

Parallels[®] Plesk Panel

Parallels Plesk Panel 9.5 for Linux/Unix Counter-Strike Game Server Management Module Administrator's Guide

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Preface

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Typographical Conventions

The following kinds of formatting in the text identify special information.

Formatting convention	Type of Information	Example
Special Bold	Items you must select, such as menu options, command buttons, or items in a list.	Go to the QoS tab.
	Titles of chapters, sections, and subsections.	Read the Basic Administration chapter.
<i>Italics</i>	Used to emphasize the importance of a point, to introduce a term or to designate a command line placeholder, which is to be replaced with a real name or value.	The system supports the so called <i>wildcard character</i> search.
Monospace	The names of style sheet selectors, files and directories, and CSS fragments.	The license file is called <code>license.key</code> .

Preformatted Bold	What you type, contrasted with on-screen computer output.	Unix/Linux: # cd /root/rpms/php Windows: >cd %myfolder%
Preformatted	On-screen computer output in your command-line sessions; source code in XML, C++, or other programming languages.	Unix/Linux: # ls -al /files total 14470 Windows: >ping localhost Reply from 127.0.0.1: bytes=32 time<1ms TTL=128

Feedback

If you have found an error in this guide, or if you have suggestions or ideas on how to improve this guide, please send your feedback using the online form at <http://www.parallels.com/en/support/usersdoc/>. Please include in your report the guide's title, chapter and section titles, and the fragment of text in which you have found an error.

About This Guide

This guide is intended for game hosting providers who wish to manage their Counter-Strike game servers using Parallels Plesk Panel.

About This Module

With this module you can:

- Deploy, configure, uninstall Counter-Strike game servers;
- Specify which maps each game server should use;
- Start, stop, restart game servers;
- Add, update game mods with Steam utility provided by Valve;
- Delegate permissions for managing game server to other users.

Deploying Game Servers



Once you install the Counter-Strike Game Server module on your Parallels Plesk Panel, you will need to take a few steps to install the game server program files and other required components. These files will be shared among all game servers that you will set up.

➤ ***To obtain and install the core components of game servers:***

1. Click the **Modules** shortcut in the navigation pane and, in the **Modules** group, click the **Counter-Strike game server** icon.
2. The installation program starts searching for an installed game server engine. If it does not detect it, the installer will offer you the two options:
 - **Install the game server automatically** - download the game server files from the official directory servers on the Internet and install them automatically. This procedure might take much time and hundreds megabytes of data transfer, depending on the number of components you wish to install. During automatic installation, you will be asked to choose the game version (Counter-Strike, Counter-Strike Source and Counter-Strike Condition Zero) to install.
 - **Use an existing installation** - if you already have the game server engine installed, use this option to specify the path to the directory where it is installed.
3. Click **OK**.
4. Install the Steam software. Steam is an online content delivery system designed by Valve Corporation. To be able to download, install and update games from the Valve website through the Internet, you need to install the Steam client.

Important: By downloading and installing the Steam client, you assume responsibility for the consequences of using this software. Use it at your own risk!

- If you do not have the Steam client program or Counter-Strike game server installed, leave the **Download from the official Valve site and install** option selected and click **OK**. The Steam software will be downloaded from the official download site (<http://www.steampowered.com/download/hldsupdateool.bin>). Then, the License Agreement with Valve Corporation will appear. Click **Accept** to accept the license agreement to download and install the Steam client.
- If you have already downloaded this file (hldsupdateool.bin) and have it on your local machine, select the **Install from the local machine** option to upload it. Click **OK**. Then, specify the path to the hldsupdateool.bin file and click **OK**. Click **Accept** to accept the license agreement.
- To specify the path to the existing Steam installation, select the **Use an existing Steam client installation on your Plesk server** option and click **OK**. Locate the Steam distribution package and click **OK**.

5. All game modifications (also commonly referred to as mods) that are available for downloading are shown in a list. Each mod title is accompanied with the following icon indicating whether the mod is already installed:  - the game mod is already installed and  - game mod is not installed.

If you have a steam account that you would like to use for retrieving installation files or updates from Valve, click the **Switch Steam Account** icon, specify your username and password, and click **OK**.

Select the checkboxes corresponding to the game mods you wish to install and click **OK**.

6. When the selected game components are installed, click **OK** to quit the wizard.

Now the core components of the selected game servers are installed, and you can proceed to setting up your game servers.

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Setting Up a Game Server

➤ **To set up a new game server:**

1. Click the **Modules** shortcut in the navigation pane and, in the **Modules** group, click the **Counter-Strike game server** icon.
2. Click the **Add CS Game Server** icon in the Tools group.
3. Select a game modification you want to run on your server. Click **Next >>**.
4. Choose the operation mode. If your server is going to be restricted to LAN clients only, select the **Server is running in LAN-Only mode** option. If you are serving both LAN and Internet clients, select the **Server is running in LAN & Internet mode** option.
5. To prevent the players connected through the Internet from cheating on your server, select the **Use Valve anti-cheat module** option.
6. Click **Next >>**.
7. Specify the maximum number of players who can connect simultaneously to your server. Click **Next >>**.
8. Enter the name for this game server. Click **Next >>**.
9. Select how you want to configure your game server:
 - If you wish to customize the default configuration prior to running the game server, select the **Customize the default configuration prior to running the game server** option.
 - If you wish to create the game server with default configuration and run it upon completion, select the **Run the game server with the default configuration** option.
10. Click **Finish**.

The game server with optimal configuration will be set up.

If you selected the **Run the game server with the default configuration** option, the game server will run.

If you chose the **Customize the default configuration prior to running the game server**, you will be taken to the game server configuration screen on which you can adjust the following settings for your game server:

<u>Setting</u>	<u>Description</u>
Game server name	The name that you would like to call your server.

Configuration file	Select the configuration file that will be used for this game server. This drop-down list contains all configuration files available for this game mod. To edit the selected configuration file, click the Edit button on the right.
Operation mode	If your server is going to be restricted to LAN clients only, select the Server is running in LAN-Only mode option. If you are serving both LAN and Internet clients, select the Server is running in LAN & Internet mode option.
IP address	Specify the IP addresses at which the game server will be accessible
Game server port	The port number the game server will work on. Default is 27015
Maximum number of players	The maximum number of players who can simultaneously connect to your game server
Game server auto update	Use this to automatically update the game server through the Internet upon each start.
Use WON authorization server	If you set up a game server in LAN without Internet access, and do not want your game server to connect to WON authorization server, leave this checkbox deselected
Use Valve anti-cheat module	Valve Anti-cheat is the program that bans cheaters from game. The ban issued to the cheater depends on the severity of the cheat, and the number of offenses.
RCON password	Remote Console password is required if you wish to manage the game server remotely. The RCON password is also used by Parallels Plesk Panel for restarting the game server
Game server entry password	If you wish to restrict access to your game server, specify the password that the authorized users will use for entering this game server

Subsequently, when you need to modify these settings, you will access this screen by clicking **Modules > Counter-Strike > game server name you need > Configuration tab**.

➤ **To fine tune your game server by modifying configuration files:**

1. Go to **Modules > Counter-Strike > game server name you need > Configuration tab**.
2. Select the configuration file you need, in the **Configuration file** group, and click the **Edit** button.
3. In the **Commands** text input area, enter a list of commands. To generate the list of commands, we recommend that you use the Configuration Editor Tool available at <http://server.counter-strike.net>. To use the Configuration Editor, open <http://server.counter-strike.net/server.php?cmd=tools#> in a new browser window and click the **config editor** link in the left navigation pane. A pop-up window will open. Specify required settings and click **Configure!** at the bottom of the page. A list of commands will be generated and displayed in the **Generated Server.cfg** section of the page. Copy the generated commands to the clipboard, then return to your Parallels Plesk Panel and paste them into the **Commands** text input area.

Note: changes made to the configuration file will affect all game servers that run on a given configuration.

4. Click **OK** to submit the changes.

➤ **To create a new configuration file:**

1. Go to **Modules > Counter-Strike**.
2. Click the **Configuration Files** icon.
3. Click the **New Configuration** icon.
4. Enter the mod name, configuration name (not the file name!) in the **Name** field, and a description of this configuration file that will be displayed in the list of game servers.
5. In the **Commands** text input area, enter a list of commands. To generate the list of commands, we recommend that you use the Configuration Editor Tool available at <http://server.counter-strike.net>. To use the Configuration Editor, open <http://server.counter-strike.net/server.php?cmd=tools#> in a new browser window and click the **config editor** link in the left navigation pane. A pop-up window will open. Specify required settings and click **Configure!** at the bottom of the page. A list of commands will be generated and displayed in the **Generated Server.cfg** section of the page. Copy the generated commands to the clipboard, then return to your Parallels Plesk Panel and paste them into the **Commands** text input area.

6. Click **OK** to submit your configuration.
7. If you wish to apply this configuration to a game server at this time, go to **Modules > Counter-Strike > game server name you need > Configuration tab**, select the configuration file you need in the **Configuration file** group, and then click **OK**.

➤ ***To modify a configuration file you created:***

1. Go to **Modules > Counter-Strike**.
2. Click the **Configuration Files** icon.
3. Click the configuration name you need.
4. Modify the settings as desired and click **OK**.

➤ ***To remove a configuration file:***

1. Go to **Modules > Counter-Strike**.
2. Click the **Configuration Files** icon.
3. Select the corresponding check box and click **Remove Selected**.
4. On the next page, confirm the removal and click **OK**.

Note: You cannot delete the default configuration file! You can only edit it.

Choosing Maps for the Game

➤ *To select maps that will be available for users playing a specific type of game:*

1. Click the **Modules** shortcut in the navigation pane and, in the **Modules** group, click the **Counter-Strike game server** icon.
2. Click the game server's name.
3. Click the **Maps** tab. The tab has two lists: the left-hand list displays all available maps and the list on the right contains all maps available for users playing on this game server.
4. To add a map to the game, move maps from the list of available maps to the list of selected maps by using the **Add >>** and **<< Remove** buttons.
5. Click **OK**.

To simplify map selection, you can sort all maps by mission types, such as saving hostages, assassination of VIP persons, planting a bomb, knife arena, team deathmatch, escape from the area, or Arctic Warfare Police. To view all maps related to the category of interest, select the category in the **Map categories** drop-down box.

The maps for a game will played consequently as they go in the list, starting from the default map selected in the **Default map** drop-down box. To move a map downward or upward in the list, use the **Move Up** or **Move Down** buttons, respectively.

Note: Each game mod has a standard set of maps. If you remove such a standard map from the list of maps (do not confuse the standard map with the default map!), they will be automatically installed during updating of your game server.

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Adding and Removing Maps

➤ *To add or remove maps that your game servers can use:*

1. Click the **Modules** shortcut in the navigation pane and, in the **Modules** group, click the **Counter-Strike game server** icon.
2. Click the **Maps Management** icon. The list of all maps for all game mods will show.
3. To view only the maps related to a specific game mod, select the respective option in the **Select the game modification** group.
4. To upload a new map, click the **Browse** button, select the map file you need (in zip or bsp file format), and then click **Upload**.
5. To remove the map you do not need, select the respective check box and click **Remove Selected**.




Delegating Permissions for Managing Game Servers to Another User




- *To delegate permissions for managing game servers to one of your customers registered with your Parallels Plesk Panel:*
 1. Click the **Modules** shortcut in the navigation pane and, in the **Modules** group, click the **Counter-Strike game server** icon.
 2. Click the **Game Server Operator** button.
 3. On the page that opens, enter the login of a Parallels Plesk Panel user in the **Login** field. If you want to assign the game server operator rights to the domain administrator, enter the domain name as login. For clients and e-mail users, enter their login names to the Parallels Plesk Panel.

- *To revoke permissions to manage game servers from a user:*
 1. Click the **Modules** shortcut in the navigation pane and, in the **Modules** group, click the **Counter-Strike game server** icon.
 2. Click the **Game Server Operator** button.
 3. On the page that opens, delete the login from the **Login** field and leave this field blank.

Starting, Stopping, Restarting Game Servers



➤ ***To start, stop or restart a game server:***

1. Click the **Modules** shortcut in the navigation pane and, in the **Modules** group, click the **Counter-Strike game server** icon.
2. Click the  icon to stop a running game server,  to start a stopped game server and the  icon to restart it.

Alternatively, you can click a game server name. Then click the  button to run a game server, the  button to start it, and  to restart it.

Updating Game Servers

➤ *To update the game server files and components:*

1. Click the **Modules** shortcut in the navigation pane and, in the **Modules** group, click the **Counter-Strike game server** icon.
2. Click the **Update Game Servers** icon.
3. A page displaying all game modifications available for updating will appear. Each mod title is accompanied with the following icon indicating whether the mod is already installed:  - the game mod is already installed and  - game mod is not installed.
4. If you wish to use another Steam account for updating, click **Switch Steam Account**.
5. Select the check boxes corresponding to the game mods you wish to update and click **OK**.
6. In the next step, the selected game components will updated. When finished, click **OK** to quit the wizard.

In case of updating failure you can view the log file for details. To do this, click the link next to the operation result icon.

Deleting Game Servers

➤ *To remove a game server:*

1. Click the **Modules** shortcut in the navigation pane and, in the **Modules** group, click the **Counter-Strike game server** icon.
2. Select the check boxes corresponding to the game servers you wish to remove, and click **Remove Selected**. On the next page, confirm removal and click **OK**.