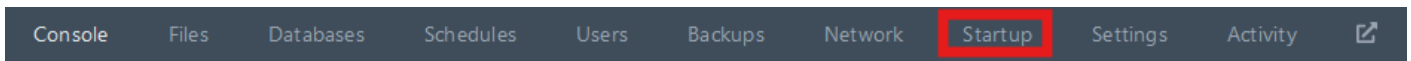


Further Configuration



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 testtesttesttesttesttesttesttesttest +hostname "Passtime Test" +sv_password 123pass +maxplayers 8 +tv_password +rcon_password +tv_port +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

testtesttesttesttesttesttesttest

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

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 web-based dashboard for managing a TF2 server. On the left is a sidebar with navigation links: Files (highlighted in green), Databases, Schedules, Users, Backups, Network, Startup, Settings, and Activity. At the top of the main area are 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 the file path `/home/container/tf/cfg/server.cfg` and the contents of the configuration file, which include comments and server settings like `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 and a "Save Content" button.

```
21
22 // forces clients to use game files that are consistent 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.

Revision #6

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