
SWsoft, Inc.

Plesk™ Game Server

Administrator's Guide

Plesk 7.5 Reloaded



(c) 1999-2004

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CHAPTER 1

Preface

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About This Guide

This Guide provides detailed instructions on how to use the Plesk™ Game Server, a module that allows the Plesk administrator to easily configure game servers through a graphic interface.

Documentation Conventions

Before you start using this guide, it is important to understand the documentation conventions used in it.

Typographical Conventions

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

<u>Formatting convention</u>	<u>Type of Information</u>	<u>Example</u>
Special Bold	Items you must select, such as menu options, command buttons, or items in a list. Titles of chapters, sections, and subsections.	Go to the QoS tab. 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.	These are the so-called <i>shared VPSs</i> . To destroy a VPS, type <code>vzctl destroy vpsid</code> .
Monospace	The names of commands, files, and directories.	Use <code>vzctl start</code> to start a VPS.

<code>Preformatted</code>	On-screen computer output in your command-line sessions; source code in XML, C++, or other programming languages.	<code>Saved parameters for VPS 101</code>
Monospace Bold	What you type, contrasted with on-screen computer output.	# rpm -V virtuozzo-release
CAPITALS	Names of keys on the keyboard.	SHIFT, CTRL, ALT
KEY+KEY	Key combinations for which the user must press and hold down one key and then press another.	CTRL+P, ALT+F4

General Conventions

Be aware of the following conventions used in this book.

- Chapters in this guide are divided into sections, which, in turn, are subdivided into subsections. For example, **Documentation Conventions** is a section, and **General Conventions** is a subsection.
- When following steps or using examples, be sure to type double-quotes ("), left single-quotes ('), and right single-quotes (') exactly as shown.
- The key referred to as RETURN is labeled ENTER on some keyboards.

The root path usually includes the `/bin`, `/sbin`, `/usr/bin` and `/usr/sbin` directories, so the steps in this book show the commands in these directories without absolute path names. Steps that use commands in other, less common, directories show the absolute paths in the examples.

Feedback

If you spot a typo in this guide, or if you have thought of a way to make this guide better, we would love to hear from you!

If you have a suggestion for improving the documentation (or any other relevant comments), try to be as specific as possible when formulating it. If you have found an error, please include the chapter/section/subsection name and some of the surrounding text so we can find it easily.

Please submit a report by e-mail to userdocs@sw-soft.com.

CHAPTER 2

Using Game Server

Plesk™ Game Server is a module for the Plesk™ control panel that serves to facilitate configuration and management of dedicated game servers. The administrator (or the game server operator) can start/stop a game and configure parameters of a specific game running on the server. At present, the module supports two game modifications: Counter Strike and Condition Zero.

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Game Server Interface Basics

Plesk Game Server has an interface similar to that of other Plesk pages. Please, read the instructions below to familiarize yourself with the Plesk interface basics.

A Plesk page includes the following elements:

- 1** *top area* contains the logotype image
- 2** *navigation pane* contains navigation items and the context help area
- 3** *work area* contains the groups of available operations (based on the current context), input forms, lists, and other similar interface elements

The *Plesk work area* includes all interface elements located to the right of the navigation pane. The work area displays the options available for the shortcut selected in the navigation pane. For example, if you select the **Modules** shortcut in the navigation pane, the work area will display all currently installed Plesk modules.

Path bar is a chain of links indicating your current location within the Plesk system. It is located at the top of the Plesk work area. By clicking these links, you can jump to one or more levels up. You can also use the **Up Level** button located in the upper right corner of each screen to return to the previous page.

Working with lists of objects

You may have a considerable number of objects, such as users, shares, etc., handled by your Plesk module. To facilitate working with different lists of objects, use the **Search** and **Sorting** options.



To search through a list, enter the search pattern into the **Search** field, and click **Search**. All matching items will be displayed in a reduced list. To show the entire list of objects, click **Show All**.

To sort a list by a certain parameter in either ascending or descending order, click on the parameter's name in the column heading. The order of sorting will be indicated by a small triangle displayed next to the parameter's name.

To remove an entry from the list, check the boxes at the end of the list and click **Remove Selected**.

Installing Game Server Engine

Once you install the Game Server module on your Plesk control panel, you will need to take a few steps to install the game server program files and other required components:

- 1 Access the Game Server by clicking 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 traffic, 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 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 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!

- Click the Download from the official Valve site and select an option to have the Steam software downloaded from the official download site (<http://www.steampowered.com/download/hldsupdate tool.bin>). Then, the License Agreement with Valve Corporation will appear. Accept the license agreement to download and install the Steam client. You will be taken to the next step of the wizard.
- If you have already downloaded this file (hldsupdate tool.bin) and have it on your local machine, select the **Install from the local machine** option to upload it. Specify the path to the hldsupdate tool.bin file and click OK.
- In the next step, select the **Use an existing Steam client installation on your Plesk server** option to specify the path to the existing Steam installation. Locate the Steam distribution package and click OK. You will be taken to the next step of the wizard.
- If you are not a registered Steam user and do not have a Steam account yet, select the **Create a new Steam account** option to register a new account. Supply the requested information and click OK. Note that the E-mail field must contain a valid e-mail address. All the fields are mandatory!
- If you already have a Steam account, please select the **Use an existing Steam account** option. Supply the requested information and click OK.

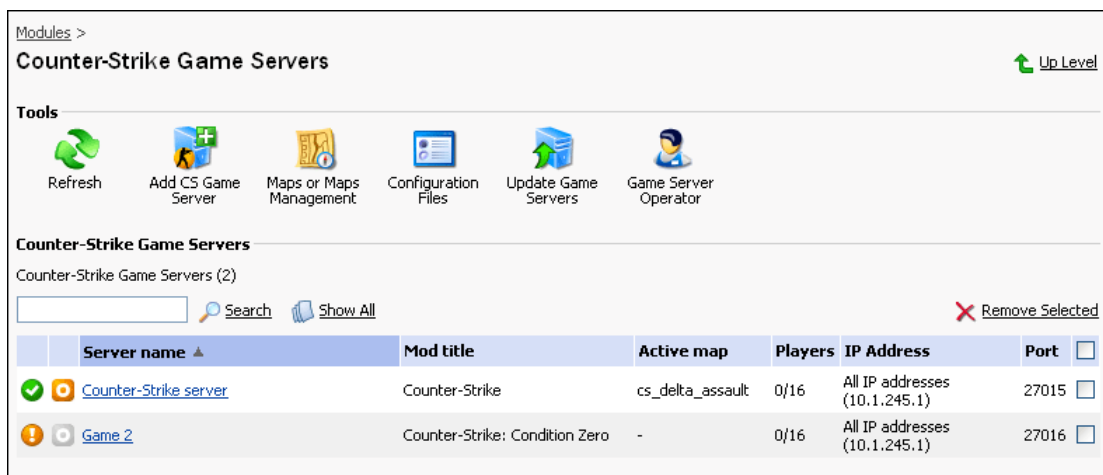
In case of failure you can view the log file for details. To do this, click the link next to the operation result icon.

Now the game server engine is installed and you can proceed to creating game servers.

Creating and Managing Game Servers

After the installation steps are finished, you can access the Game Server management page where you can perform the following operations:

- refresh a list of existing games
- view existing games
- add new game servers
- configure game servers (on page 12)
- update game servers (on page 16)
- create a Game Server Operator account (on page 16)



The screenshot displays the 'Counter-Strike Game Servers' management interface. At the top, there are navigation links for 'Modules >' and 'Up Level'. Below this is a 'Tools' section with icons for Refresh, Add CS Game Server, Maps or Maps Management, Configuration Files, Update Game Servers, and Game Server Operator. The main section is titled 'Counter-Strike Game Servers' and shows 'Counter-Strike Game Servers (2)'. There is a search bar and a 'Show All' link. A table lists the servers with columns for Server name, Mod title, Active map, Players, IP Address, and Port. Each row has a status icon and a checkbox for 'Remove Selected'.






Server name ▲	Mod title	Active map	Players	IP Address	Port	<input type="checkbox"/>
 Counter-Strike server	Counter-Strike	cs_delta_assault	0/16	All IP addresses (10.1.245.1)	27015	<input type="checkbox"/>
 Game 2	Counter-Strike: Condition Zero	-	0/16	All IP addresses (10.1.245.1)	27016	<input type="checkbox"/>

Figure 1: Game Server management page

This section describes how to create a new game server and where to view the list of existing game servers.

You can see a list of existing game servers on the Game Server management page that is the first page that opens after you access the Plesk Game Server module. The following information is provided for each game server:

Status icon - indicates the current status of a game server:  the game server is running,  the game server is stopped, and the  icon indicates that the game server is started but is not responding to ping requests.

Restart icon - click this icon to restart a game server.

Server name - name of the game server defined during its creation. Click this name to make configuration changes to this game server.

Mod title - game modification name.


Active map - map that is currently used on the game server.

Players - number of players that can simultaneously connect to the server.

IP Address - IP address of the game server

Port - port number the game server listens on.




To create a new game server:

- 1 To set up a new game server, click the  Add CS Game Server icon on the Game Server management page (Modules --> Counter-Strike game server).
- 2 Select a game modification you want to run on your server. Click Next.
- 3 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. Click Next.
- 4 Specify the maximum number of players who can connect simultaneously to your server. Click Next.
- 5 Enter the name for this game server. Click Next.
- 6 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.
- 7 After you click Finish, the game server with optimal configuration will be created.




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

If you chose Customize the default configuration prior to running the game server, you will be taken to the game server configuration page on which you can adjust settings for your game server.

To start, stop or restart a game server:

On the Game Server management page, click the  icon to stop a running game server,  to start a stopped game server and the  icon to restart it.


OR

On the Game Server management page, click a game server's name. Then click the  button to run a game server, the  button to start it, and  to restart it.

To remove a game server:

- 1 On the Game Server management page, select the checkboxes corresponding to the game servers you wish to remove, and click Remove Selected.
- 2 On the next page, confirm removal and click OK.

To refresh a list of game servers:

Click the  Refresh button on the Game Server management page. This will refresh the list of currently existing game servers.

Configuring Your Game Server

Basic Configuration

To configure a game server:

- 1 On the Game Server management page, click the game server's name in the list of game servers.
- 2 The Game Server Edit page appears. Switch to the **Configuration** tab. The settings that can be adjusted on this tab are listed in the table below. When done, click **OK** to submit the changes.
- 3 The game server will be immediately restarted with new settings.

On this page you can adjust the following settings:


Setting	Description
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
RCON password	Remote Console password is required if you wish to manage the game server remotely. The RCON password is also used by Plesk 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

See the **Advanced Configuration** (on page 13) section about how to fine tune your game server.

Advanced Configuration

When a server runs, it uses settings from the basic configuration (on page 12) and those from a special configuration file that contains commands used to fine tune game servers and games. You can set several configuration files for each game server or use the same configuration file for all game servers. Advanced configuration means editing configuration files.

To access the Configuration File management page:

Click the  **Configuration Files** button on the Game Server management page.

On this page you can do the following operations:

- View the contents of the default configuration file
- Add new configuration files
- Edit existing configuration files
- Remove configuration files

You can view a list of existing configuration files on the Configuration File management page. The list has the following columns:


Name - configuration file name

Mod title - game modification title

Description - optional description of the configuration file

Used - number of game servers that use this configuration file.

To create a new configuration file:

- 1 On the Configuration File management page, click  **New Configuration**.
- 2 On the next page, 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.
- 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 the **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 control panel and paste them into the **Commands** text input area.
- 4 Click **OK** to submit your configuration.
- 5 Click the name of the configuration file you want to edit.

To remove a configuration file:

- 1 Select the corresponding checkbox and click **Remove Selected**.
- 2 On the next page, confirm the removal and click **OK**.

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

To edit a configuration file that you created,

Click its name in the list and specify the same settings as you did when created this file.

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

Selecting Maps

You can select maps that will be available for users playing this game.

To select maps:

- 1** On the Game Server management screen, click the game server's name in the list of game servers.
- 2** On the Game Server Edit page, switch to 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.
- 3** 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.
- 4** 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.

To remove a map from the list of selected maps, select it and click **Remove**.

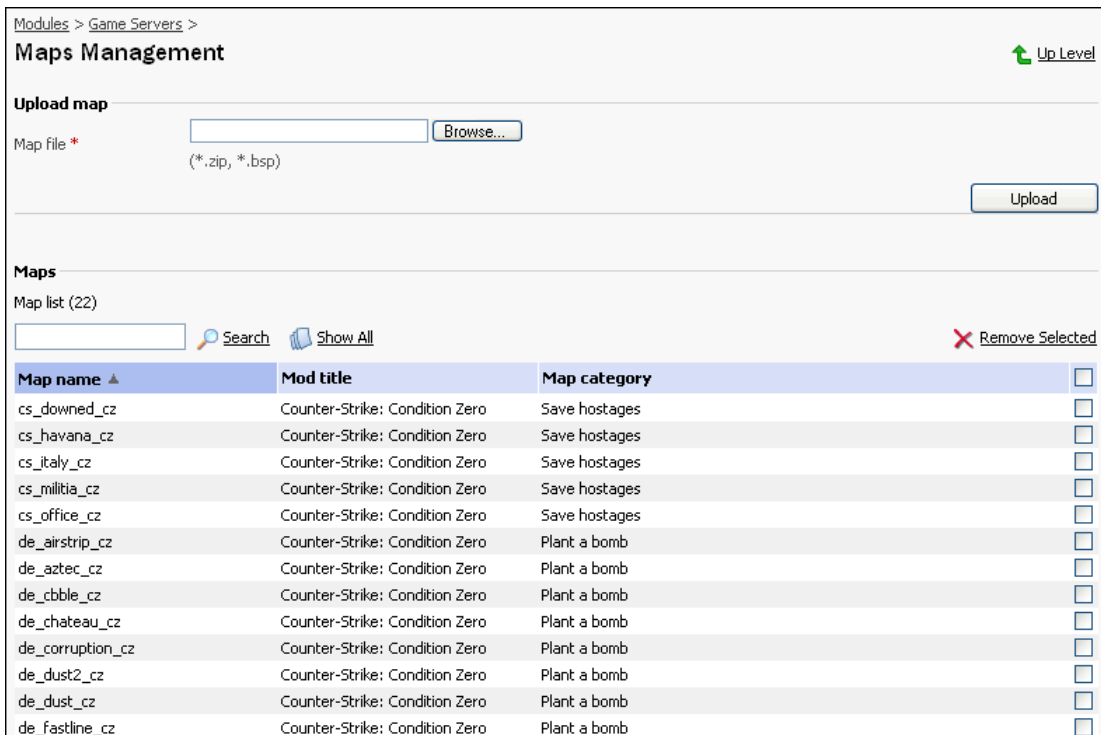
Note: Each game mod has a standard set of maps. If you remove such a standard map from the list of maps (do not confuse the standard map with the default map!), they will be automatically installed during updating of your game server.

Adding New Maps

To open the Maps management page, click the  Maps Management button on the Game Server management page.

On the Maps management page you can:

- view all maps for all installed game mods
- remove maps
- upload new maps that will be added to the list of available maps (see Selecting Maps (on page 14))



Modules > Game Servers >

Maps Management Up Level

Upload map

Map file *
(*.zip, *.bsp)

Maps

Map list (22)

Map name ▲	Mod title	Map category	<input type="checkbox"/>
cs_downed_cz	Counter-Strike: Condition Zero	Save hostages	<input type="checkbox"/>
cs_havana_cz	Counter-Strike: Condition Zero	Save hostages	<input type="checkbox"/>
cs_italy_cz	Counter-Strike: Condition Zero	Save hostages	<input type="checkbox"/>
cs_militia_cz	Counter-Strike: Condition Zero	Save hostages	<input type="checkbox"/>
cs_office_cz	Counter-Strike: Condition Zero	Save hostages	<input type="checkbox"/>
de_airstrip_cz	Counter-Strike: Condition Zero	Plant a bomb	<input type="checkbox"/>
de_aztec_cz	Counter-Strike: Condition Zero	Plant a bomb	<input type="checkbox"/>
de_cbble_cz	Counter-Strike: Condition Zero	Plant a bomb	<input type="checkbox"/>
de_chateau_cz	Counter-Strike: Condition Zero	Plant a bomb	<input type="checkbox"/>
de_corruption_cz	Counter-Strike: Condition Zero	Plant a bomb	<input type="checkbox"/>
de_dust2_cz	Counter-Strike: Condition Zero	Plant a bomb	<input type="checkbox"/>
de_dust_cz	Counter-Strike: Condition Zero	Plant a bomb	<input type="checkbox"/>
de_fastlane_cz	Counter-Strike: Condition Zero	Plant a bomb	<input type="checkbox"/>

Figure 2: Maps management page

To upload a new map:



- 1 On the Maps management page, enter the path to a map file in the Map file field or use the Browse button to locate it.
- 2 Click Upload. After this, the map will be added to the list of available maps and you will be able to select a specific

To remove map(s):

- 1 Select the checkboxes corresponding to the maps you want to remove and click Remove Selected.
- 2 On the next page, confirm the removal and click OK.

Updating Game Servers

To update the game server files and components:


- 1 Click the **Update Game Server** button on the Game Server management page.
- 2 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.
- 3 If you wish to use another Steam account for updating, click **Switch Steam Account**.
- 4 Select the checkboxes corresponding to the game mods you wish to update and click **OK**.
- 5 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.

Who Can Manage a Game Server


There are two Plesk users who can make configuration changes to the Game Server module: Plesk administrator and Game Server operator (GS operator). The Game Server operator is assigned by the Plesk administrator. The operator has almost the same rights for the Game Server module as the Plesk administrator but the GS operator cannot create other operators.

How to assign the GS operator:

- 1 Click the  **GS Operator** button on the Game Server management page.
- 2 On the page that opens, enter the e-mail registered within the Plesk control panel in the **E-mail** field. In other words, the GS operator rights can be granted only to an existing Plesk mail user, i.e., a user who has a mailbox on a Plesk-enabled domain.

When a user who is assigned a GS operator logs in to the control panel under his mail user account, the **Counter Strike** custom button appears in the navigation pane.

How to remove the GS operator:

- 1 Click the  **GS Operator** button on the Game Server main page.
- 2 On the page that opens, delete the e-mail from the **E-mail** field and leave this field blank.

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