

Debian 64bit VPS CS:GO Pug Server:

Before we start you need to make sure you've run the following command as root:

```
apt-get install lib32gcc1
```

If you've already got it installed it'll say this:

```
root@de:/home# apt-get install lib32gcc1
Reading package lists... Done
Building dependency tree
Reading state information... Done
lib32gcc1 is already the newest version.
0 upgraded, 0 newly installed, 0 to remove and 27 not upgraded.)
```

Another thing to check is the free space CS:GO uses around 10gb of space the command to see how much space is avail is: (the box this guide was made is a 18gb VPS with 1GB memory).

```
df -h
```

Then install create a new user. For this example my user is called csgo:

```
adduser csgo
```

Then change to that user and navigate to the home directory:

```
su csgo
cd /home/csgo
```

Then download and extract the steamcmd tool.

```
wget http://media.steampowered.com/installer/steamcmd_linux.tar.gz
tar -xvzf steamcmd_linux.tar.gz
```

Run the steamcmd by typing:

```
./steamcmd.sh
```

This will then download the steam client for downloading the dedicated server files. When its done it'll say the following:

```
Loading Steam API...OK.
Steam>
```

You'll notice its now running as Steam> instead of csgo. We now need to login. It's recommended **NOT** to use your own steam login. Instead we can login anonymously. Type in:

```
login anonymous
```

The next thing is to force where we want csgo. I myself use cs_go with the command:

```
force_install_dir ./cs_go/
```

Then kick off the download for CS:GO Dedicated Server with the following command:

```
app_update 740 validate
```

It'll take a little time to install but once its done it'll say the following:

```
Success! App '740' fully installed.
```

You can then type quit to close the steam command prompt.

Then we need to cd to the cs_go folder and download the config and unzip at the top level.

```
cd cs_go
```

```
wget http://pooker.eu/hidden/csgo.zip
```

```
unzip csgo.zip
```

It will ask to overwrite. Press A to overwrite all.

Now before we start the server we need to edit a few things. The first one being the server config file. I like to use nano.

```
nano /home/csgo/cs_go/csgo/cfg/server.cfg
```

This is where you set the hostname of the server and the password.

```
hostname "Someone's #csgo.pug Server"
```

```
rcon_password "YOURADMINPASSWORDHERE"
```

```
sv_password "YOURGAMEPASSWORDHERE"
```

Press Ctrl + X to close nano (and press yes to save on exit).

The next file we need to edit is:

```
nano /home/csgo/cs_go/start.sh
```

inside the file looks like this:

```
nohup ./srcds_run -game csgo -console -usercon +game_type 0  
+game_mode 1 +mapgroup mg_bombe +map de_dust2 +port 27017 +IP  
xxx.xxx.xxx.xxx -tickrate 128 &
```

What we need to do (making sure to keep all the text on one line) is tell the server what port to use. I've been using 27017 and the IP. Once you've set those you can close the file with Ctrl + X and save on exit.

The next thing to do is give the script permission to run with the following command:

```
chmod +x /home/csgo/cs_go/start.sh
```

The next command will start the server:

```
/home/csgo/cs_go/start.sh
```

Next up check you can connect to the IP.

Open up CS:GO and bring up the developer console. Type:

```
connect IP:PORT; password YOURGAMEPASSWORDHERE
```

If that all works the next thing to sort out is making the server start if the box is rebooted.

The recommended way is via a init script. To do with we need to make sure screen is installed. Type exit to return as root and type:

```
apt-get install screen
```

It'll most likely say screen is already the newest version.

Next up type:

```
nano /etc/init.d/csgo
```

Paste in the following making sure to update the red text.

```
#!/bin/sh
```

```
### BEGIN INIT INFO
```

```
# Provides:          CSGO
```

```
# Required-Start:   $remote_fs
```

```
# Required-Stop:   $remote_fs
```

```
# Default-Start:   2 3 4 5
```

```
# Default-Stop:    0 1 6
```

```
# Short-Description: CSGO server
```

```
# Description:     Starts a CSGO server
```

```
### END INIT INFO
```

```
NAME="CSGOSERVER"
```

```
USER="csgo"
```

```
SCREENREF="csgo"
```

```
BINARYPATH="/home/csgo/cs_go"
```

```
BINARYNAME="srcds_run"
```

```
PIDFILE="csgo.pid"
```

```
OPTS="-game csgo -console -usercon +game_type 0 +game_mode 1  
+mapgroup mg_bombe +map de_dust2 +port 27017 +IP xxx.xxx.xxx.xxx -  
tickrate 128"
```

```

cd "$BINARYPATH"

running() {
    if [ -n "`pgrep -f $BINARYNAME`" ]; then
        return 0
    else
        return 1
    fi
}

start() {
    if ! running; then
        echo -n "Starting the $NAME server... "

        start-stop-daemon --start --chuid $USER --user $USER --
chdir $BINARYPATH --exec "/usr/bin/screen" -- -dmS $SCREENREF
$BINARYPATH/$BINARYNAME $OPTS

        pgrep -f $BINARYNAME > $PIDFILE
        if [ -s $PIDFILE ]; then
            echo "Done"
        else
            echo "Failed"
            rm $PIDFILE
        fi
    else
        echo "The $NAME server is already started."
    fi
}

stop() {
    if running; then
        echo -n "Stopping the $NAME server... "
        kill `cat $PIDFILE`
        while running; do
            sleep 1
        done
    fi
}

```

```

        done
        rm $PIDFILE
        echo "Done"
    else
        echo "The $NAME server is already stopped."
    fi
}

case "$1" in
    start)
        start
        ;;
    stop)
        stop
        ;;
    restart)
        stop
        start
        ;;
    status)
        if running; then
            echo "The $NAME server is started."
        else
            echo "The $NAME server is stopped."
        fi
        ;;
    *)
        echo "Usage: $0 (start|stop|restart|status)"
        exit 1
esac
exit 0

```

Now we need to give the init file permission to run. The following command archives that

```
chmod +x /etc/init.d/csgo
```

Then to start, stop and restart the server:

```
/etc/init.d/csgo start  
/etc/init.d/csgo stop  
/etc/init.d/csgo restart
```

You can see if the server is running by typing the following:

```
ps aux | grep csgo
```

It'll look like the server is running 3 times but that's normal.

Now when the server starts so will the CSGO server.

To update the server

Quickest way is to do this is with a script.

```
su csgo  
cd /home/csgo  
nano update_csgo.txt
```

Then paste in the following

```
// update_csgo.txt  
login anonymous  
force_install_dir ./cs_go/  
app_update 740  
quit
```

Then Ctrl + X to exit and save on exit. Then run the command:

```
./steamcmd.sh +runscript update_csgo.txt
```

I myself like to put that command in its own update.sh file. To do that type:

```
nano update.sh
```

then paste in the command:

```
/home/csgo/steamcmd.sh +runscript update_csgo.txt
```

Then Ctrl + X to exit and save. Then make it executable:

```
chmod +x update.sh
```

Next up is adding that to the cron hourly. To do this you need to be root.

```
nano /etc/cron.hourly/csgoupdate
```

then add the following:

```
#!/bin/bash
```

```
sudo -u csgo '/home/csgo/update.sh'
```

Then Ctrl + X to exit and save. Then make it executable:

```
chmod +x csgoupdate
```

And your done.

You've setup a CS:GO with the PUG settings, set the server to start with the server and to check every hour for updates. The server will still need to be rebooted before it sees the update but that's quicker than needing to do the updates manually.