

Parallels[®] Plesk Panel

Parallels Plesk Panel 9.5 for Windows Counter-Strike Game Server Administrator's Guide

Copyright Notice

ISBN: N/A

Parallels

660 SW 39th Street

Suite 205

Renton, Washington 98057

USA

Phone: +1 (425) 282 6400

Fax: +1 (425) 282 6444

© Copyright 1999-2010,

Parallels, Inc.

All rights reserved

Distribution of this work or derivative of this work in any form is prohibited unless prior written permission is obtained from the copyright holder.

Patented technology protected by U.S. Patents 7,328,225; 7,325,017; 7,293,033; 7,099,948; 7,076,633.

Patents pending in the U.S.

Product and service names mentioned herein are the trademarks of their respective owners.

Contents

Preface	4
About This Guide	4
Typographical Conventions	4
Feedback	5
About This Module	6
Deploying Game Servers	7
Setting Up a Game Server	9
Choosing Maps for the Game	12
Adding and Removing Maps	13
Starting, Stopping, Restarting Game Servers	14
Updating Game Servers	15
Deleting Game Servers	16

Preface

In this section:

About This Guide.....	4
Typographical Conventions	4
Feedback	5

About This Guide

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

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

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 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. Go to **Server > Application Vault > Server Applications** and click **Add New Server Application**.
2. Choose the required Game Server module by selecting the corresponding checkbox. There are two Counter-Strike Game Servers available: Counter-Strike and Counter-Strike: Source.
3. Click  **Install** and specify the following settings:
 - In the **Enter path to HL server installation** field, enter the full path to a directory where the game server files are located, or where you want the game server files to be installed;
 - Select the database server which Game Server should use for its database in the **Select database server** field.
4. Click **Install** to download the game server files from the official directory servers on the Internet and install them.

Note. This procedure might take much time and hundreds megabytes of data transfer, depending on the number of components you wish to install.



5. Click **OK** after the installation is complete.
6. Return to **Server Applications** page (**Server > Server Applications**, or simply click  **Up Level** if you are on the **Add New Server Application** page) and install the Steam software with corresponding Game Server engine files by clicking the  icon.

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 are not a registered user, and do not have a Steam account yet, select the **Create a new Steam account** option to register a new account, enter the required information and click **Next**.
- If you already have a Steam account, please select the **Use an existing Steam account** option, enter the required information and click **Next**.

- If you are not a registered user and the creation of a Steam account is unavailable, select the **Use an anonymous Steam account** option. Please note that using anonymous account makes some of the installation/update content unavailable, so it is recommended to use anonymous account only in the case described above. Click **Next**.
7. Select the checkboxes corresponding to the game modifications you wish to install and click **Next**.

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.

Note: 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**.

8. 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.

In this chapter:

Setting Up a Game Server	9
Choosing Maps for the Game.....	12

Setting Up a Game Server


➤ *To set up a new game server:*

1. Go to **Server > Application Vault > Server Applications** and click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
2. Click **Add CS Game Server**.
3. Enter the name for this game server in the **Game Server Name** field.
4. Select a game modification you want to run on your server: **Counter-Strike** or **Condition Zero**.
5. Select the required game server settings
 - **Operation mode:** if your server is going to be restricted to LAN clients only, select the **LAN-Only** operation mode. If you are serving both LAN and Internet clients, select the **LAN & Internet** operation mode.
 - **IP address:** the IP addresses at which the game server will be accessible.
 - **Port:** the port number the game server will work on (by default it is 27015).
 - **Maximum number of players:** the maximum number of players who can simultaneously connect to your game server.
 - **Autoupdate:** select this to automatically update the game server through the Internet upon each start.
 - **Use WON:** 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.
 - **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.
 - **SV 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.
6. Leave the **Start game server** check box selected if you want the game server to be started right after its creation and click **Finish**.

The game server with optimal configuration will be set up.

To modify game server settings, access this screen by clicking **Server > Server Applications > Counter-Strike > game server name you need > Configuration** tab.

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


1. Go to **Server > Application Vault > Server Applications** and click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.

2. Click **Configuration Files**.
3. Click the required configuration file you need in the **Configuration file** group.
4. In the **Content** 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 **Content** text input area.

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


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

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



1. Go to **Server > Application Vault > Server Applications** and click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
2. Click **Configuration Files**.
3. Click **Add New Configuration File**.
4. Enter the configuration file name in the **Configuration File** field, select the required game modification in the **Game Modification** menu and specify a description of this configuration file that will be displayed in the list of game servers in the **Description** field.
5. In the **Content** 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 **Content** 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 **Server > Server Applications > 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 **Server > Application Vault > Server Applications** and click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
2. Click the **Configuration Files** icon.
3. Click the configuration file you need.
4. Modify the settings as desired and click **OK**.

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

1. Go to **Server > Application Vault > Server Applications** and click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
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. Go to **Server > Application Vault > Server Applications** and click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
 2. Click the required game server 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 be 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.

In this section:





Adding and Removing Maps 13

Adding and Removing Maps

- *To add or remove maps that all your game servers can use:*
1. Go to **Server > Application Vault > Server Applications** and click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
 2. Click the **Maps Management** icon. The list of all maps for all game mods will show.
 3. To upload a new map, click **Add New Map**, select the map file you need (in zip or bsp file format), and then click **OK**.
 4. To remove the map you do not need, select the respective check box and click  **Remove Selected**.

Starting, Stopping, Restarting Game Servers

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




1. Go to **Server > Application Vault > Server Applications** and click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
2. Click the  icon to stop a running game server,  to start a stopped game server and the  icon to restart it.

OR

Click a game server's name. Then click the  button to run a game server, the  button to stop it, and  to restart it.

Updating Game Servers


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

1. Go to **Server > Application Vault > Server Applications** and click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
2. Click the **Update Game Server Engines** 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. Select the check boxes corresponding to the game mods you wish to update and click **OK**.
5. In the next step, the selected game components will be 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. Go to **Server > Application Vault > Server Applications** and click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
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**.

➤ *To uninstall a game server engine:*

1. Go to **Server > Application Vault > Server Applications**.
2. Select the check boxes corresponding to the game server engine you wish to remove, and click **Remove Selected**. On the next page, confirm removal and click **OK**.