RGLQoL sv_pure cvar

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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 occu
rs before then.
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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.