



Insurgency Server Setup Guide -

how to setup an Insurgency dedicated server on Windows and Linux
environment

Last updated: 10th April, 2018

By: <https://github.com/StevenNLWu>

Contents

Insurgency Server Setup Guide - how to setup an Insurgency dedicated server on Windows and Linux environment		1
1	Pre-requirement.....	3
2	Setup on Windows Environment	4
2.1	Software requirements	4
2.2	Insurgency installation via Streamcmd	4
2.3	config setting.....	5
2.4	starting batch creation	6
2.5	kick server	6
3	Step up on Linux Environment	8
3.1	Software requirments	8
3.2	(optional) new user creation.....	8
3.3	Insurgency installation via Streamcmd	9
3.4	config setting.....	10
3.5	starting script creation	11
3.6	kick server	11
4	Game Connection by IP.....	12
Appendix I: example of <i>server.cfg</i>		13
Appendix II: example of <i>server_checkpoint.cfg</i>		15
Appendix III: example of <i>mapcycle_cooperative.txt</i>		17
Appendix IV: example of <i>motd.txt</i>		19

1 Pre-requirement

Min. requirement: (for solo or 2-player COOP game)

- 1 CPU core
- 2 GB Ram
- 10 GB hard disk
- 1Mbps download/upload network

Recommend requirement: (6-player COOP)

- 2 CPU core
- 4 GB Ram
- 2Mbps download/upload network

Remember your firewall and router setting:

- open 27015 UDP/TCP, in firewall
- port forward for 27015 UDP/TCP, in the router, if any

And, of course, you need

- A steam account and its owner of Insurgency

2 Setup on Windows Environment

To run an insurgency server on Windows machine, please do the following steps

In this section, assume we are using the following paths:

(please change the path according to your situation)

For Steamcmd:

✓ C:/SteamCMD

For Insurgency server file:

✓ C:/InsServer

2.1 Software requirements

First of all, please install *Microsoft Visual C++ 2010 Redistributable Package (x86)*

<https://www.microsoft.com/en-us/download/details.aspx?id=5555>

Then download SteamCMD

<http://media.steampowered.com/installer/steamcmd.zip>

unzip the file to the path of C:/SteamCMD (change the path by yourself)

(optional) download and install Notepad++ to edit the server config

<http://notepad-plus-plus.org/download/>

2.2 Insurgency installation via Streamcmd

Click

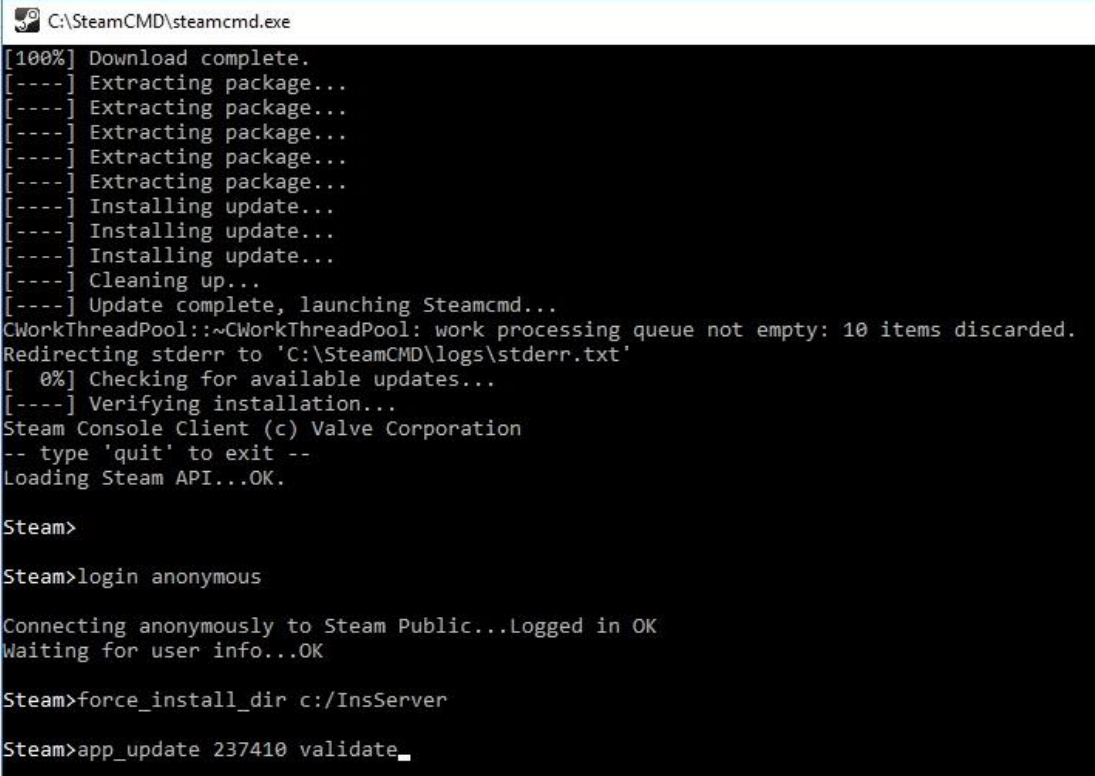
C:/SteamCMD/steamcmd.exe

And wait for its update in case of first time running

Then click the following command one by one in SteamCMD:

(change the path by yourself)

```
login anonymous
force_install_dir C:/InsServer
app_update 237410 validate
...
(download 10GB file, please take a coffee)
...
quit
```



```
C:\SteamCMD\steamcmd.exe
[100%] Download complete.
[----] Extracting package...
[----] Extracting package...
[----] Extracting package...
[----] Extracting package...
[----] Extracting package...
[----] Installing update...
[----] Installing update...
[----] Installing update...
[----] Cleaning up...
[----] Update complete, launching Steamcmd...
CWorkThreadPool::~CWorkThreadPool: work processing queue not empty: 10 items discarded.
Redirecting stderr to 'C:\SteamCMD\logs\stderr.txt'
[ 0%] Checking for available updates...
[----] Verifying installation...
Steam Console Client (c) Valve Corporation
-- type 'quit' to exit --
Loading Steam API...OK.

Steam>
Steam>login anonymous

Connecting anonymously to Steam Public...Logged in OK
Waiting for user info...OK

Steam>force_install_dir c:/InsServer

Steam>app_update 237410 validate_
```

2.3 config setting

Create / Click the following file in order to config the server:

✓ `C:\InsServer\insurgency\cfg\server.cfg`

How to config `server.cfg`?

You may refer to [Appendix I](#).

(optional)

create / click the following file in order to config the game mode of Checkpoint:

✓ `C:\InsServer\insurgency\cfg\server_checkpoint.cfg`

How to config `server_checkpoint.cfg`?

You may refer to [Appendix II](#).

(optional)

click the following file in order to config which map you want to play in COOP game:

`C:\InsServer\insurgency\mapcycle_cooperative.txt`

How to config `mapcycle_cooperative.txt`?

You may refer to [Appendix III](#).

(optional)

create/click the following file in order to edit server message:

`C:\InsServer\insurgency\motd.txt`

✓ How to config `motd.txt`?

You may refer to [Appendix IV](#).

2.4 starting batch creation

Create the following file

`C:\InsServer\start.bat`

Enter the follwong code in the file

(change the palyer number by yourself; player number = user+bot)

(change the first map by your taste)

(change the ip address by yourself)

```
start srcds.exe -usercon +maxplayers 24 +sv_lan 0 +map "sinjar_coop" -ip xxx.xxx.xxx -port 27015
```

2.5 kick server

To start the server, simply click the following batch you just created in section 2.4

`C:\InsServer\start.bat`

Make sure you see

VAC secure mode is activated.

In the server console:

Wai Server)

```
PrecacheScriptSound 'bot.security_sub.fireweapon' failed, no such sound script entry
PrecacheScriptSound 'bot.security_lead.suppressenemy' failed, no such sound script entry
PrecacheScriptSound 'bot.security_sub.suppressenemy' failed, no such sound script entry
PrecacheScriptSound 'bot.security_lead.targetdown' failed, no such sound script entry
PrecacheScriptSound 'bot.security_sub.targetdown' failed, no such sound script entry
PrecacheScriptSound 'bot.security_lead.incominggrenade' failed, no such sound script entry
PrecacheScriptSound 'bot.security_sub.incominggrenade' failed, no such sound script entry
Attempted to create unknown entity type ins_team_parameters!
Can't init ins_team_parameters
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Gamerules: entering state 'GR_STATE_PREGAME'
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
CGameEventManager::AddListener: event 'teampay_round_start' unknown.
Initializing Steam libraries for secure Internet server
Logging into anonymous gameserver account.
L 04/10/2018 - 06:43:57: server_cvar: "sv_tags" "deathmsgs"
L 04/10/2018 - 06:43:57: server_cvar: "sv_tags" "deathmsgs"
CCrashHandler - Attached and ready. (in-process)
Connection to Steam servers successful.
Public IP is 13.251.27.127.
Assigned anonymous gameserver Steam ID [A:1:960139273:9822].
VAC secure mode is activated.
```

Enjoy!

3 Step up on Linux Environment

The following guide are based on **Ubuntu 14.04 LTS**

To run Insurgency server on a Linux machine, please do the following step by step:

3.1 Software requirments

Ssh to your server and login as root

Run the following commend to keep the system file updated:

```
apt-get update  
apt-get upgrade
```

Install all of the necessary packages:

```
apt-get install lib32gcc1  
apt-get install lib32ncurses5  
apt-get install lib32z1  
apt-get install lib32gomp1  
apt-get install lib32quadmath0  
apt-get install lib32stdc++6  
apt-get install lib32tinfo5  
apt-get install libc6-dev-i386  
apt-get install screen  
apt-get install nano
```

Create a folder to install Insurgency:

(you can change the path depended on your need)

```
cd /home  
mkdir ins  
cd ins
```

3.2 (optional) new user creation

If you want a new user account to run the Insurgency server exclusively, please do

the following steps:

Create a new user for Insurgence:

(change the path depended on your case)

```
useradd -g users -d /home/ins -s /bin/bash -c "Insurgency Server" ins
```

Enter password for the new user:

```
passwd ins
```

Change the folder owner:

```
cd /home  
chown ins ins
```

3.3 Insurgency installation via Streamcmd

Deploy Insurgency server file on the machine using Steamcmd and your Steam acc:

Download Steamcmd and unzip the file:

(change the path depended on your case)

```
cd /home/ins  
wget http://media.steampowered.com/installer/steamcmd_linux.tar.gz  
tar xvfz steamcmd_linux.tar.gz
```

Run Steamcmd and install Insurgency

```
./steamcmd.sh  
login (your steam username) (your steam pw)  
.....  
(wait for Steam login)  
.....  
force_install_dir ./insurgency/  
app_update 237410 validate  
.....  
(downloading 10 GB file; better to taste a coffee )
```

3.4 config setting

You, at least, need to config the following files before we go

✓ `/insurgency/insurgency/cfg/server.cfg`

If you play checkpoint, you may want to edit the following config:

✓ `/insurgency/insurgency/cfg/server_checkpoint.cfg`

✓ `/insurgency/insurgency/mapcycle_cooperative.txt`

Edit the config of *server.cfg* by entering:

```
cd /home/ins/insurgency/insurgency/cfg
vi server.cfg
```

How to config *server.cfg*?

You may refer to [Appendix I](#).

(optional) Edit the config of *server_checkpoint.cfg* by entering:

```
cd /home/ins/insurgency/insurgency/cfg
vi server_checkpoint.cfg
```

How to config *server_checkpoint.cfg*?

You may refer an example in [Appendix II](#)

(optional) Edit the config of *mapcycle_cooperative.txt* by entering:

```
cd /home/ins/insurgency/insurgency/
vi mapcycle_cooperative.txt
```

How to config *mapcycle_cooperative.txt*?

You may refer an example in [Appendix III](#)

(optional) Edit the server message by entering

```
cd /home/ins/insurgency/insurgency/
vi motd.txt
```

How to config *motd.txt*

You may refer an example in [Appendix IV](#)

3.5 starting script creation

Simply create a script to start the server quickly by entering

```
cd /home/ins/insurgency
touch start.sh
chmod 744 start.sh
vi start.sh
```

In the file of start.sh, entering the following code:

(change the path by yourself; change the ip address by yourself; change the number of player + bot by yourself; change the first map by your taste)

```
export LD_LIBRARY_PATH=/home/ins/insurgency:/home/ins/insurgency/bin:${LD_LIBRARY_PATH}
./srcds_linux -console +map sinjar_coop +maxplayers 24 -ip xxx.xxx.xxx -port 27015
```

3.6 kick server

To run the server, simply calling the start.sh script by entering:

```
./start.sh
```

The loading is little bit long, nevertheless, make such you see
VAC secure mode is activated.

In the final screen:

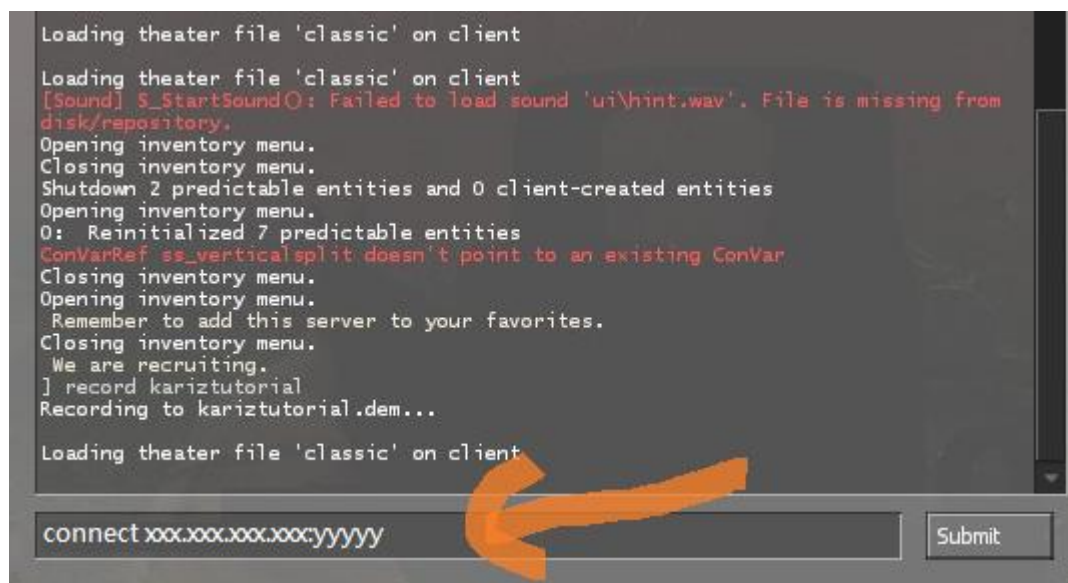
```
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Gamerules: entering state 'GR_STATE_PREGAME'
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
Direct precache of WeaponCache.Explode
CGameEventManager::AddListener: event 'teamplay_round_start' unknown.
Initializing Steam libraries for secure Internet server
[S_API FAIL] SteamAPI_Init() failed; SteamAPI_IsSteamRunning() failed.
Setting breakpad minidump AppID = 222880
Logging into anonymous gameserver account.
L 04/09/2018 - 15:38:42: server_cvar: "sv_tags" "deathmsgs"
L 04/09/2018 - 15:38:42: server_cvar: "sv_tags" "deathmsgs"
CCrashHandler - Attaching to socket -1.
CCrashHandler - Attached and ready. (in-process)
Connection to Steam servers successful.
Public IP is 45.56.83.214.
Assigned anonymous gameserver Steam ID [A:1:3078948873:9819].
VAC secure mode is activated.
```

4 Game Connection by IP

Open Insurgency, press ~ on keyboard to call the command console. Then entering

```
connect xxx.xxx.xxx.xxx:yyyyy
```

where xxx.xxx.xxx.xxx is the server IP, and yyyyy is the game port, eg 27015



Appendix I: example of *server.cfg*

The following is an example for server.cfg:

(Please, at least, edit the yellow highlight before you go!)

```
/////////BASIC/////////
hostname "(you server name)" // server name
rcon_password "(pw for remote management)" // remote console access password
sv_password "(optional – set pw if you want private server)" // server pw for private server, if you have sv_playlist, it won't be matchmaked

/////////LOGGING/////////
log on // enables/disables server logging, it will store all text which console prints into TXT files
sv_logbans 1
sv_logecho 1
sv_logfile 1
sv_log_onefile 1

/////////BAN LIST/////////
sv_nwi_banlist 1 // official banlist
exec banned_user.cfg // personal banlist based on user IDs
exec banned_ip.cfg // personal banlist based on user IPs
```

```
writeid
```

```
writeip
```

```
//////////MAPCYCLE FILE//////////
```

```
"mapcyclefile" "(point to your map cycle config, eg mapcycle_cooperative.txt)" // this cvar sets your mapcycle file and defines your map/gamemode rotation
```

```
motdfile "(point to a txt file to be a server message, eg motd.txt)"
```

Appendix II: example of *server_checkpoint.cfg*

The following is just an example, please feel free to edit depended on your game:

```
"mp_coop_lobbysize"          "8"      // how many players are allowed in coop modes,
"mp_maxgames"                "1"
"mp_maxrounds"               "3"
"mp_winlimit_coop"           "1"
"mp_roundtime"               "900"
"mp_cp_capture_time"         "30"
"mp_cp_deteriorate_time"     "0"
"mp_player_resupply_delay_base" "20"
"mp_supply_token_base"       "40"
"mp_supply_token_bot_base"   "18"
"mp_supply_rate_losing_team_high" "0"
"mp_supply_rate_losing_team_low"  "0"
"mp_supply_rate_winning_team_high" "0"
"mp_supply_rate_winning_team_low"  "0"
"ins_bot_count_checkpoint_min"    "5"
"ins_bot_count_checkpoint_max"    "20"
"ins_bot_count_checkpoint_default" "0"      // when set to 0, it will scale between the min and max depending on player count
```

"ins_bot_rpg_minimum_player_cluster"	"2"	
"ins_bot_rpg_player_cluster_radius"	"460"	
"ins_bot_rpg_player_cluster_bloat"	"20"	
"mp_friendlyfire"	"1"	// enables/disables friendly fire
"mp_tkpunish"	"1"	// How to punish team killing (0 = none, 1 = warning, 2 = kill)
"sv_hud_deathmessages"	"1"	// death messages (kill feed)
"sv_hud_scoreboard_show_kd"	"1"	// show k:d on scoreboard
"sv_hud_targetindicator"	"1"	// show friendly player names/diamonds when looking at them
"sv_weapon_manager_cleanup"	"1"	// enables/disables weapon manager (WM is responsible for cleaning dropped weapons and bodies)
"sv_weapon_manager_drop_timer"	"1200"	// how many seconds will dropped weapons remain till they vanish
"sv_vote_failure_timer"	"0"	// how many seconds before you can vote again after failed vote
"sv_vote_issue_nextlevel_allowextend"	"1"	
"sv_map_voting"	"1"	// enables/disables map voting
mp_checkpoint_counterattack_duration	"65"	
mp_checkpoint_counterattack_duration_finale	"120"	

Appendix III: example of *mapcycle_cooperative.txt*

The following is an example for cooperative game, player can play both Checkpoint and Outpost game mode;
Please feel free to edit by yourself:

```
buhriz_coop checkpoint
district_coop checkpoint
embassy_coop checkpoint
heights_coop checkpoint
market_coop checkpoint
ministry_coop checkpoint
revolt_coop checkpoint
siege_coop checkpoint
sinjar_coop checkpoint
tell_coop checkpoint
verticality_coop checkpoint
district outpost
district_night outpost
heights outpost
heights_night outpost
panj outpost
```

panj_night outpost

peak outpost

peak_night outpost

sinjar outpost

sinjar_night outpost

verticality outpost

verticality_night outpost

Appendix IV: example of *motd.txt*

The following is an example of server message,
Please feel free to change it:

(1)

Welcome in Wai's server.

See ar Wai solo. Enjoy!

(2)

Gamemode: checkpoint, outpost

(3)

By Steven:

Server Location: Fremont, CA, USA

Server spec:

2 GB RAM

1 CPU Core

This is my testbed server, keep testing its performance.

Please help me collect data