



Setting up a server on windows

Guide based on <https://www.vaultf4.com/threads/installing-tf2classic-server.3939/>.

This guide will teach you how to setup a dedicated Team Fortress 2 Classic Server on windows.

1. Create a folder for SteamCMD and Team Fortress 2 Classic.
For example

```
C:\Server\SteamCMD\
```

for SteamCMD and

```
C:\Server\sdk2013server\
```

for the srcds installation.

2. Download steamCMD(<https://steamcdn-a.akamaihd.net/client/installer/steamcmd.zip>)
Then open your SteamCMD folder and extract the contents of the zip to your SteamCMD folder.
3. After installing Create a batch file and write the following script into it

```
steamcmd +runscript tf2classic.txt
```

4. Create a text file and name it "tf2classic.txt" and write the following commands into it.

```
@ShutdownOnFailedCommand 1
@NoPromptForPassword 1
login anonymous
force_install_dir C:\Server\sdk2013server\
app_update 244310 validate
quit
```

5. Run the batch file and wait for SteamCMD to finish the download
6. Download Team Fortress 2 Classic 7zip you can find the download at <https://tf2classic.com/download.php>.
7. Open your sdk2013server folder extract the contents of the 7z into it.
8. Open your Team Fortress 2 Classic cfg Folder

```
C:\Server\sdk2013server\tf2classic\cfg\
```

9. Create a config file and name it "server.cfg" and write the following settings into it
(Change these the way you want).

```
hostname "TF2Classic Server"
rcon_password ""
motdfile "motd.txt"
motdfile_text "motd_txt.txt"
mapcyclefile "mapcycle.txt"
sv_visiblemaxplayers "24"
sv_pure "0"
sv_cheats "0"
sv_pausable "0"
setpause "0"
sv_lan "0"
sv_stats "0"
sv_contact "info@example.com"
sv_region "-1"
sv_allowupload "1"
sv_allowdownload "1"
net_maxfilesize "15"
sv_downloadurl "http://example.com/tf2classic"
log "on"
sv_log_onefile "1"
sv_logfile "1"
sv_logbans "1"
sv_logecho "1"
sv_voiceenable "1"
sv_alltalk "0"
sv_friction
fps_max "0"
sv_minrate "0"
sv_maxrate "66000"
sv_minupdaterate "20"
sv_maxupdaterate "66"
mp_forcecamera "1"
mp_allowspectators "1"
mp_footsteps "1"
mp_idledealmethod "1"
mp_idlemaxtime "5"
sv_timeout "60"
mp_autoteambalance "1"
mp_teams_unbalance_limit "2"
mp_enableroundwaittime "1"
mp_bonusroundtime "8"
mp_restartround "0"
mp_timelimit "30"
mp_stalemate_enable "1"
mp_stalemate_timelimit "300"
```

```
tf_damage_disablespread "0"
tf_overtime_nag "0"
tf_playergib "1"
tf_weapon_criticals "1"
tf2c_airblast 1
tf2c_airblast_players 1
tf2c_allow_special_classes 0
tf2c_allow_thirdperson
tf2c_autojump 0
tf2c_bunnyjump_max_speed_factor 1.20
tf2c_bot_random_loadouts 1
tf2c_bouncing_rockets 0
tf2c_building_hauling 1
tf2c_building_upgrades 1
tf2c_building_gun_mettle 1
tf2c_coilgun_charge_time 1.5
tf2c_ctf_attacker_bonus 1
tf2c_ctf_attacker_bonus_dist 2048
tf2c_ctf_carry_slow 0
tf2c_ctf_carry_slow_blastjumps 1
tf2c_ctf_carry_slow_mult 0.75
tf2c_ctf_reset_time_decay 0
tf2c_ctf_touch_return 0
tf2c_disable_loser_taunting 0
tf2c_domination_override_pointlimit -1
tf2c_duckjump 0
tf2c_falldamage_disablespread 0
tf2c_force_stock_weapons 0
tf2c_grenadelauncher_old_maxammo 0
tf2c_groundspeed_cap 1
tf2c_homing_deflected_rockets 0
tf2c_homing_rockets 0
tf2c_infinite_ammo 0
tf2c_item_testing 0
tf2c_medigun_critboostable 1
tf2c_medigun_multi_uber_drain 1
tf2c_medigun_setup_uber 1
tf2c_nemesis_relationships 1
tf2c_pistol_old_firerate 0
tf2c_projectile_ally_collide 0
tf2c_proximity_voice 0
tf2c_pumpkin_loot_drop_rate 0.3
tf2c_randomizer 0
tf2c_randomizer_script cfg/randomizer.cfg
tf2c_rocketlauncher_old_maxammo
```

```

tf2c_sandvich_old 1
tf2c_spy_cloak_ammo_refill 1
tf2c_spy_gun_mettle 0
tf2c_spywalk 1
tf2c_sticky_rampup_mindmg 0.7
tf2c_sticky_rampup_time 1.3
tf2c_sticky_touch_fix 1
tf2c_stickylaucher_old_maxammo 0
tf2c_stunned_taunting 0
tf2c_tournament_classlimits
tf2c_vip_abilities 3
tf2c_vip_armor 0.8
tf2c_vip_bonus_time 5.0
tf2c_vip_boost_cooldown 20
tf2c_vip_boost_time 10
tf2c_vip_criticals 0
tf2c_vip_idlemaxtime 20
tf2c_vip_round_limit 3
tf2c_vote_issue_change_civilian_allowed 1
tf2c_vote_issue_change_civilian_teleport 1
tf2c_weapon_noreload 0
sv_allow_votes 1
sv_vote_quorum_ratio 0.6 # %of players needed to pass vote successfully
sv_vote_kick_ban_duration 20
sv_vote_issue_changellevel_allowed 0
sv_vote_issue_extendlevel_allowed 1
sv_vote_issue_kick_allowed 1
sv_vote_issue_nextlevel_allowed 1
sv_vote_issue_nextlevel_allowextend 1
sv_vote_issue_nextlevel_prevent_change 1
sv_vote_issue_scramble_teams_allowed 1
sv_vote_issue_restart_game_allowed 1
decalfrequency "30"
exec banned_user.cfg
exec banned_ip.cfg
writeid
writeip

```

10. Open your sdk2013server folder located at "C:\Server\sdk2013server\".

11. Create a batch file(start-server.bat for example) and write the following script into it.

```
start srcds.exe -console -game tf2classic +map ctf_2fort +maxplayers 24
```

12. Execute the batch file to start your own dedicated Team Fortress 2 Classic Server.