

# Setting up a Quake3 server (Friday Delight)

So you want to start up your very own Q3 (or other Q3 engine based dedicated server)?

Nifty. Me too.

Let's get started.

First you'll want to grab the latest package (and by "latest" I mean like May, 2001) of the dedicated server for Q3, and drop it into your Q3 installation directory on your server. Now what follows from here is universal for all flavors of Quake (Mac/Unix/Windows/SmartPhone (probably)). At last look, I found it here: [http://www.idsoftware.com/games/quake/quake3-arena/index.php?game\\_section=updates](http://www.idsoftware.com/games/quake/quake3-arena/index.php?game_section=updates)

Next, we need to set up a server configuration file, that will set some cool stuff like the server name, the motd, client connect rates, public/private options, and so on. There are a ton of sites out there that sill outline what each of the settings (or CVARS) are, so I won't go through them here (this is a quick and dirty guide you know), but if you look at the comments here, I think you'll see just about everything you need for a basic server.

In your /baseq3/ directory, create a new file, we'll call "server.cfg", and stick the following in there (editing the parts you want like server name and what not):

< S N I P >

```
// stolen by jschaeffe but originally written by spirit, based on the config from holarse.net

// — contact and admin —
sets ".Admin" "james" // admin name
sets ".email" "me@here.com" // admin email
sets ".www" "change_me" // www site that offers maps rotated on the server etc

// — basic stuff —
seta rconPassword "something here" // remote console admin password

// — banner stuff —
seta sv_hostname "Bob Barker's Showcase Showdown" // how the server shows up in q3a game browser
seta g_motd "Blast From the Past" // message of the day, shown on client connect

// — misc —
seta r_smp "1" // whether the server has multiple CPUs
seta sv_pure "1" // whether .pk3-files are cheat checked

// — clients and slots —
g_password "change_me" // server password for clients who try to connect
g_needpass "0" // whether the password is enabled / needed to connect
seta sv_maxClients "24" // max players allowed on server, includes spectators
seta sv_privateClients "2" // reserved slots for players who know the private password
seta sv_privatePassword "change_me" // private slot password
seta g_synchronousClients "0" // whether clients are allowed to record demos
seta g_allowvote "0" // map - map restart - kick - g_gametype

// — annoyances —
// Note that you need to turn punkbuster off on the command line when you start the server (q3ded +set sv_punkbuster 0 ...)
// because you can't change the setting anymore once the server process has started! Removing the next line (or putting 'sv_punkbuster 0'
// into your config file will NOT turn off punkbuster.
pb_sv_enable // enable punkbuster server
pb_sv_guidrelax 7 // disable punkbuster CD-check
seta sv_stricthash "0" // whether CD-key is checked on client

// — network —
seta sv_allowdownload "0" // whether clients are allowed to d/l maps etc from server
seta sv_maxRate "10000" // download speed limit
seta sv_floodProtect "1" // whether server uses flood-protection
seta sv_master1 "master0.gamespy.com:28900" // master servers where the server registers itself
seta sv_master2 "master.gamershut.de:27950" // to be found by players.
seta sv_master3 "master.gnw.de:27950" // use +set dedicated x to tell the server whether or not
seta sv_master4 "master3.idsoftware.com:27950" // to register itself there, x = 2 : register x = 1 : don't
```

```
// — weapons —
seta g_quadfactor "3" // quad damage multiplier, default = 3
seta g_weaponrespawn "5" // weapon respawn time in secs, default = 5
seta g_friendlyfire "0" // whether you can do damage to your team members
seta g_teamAutoJoin "0" // whether players are automatically added to a team
seta g_teamForceBalance "0" // whether teams are auto-balanced by the server
seta g_forcerespawn "2" // time after which players are forced to respawn, 0 = never

// — movement —
seta pmove_fixed "1" // whether movement is independent of client framerate
seta pmove_msec "16" // dont ask me
seta sv_fps "30" // server frame rate

// — bots —
seta bot_enable "0" // whether bots are allowed on the server
seta bot_minplayers "0" // minimum players number, filled up with bots if fewer
seta bot_nochat "1" // whether bots are allowed to chat

// — map rotation —
exec maps.cfg

< / S N I P >
```

Next, we have to tell the server what maps to play, so let's make a small .cfg file for setting up a map rotation:

Create a new file "maps.cfg" in the /baseq3/ directory. Here will be the contents of that file:

```
< S N I P >
// map-rotation .cfg file
// gametypes : 0 = ffa, 1 = tourney, 2 = ffa, 3 = tdm, 4 = ctf

set m1 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm0 ; set nextmap vstr m2"
set m2 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm2 ; set nextmap vstr m3"
set m3 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm3 ; set nextmap vstr m4"
set m4 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm4 ; set nextmap vstr m5"
set m5 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm5 ; set nextmap vstr m6"
set m6 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm6 ; set nextmap vstr m7"
set m7 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm7 ; set nextmap vstr m8"
set m8 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm8 ; set nextmap vstr m9"
set m9 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm1 ; set nextmap vstr m10"
set m10 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm10 ; set nextmap vstr m11"
set m11 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm11 ; set nextmap vstr m12"
set m12 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm12 ; set nextmap vstr m13"
set m13 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm13 ; set nextmap vstr m14"
set m14 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm14 ; set nextmap vstr m15"
set m15 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm15 ; set nextmap vstr m16"
set m16 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm16 ; set nextmap vstr m17"
set m17 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm17 ; set nextmap vstr m18"
set m18 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm18 ; set nextmap vstr m19"
set m19 "fraglimit 10; timelimit 10 ; g_gametype 0 ; map q3dm19 ; set nextmap vstr m1"

vstr m1

< / S N I P >
```

A couple of things to note here- in each line of this file, we set a variable "mx" where x=a number, and associate that variable with the name of a map, a timelimit, a fraglimit, a gametype, and a nextmap statement calling the next variable. In each line, we can modify any one of those variables, say changing the timelimit based on the map we're calling. Or you could make q3dm7 a team deathmatch map by changing the g\_gametype to 3 instead of 0. At the end of the file, we call the first map by executing m1 with "vstr m1". This will start the rotation.

Okay we're almost ready....

You're going to want to start up the server with a batch file or something so you don't have to you out the whole startup line every time into terminal or whatever, so create a small .bat file in the root quake3 directory called "startup.bat" (or something equally descriptive) and make it executable. Put the following in there (and I'll briefly explain some of the additional flags):

```
Quake3.exe +set fs_basepath ../quake3/ +set dedicated 1 +com_hunkMega 32 +set net_ip yourIP +exec server.cfg +exec maps.cfg
```

Note the executable name (listed for Windows here) - it could be something different (like q3ded for linux) - just check your installation directory for the dedicated binary (the dedicated 1 on a windows install covers it for windows). Some of the other flags in here are important though - com\_hunkmegs gives Q3 32 megs of memory (what a hog, right?) - you can give it more if you like (I like 256 megs). +set net\_ip is in the event you have a multi-homed box - just give it the IP of the NIC you want the game to listen on. Last, note the calls to both the server.cfg and maps.cfg you made in the previous steps.

Once you run this batch file, your console should spring to life as the server fires up. Now you can point your Q3 client to your server, jump in, and make sure everything's working. Try bringing down your console (-), and putting in:

```
/rconpassword XXXXX - where XXXXX is whatever you put in the server.cfg file earlier.
```

Then try changing something like the map:

```
/rcon vstr m3
```

Working? Good. Now kill the server at the console with a 'quit' command. If you're running on a \*nix platform, you're not done yet. (Windows admins, call your friends and have some fun)

Edit your executable batch file again and add a nohup and & statement to your batch file like so:

```
nohup ./Q3DedicatedServerUB + set fs_basepath ../quake3/ +set dedicated 1 +com_hunkMega 32 +set net_ip yourIP +exec server.cfg +exec maps.cfg &
```

or for regular Unix folks:

```
nohup ./q3ded + set fs_basepath ../quake3/ +set dedicated 1 +com_hunkMega 32 +set net_ip yourIP +exec server.cfg +exec maps.cfg &
```

That's it! Grab your old QuakeCD, download the package, copy/paste these configs, make your changes, write your batch file, and have some fun!

(PS - Some handy RCON commands for you (even though you didn't ask):

```
/rcon timelimit //change timelimit
```

```
/rcon fraglimit //change fraglimit
```

```
/rcon status //show all connected users and bots
```

```
/rcon kick X //where X is the player or bot number (listed from the status command)
```

```
/rcon nextmap //displays the next map m# in the rotation (or name for named lists)
```

```
/rcon vstr m# //where m# is the next map - changes to the next map or specified map number
```

```
/rcon shutdown //kills the server
```

<any local command or command from the config file above can be executed (except com\_hunkmegs and binding IP) from crone just by adding "/rcon".

Have Fun!