

How to install a PF2 Server on the Pterodactyl Server Panel

Information about this guide

- This guide was written for PF2 Version 0.6
- This guide was written for Pterodactyl Version 1.9.2 and Wings Version 1.6.4
- This guide assumes that you have basic knowledge about the Pterodactyl Server Panel and FTP-Clients

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1) Downloading the PF2 Mod

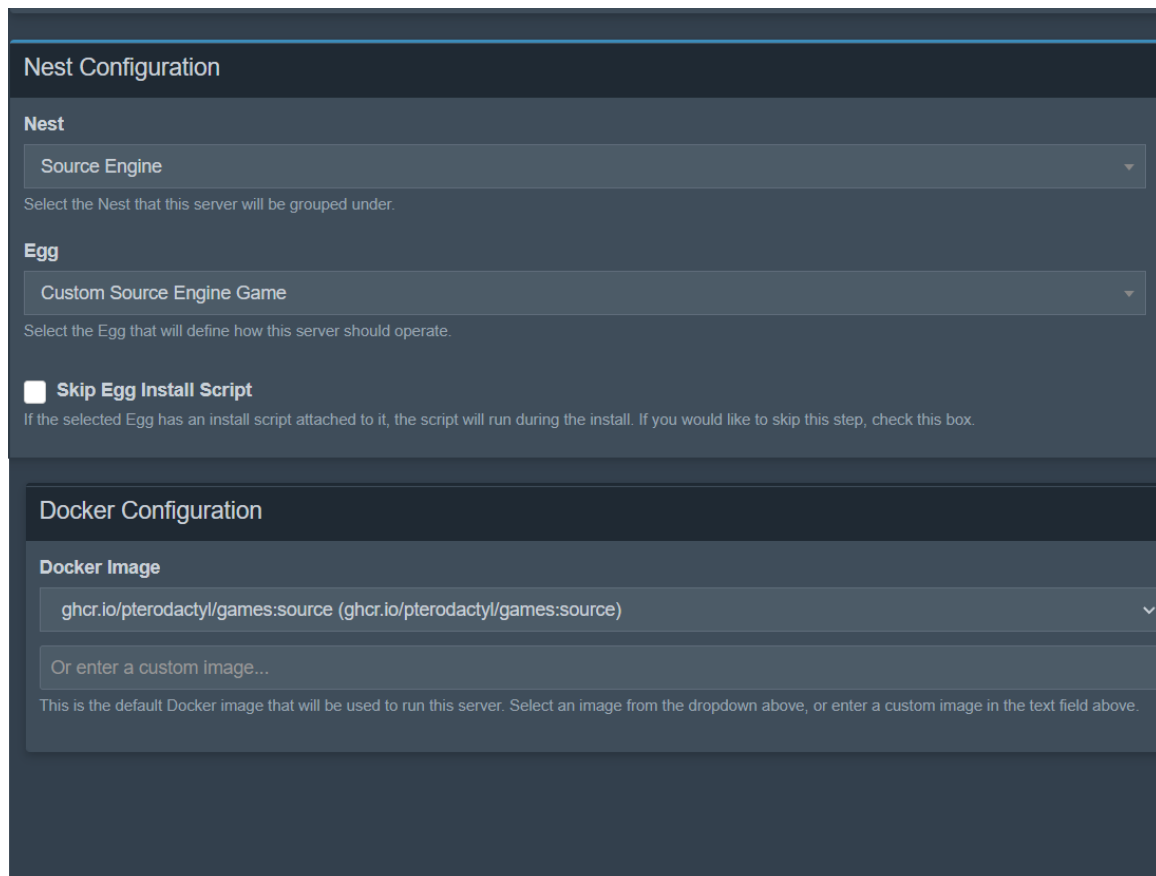
Download: <https://prefortress.com/download/#windows>

I highly recommend you download the “.7z” file under “Download Mirrors”, it is way easier than the “.exe” file.

Extract the “pf2” folder from the 7z file to a desired location.

2) Installing a “Custom Sourcemod” Game Server on your Pterodactyl Panel

Create a Server as you would normally. Select the Nest “Source Engine” and the Egg “Custom Source Engine Game” (see figure 1).



The screenshot displays the configuration interface for a new server in the Pterodactyl Panel. It is divided into two main sections: "Nest Configuration" and "Docker Configuration".

Nest Configuration

- Nest:** A dropdown menu is set to "Source Engine". Below it, a note says "Select the Nest that this server will be grouped under."
- Egg:** A dropdown menu is set to "Custom Source Engine Game". Below it, a note says "Select the Egg that will define how this server should operate."
- Skip Egg Install Script:** There is an unchecked checkbox. A note below it states: "If the selected Egg has an install script attached to it, the script will run during the install. If you would like to skip this step, check this box."

Docker Configuration

- Docker Image:** A dropdown menu is set to "ghcr.io/pterodactyl/games:source (ghcr.io/pterodactyl/games:source)". Below it is a text input field with the placeholder "Or enter a custom image...". A note at the bottom states: "This is the default Docker image that will be used to run this server. Select an image from the dropdown above, or enter a custom image in the text field above."

Figure 1

Under “Startup Configuration”, fill in the following values (or see figure 2):

- Game ID: 244310
- Game Name: pf2
- Map: Your desired start map (eg. “ad_dustbowl”)

Startup Configuration

Startup Command

`./srcds_run -game {{SRCDS_GAME}} -console -port {{SERVER_PORT}} +map {{SRCDS_MAP}} +ip 0.0.0.0 -strictportbind -norestart`

The following data substitutes are available for the startup command: `{{SERVER_MEMORY}}`, `{{SERVER_IP}}`, and `{{SERVER_PORT}}`. They will be replaced with the actual values when the server starts.

Service Variables

Game ID

244310

The ID corresponding to the game to download and run using SRCDS.

Access in Startup: `{{SRCDS_APPID}}`

Validation Rules: `required|numeric|digits_between:1,6`

Map

ad_dustbowl

The default map for the server.

Access in Startup: `{{SRCDS_MAP}}`

Validation Rules: `required|string|alpha_dash`

Steam Password

Access in Startup: `{{STEAM_PASS}}`

Validation Rules: `nullable|string`

Game Name

pf2

The name corresponding to the game to download and run using SRCDS.

Access in Startup: `{{SRCDS_GAME}}`

Validation Rules: `required|alpha_dash|between:1,100`

Steam Username

Access in Startup: `{{STEAM_USER}}`

Validation Rules: `nullable|string`

Steam Auth

Access in Startup: `{{STEAM_AUTH}}`

Validation Rules: `nullable|string`

Create Server

Figure 2

I recommend unchecking “Start Server when Installed”.

Create the server and let it install.

3) Uploading the PF2 Game-Files to the Server

Connect to the created Server using your desired FTP-Client (eg. FileZilla or WinSCP).

It is not possible to upload the files through the integrated Pterodactyl file browser.

Upload the extracted “pf2” folder from step 1 into the main directory of your server (see figure 3).

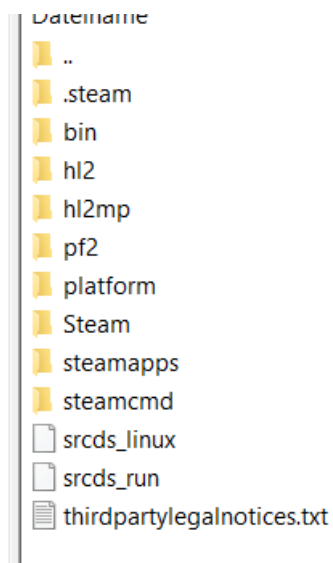


Figure 3

4) Fixing the “bin” folder

Unfortunately, the default installation of the Custom Source Server has some flawed file names.

Navigate into the “bin” folder and locate the following two files:

- scenefilecache_srv.so
- soundemittersystem_srv.so

Now you need to make a copy of those files and ONLY remove the “_srv” from the file name.

So now you should also have 2 files with the following name:

- scenefilecache.so
- soundemittersystem.so

Ending Words

You should now be able to start your PF2 Server.

If you want to configure custom conVar settings, add/change them in "pf2/cfg/server.cfg".

If the "server.cfg" does not exist, create it.