Each field has a redacted value (indicated by a red box) and a description of what the field is used for.

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.

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