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SWsoft, Inc.

# Plesk 7.6 For Windows Counter-Strike Game Server Administrator Guide

(revision 2.1)

**PLESK**

(c) 1999-2006

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## CHAPTER 1

# Preface

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## Documentation Conventions

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

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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 <b>QoS</b> tab.
	Titles of chapters, sections, and subsections.	Read the <b>Basic Administration</b> 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> . <code>msiexec /i &lt;name of the aforementioned *.msi file or GUID&gt;</code>
Monospace	The names of commands, files, and directories.	Install Plesk into the "c:\plesk bin" directory
Preformatted	On-screen computer output in your command-line sessions; logs; source code in XML, C++, or other programming languages.	05:31:49 Success. Admin John Smith was added.

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## 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 that we could find it easily.

Please submit a report by e-mail to [userdocs@swsoft.com](mailto:userdocs@swsoft.com).

## CHAPTER 2

# About This Guide

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

## CHAPTER 3

# 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 Plesk control 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 **Server** in the navigation pane.
- 2 In the **Services** group click  **Server Applications**.
- 3 Click  **Add New Server Application**.
- 4 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.
- 5 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.
- 6 Click **Install** to download the game server files from the official directory servers on the Internet and install them.

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

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- 7 Click **OK** after the installation is complete.
- 8 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.

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

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- 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**.

**9** 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.

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**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**.

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**10** 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 **Server** in the navigation pane.
- 2 In the **Services** group click  **Server Applications**.
- 3 Click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
- 4 Click  **Add CS Game Server**.
- 5 Select a game modification you want to run on your server. Click **Next >>**.
- 6 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.
- 7 To prevent the players connected through the Internet from cheating on your server, select the **Use Valve anti-cheat module** option.
- 8 Click **Next >>**.
- 9 Specify the maximum number of players who can connect simultaneously to your server. Click **Next >>**.
- 10 Enter the name for this game server. Click **Next >>**.
- 11 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.
- 12 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:



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 <b>Edit</b> button on the right.

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Operation mode	If your server is going to be restricted to LAN clients only, select the <b>Server is running in LAN-Only mode</b> option. If you are serving both LAN and Internet clients, select the <b>Server is running in LAN &amp; Internet mode</b> option.
IP address	Specify the IP addresses at which the game server will be accessible.
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.
Autoupdate	Use 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 Plesk 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.
Start game server	Leave the Start game server check box selected if you want the game server to be started right after its creation.

Subsequently, when you need to modify these settings, you will 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 > Server Applications**.
- 2 Click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
- 3 Click  **Configuration Files**.
- 4 Select the configuration file you need, in the **Configuration file** group, and click the **Edit** button.
- 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 control panel and paste them into the **Content** text input area.




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

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- 6 Click **OK** to submit the changes.

➤ *To create a new configuration file:*




- 1 Go to **Server > Server Applications**.
- 2 Click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
- 3 Click  **Configuration Files**.
- 4 Click  **Add New Configuration File**.
- 5 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.

- 6 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 control panel and paste them into the **Content** text input area.
- 7 Click **OK** to submit your configuration.
- 8 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 > Server Applications**.
- 2 Click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
- 3 Click the  **Configuration Files** icon.
- 4 Click the configuration name you need.
- 5 Modify the settings as desired and click **OK**.

➤ *To remove a configuration file:*

- 1 Go to **Server > Server Applications**.
- 2 Click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
- 3 Click the  **Configuration Files** icon.
- 4 Select the corresponding check box and click  **Remove Selected**.
- 5 On the next page, confirm the removal and click **OK**.

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

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## Choosing Maps for the Game

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

- 1 Go to **Server > Server Applications**.
- 2 Click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
- 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.




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**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 Go to **Server > Server Applications**.
- 2 Click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
- 3 Click the  **Maps Management** icon. The list of all maps for all game mods will show.
- 4 To upload a new map, click  **Add New Map**, 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**.


## CHAPTER 5

# Starting, Stopping, Restarting Game Servers

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

- 1 Go to **Server > Server Applications**.
- 2 Click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
- 3 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.

## CHAPTER 6

# Updating Game Servers

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


- 1 Go to **Server > Server Applications**.
- 2 Click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
- 3 Click the  **Update Game Server Engines** icon.
- 4 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.
- 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 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.

## CHAPTER 7

# Deleting Game Servers

➤ *To remove a game server:*

- 1 Go to **Server > Server Applications**.
- 2 Click the  icon corresponding to the Counter-Strike Game Server modification installed on the server.
- 3 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 > 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**.