

# 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.

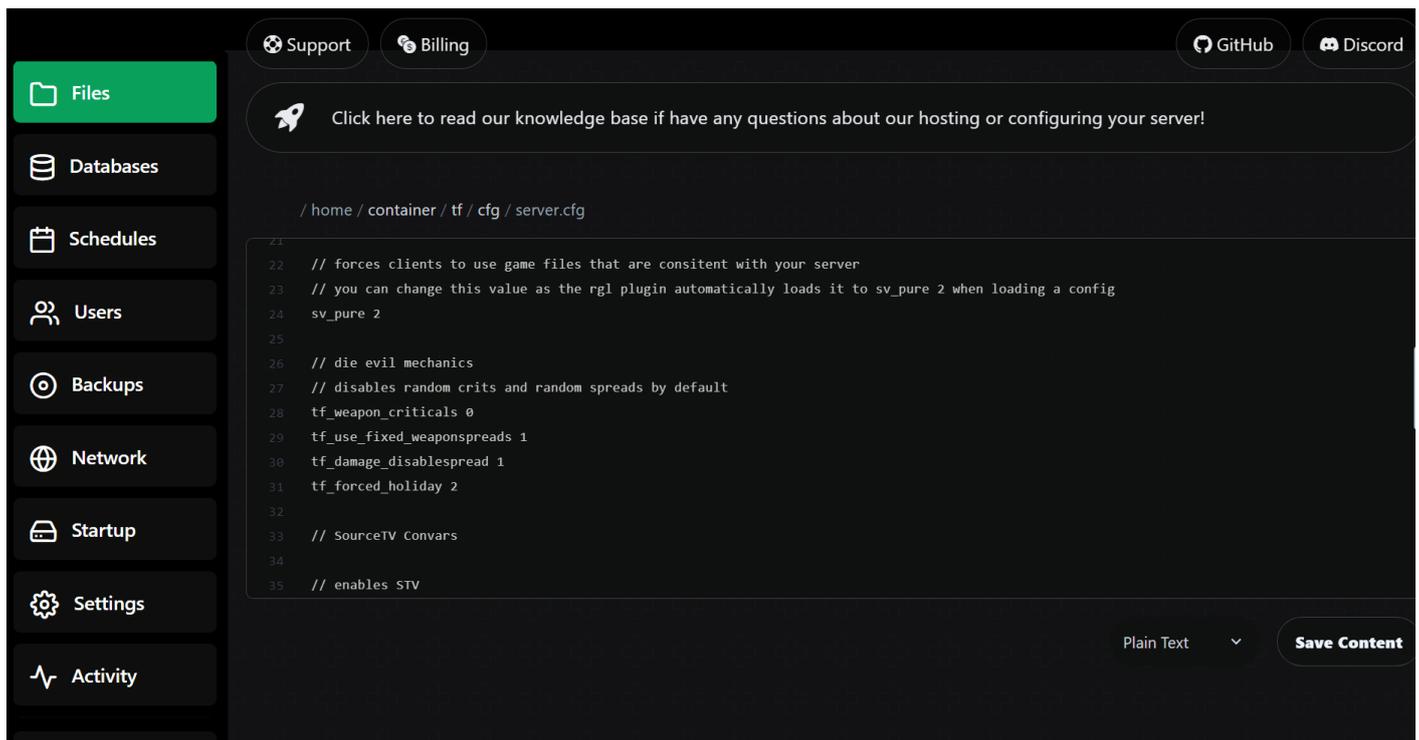
The screenshot shows the 'Startup' configuration page. At the top, there are two panels: 'STARTUP COMMAND' containing a terminal-style command string, and 'DOCKER IMAGE' containing the text 'ghcr.io/pterodactyl/games:source'. Below these is a 'Variables' section with several input fields: 'GAME ID' (232250), 'STEAM GSLT' (testtesttesttesttesttesttest), 'SERVER HOSTNAME' (Passtime Test), 'SERVER PASSWORD' (redacted), 'DEFAULT MAP' (pass\_arena2\_b11), and 'MAXIMUM PLAYER COUNT' (8). Each field has a small description below it.

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 dark-themed web interface for server management. On the left is a sidebar with menu items: Files (highlighted in green), Databases, Schedules, Users, Backups, Network, Startup, Settings, and Activity. At the top, there are buttons for Support, Billing, GitHub, and Discord. A message above the code editor says: "Click here to read our knowledge base if have any questions about our hosting or configuring your server!". The code editor displays the contents of a file named `/home/container/tf/cfg/server.cfg`. The code is a configuration file for a TF2 server, with line numbers 21 through 35 visible. The code includes comments and settings for game files, sv\_pure, die evil mechanics, weapon criticals, fixed weaponspreads, damage disablespread, forced holiday, SourceTV Convars, and enabling STV. At the bottom right of the 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.

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