

This document is not a tutorial on SoF2 servers under Linux. It is a guide to setting up Goldrush for experienced administrators who already have a working SoF2 server. The following is based on my experience with RedHat Linux, versions 7.2 and 8.0.

Directory Structure:

For my initial SoF2 Linux server install I used the directory structure that was suggested by the documentation that came with the Linux SoF2 server binary I downloaded. That is: the `sof2ded` binary is in `/usr/local/games/sof2`. That is the only file in `/usr/local/games/sof2` there are, however, four directories in `/usr/local/games/sof2`. They are: `base`, `goldrush`, `osp` and `pb`. In the `goldrush` directory I have a single directory, `sdk`, and 18 files, these are the 16 `gr-*.pk3` files, `description.txt` and `goldrush.cfg`. I found that it was critical that `goldrush.cfg` be in the `goldrush` directory.

The directory structure on our rented server is similar, the only difference being that the sof2 directory path is: `/home/uber/sof2` vs. `/usr/local/games/sof2`

Server Startup:

I use a simple 2 line script to start the Goldrush server on my local test box (SnakePit):

```
Line 1: cd /usr/local/games/sof2
Line 2: ./sof2ded +set fs_basepath ./ +set com_zoneMegs 128 +set
sv_punkbuster 1 +set sv_pure 1 +set com_hunkMegs 128 +set
com_soundmegs 32 +set vm_game 2 +set vm_cgame 2 +set vm_ui 2
+set dedicated 2 +set ttycon 0 +set net_port 20100 +set fs_game
goldrush +exec goldrush.cfg +sets gamestartup '' `date +%d%b%y
%H:%M:%S %Z` ''
```

The script is in `/home/sof`.

This is the one line script used to start Goldrush on our rented clan server (VCA Goldrush):

```
./sof2ded +set fs_basepath ./ +dedicated 2 +set net_ip 207.44.178.119
+set net_port 20101 +set sv_pure 1 +set sv_punkbuster 1 +set vm_game 2
+set vm_cgame 2 +set ttycon 0 +set vm_ui 2 +set fs_game goldrush
+sv_maxclients 14 +com_hunkMega 64 +exec goldrush.cfg +sets gamestartup
''''date +%d%b%y %H:%M:%S %Z''''</dev/null &
```

The script is in `../uber/sof2`

Notes:

The `goldrush.cfg` file exec's a number of other `cfg` files. These other `cfg` files are located in the `base` directory. `goldrush.cfg` has this line near the bottom of the file:

```
seta sv mapcycle "gold.mapcycle"
```

`gold.mapcycle` is also in the base directory.

When updating, watch out for the directory name, the files may extract to: **Goldrush** instead of: **goldrush**. Linux, being case sensitive, could end up giving you two “goldrush” folders when updating at anytime, thus causing problems. I install updates by hand; I like to stay “close” so I

know what is going on, however, this could cause an inexperienced server admin problems.
Thanks JAY!

Sample Map Cycle:

This is very simple but lays the ground work to get you started.

```
mapcycle
{
  map0
  {
    command "map jungledust"
    cvars
    {
      scorelimit 14
      g_gametype "gold"
      g_motd "next map is factory_assault sabo"
    }
  }
  map1
  {
    command "map factory_assault"
    cvars
    {
      scorelimit 25
      timelimit 50
      g_gametype "sabo"
      g_motd "next map is bunker tctb"
    }
  }
  map2
  {
    command "map bunker"
    cvars
    {
      scorelimit 160
      timelimit 40
      g_gametype "tctb"
      g_motd "next map is chop_suey inf"
    }
  }
  map3
  {
    command "map chop_suey"
    cvars
    {
      scorelimit 12
      g_gametype "inf"
      g_motd "next map is jungledust gold"
    }
  }
}
```