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Step 4 - Running the Server and Configuration For this part, i'll be honest with you. But is there any hint of truth to this news?No.Alleged news snippet made it obvious that it is absolutely fake. All the content linked and stated here belongs to their rightful owners, i take no credit to model files. For those who are extremely confused with this part, feel free to download my playerclasses file, i have made some modifications to the numbers for each zombie type so feel free to set them back or change it to your liking Finally you would need to set the download path for your zombie models else your zombies would appear purple, this, go into your addons folder and open sourcemod>configs>zr>models.txt, here you would have to modify the "path" parameter to the path of the new zombie models for that, you can refer to this text file. (Check step 4 for more details on Server.cfg) Code: sm_cvar sv_turbophysics 1 //0 to disable pushing, 1 to enable it sm_cvar phys_pushscale 5 //How easy is it to move objects around, shooting or pushing sm cvar sv pushaway force 50000 //How strong the push is sm cvar sv pushaway min player speed 75 //No idea, just found it and put it in anyways :D More fixes to be added in the future, be sure to post your fix for various issues and i'll add it into this section. README!! Before we begin, i would like to point out that i'm no expert when it comes to hosting servers, creating mod or programming/coding, i'm just an average joe with a great passion and love for Zombie Mod series and is here to guide you through step by step on how to get it to run on your own server for Counter Strike : Global Offensive(Own your own computer only, not remote servers). After you are done, it should look like this. The files for the dedicated server should be located in your folder under Code: ../steamapps/common/Counter-Strike Global Offensive Beta - Dedicated Server/ After you have made sure that the files are there, we can now proceed to step 2... So the problem when porting a CS:S mod to CS:GO is, the models doesn't work. Solution: Add sm cvar net maxfilesize 100 to your server.cfg to increase the limit. To simplify things, i've removed a few entries behind and leave only 3 main zombie type. Zombie Classic, Zombie Fast & Zombie Mutated since there are only 3 zombie models available for CS:GO, from what i know setting "enabled" to "no" still cause error for the unused zombie classes so i decided to just take them out of the available for the previous text file for the model path and change the parameter accordingly Code: Example: "model path" "models/player/mapeadores/kaem/zh/zh1.mdl" The human model path doesn't need to be changed since its using the default models from CS:GO. The only way to change map for my server now is to use RTV or manual vote or changelevel. Create a bat file in the folder where srcds.exe is (Its 1 step back from csgo folder) and name it whatever you want but change its extension to .bat, after that right click on it and choose edit. Some that i've tested and working are Code: Allow Flashlight //Flashlight won't work otherwise Unlimited Ammo //Spam bullets to your hearts content, with need to reload You can also include other plugins for Sourcemod such as rtv and such, they are all included with sourcemod, just drag them out from the disabled folder in the plugins folder (Do note that rtv requires mapchooser to work) Known Issues Sound Error My server is constantly being flooded with an error message that says something about UI/hint.wav is not precached(), and some other errors related to sounds. Thanks to Weksos Last edited by ASCIISyaeZ; 08-27-2012 at 08:48. With all that being said, i did however manage to get my server up and running with the only way that i know, only follow through this part if you are desperate to just get the server "working" and test out the hard work you put in to create your server. The first red flag was that no link was associated to the image that could redirect users to the actual article or news piece. Once inside, you would see many weapons that are available, however since this file is created for CS:S, it doesn't include zeus x27, so for that we have to add in our own. Map not changing My server seem to be unable to automatically change map after set number of rounds of say 10 or 15. I've tried setting time limit of 30 instead, but the server just crashes when it does change map. We have now completed the installation of the server! Step 3 - Installing Zombie:Reloaded (Zombie Mod) First you would need to download 2 files, the main zombie:reloaded build as well as the latest snapshot patch. After downloading it, place it in a folder somewhere in your computer Code: Example : F:/CSGOserver/steamcmd.exe Run the program and it should now start downloading the necessary files, after that's done, Steam > prompt should appear, this is where you type in commands, for CS:GO Dedicated Server installation, you will first need to login your steam account by typing in "login " or "login " if you have your security set for steam, you can retrieve the steam guard code from the email linked to your steam account. Neither the country nor Valve themselves has banned any of the titles from the publisher. Additionally, many esports tournaments taking place in Europe and CIS (Commonwealth of Independent States) regions have also been postponed indefinitely due to the instability in the region. Now when that's done, you would have to change the mapcycle.txt and maplist.txt to have all your zombie maps as well, feel free to remove the regular maps already inside. The President of Russia -Vladimir Putin, had launched a full-scale invasion of Ukraine labeled as a 'military operation', initially hitting multiple key military targets which were soon followed by shelling on cities like Luhansk, Donetsk, Kharkiv (Second largest Ukrainian city), Kyiv (Capital of Ukraine), and many others including important facilities and structures. Soon after multiple countries started supporting the 'No War' campaign while also imposing various sanctions against Russia. So if anyone could post a guide on how to configure this part please do so and i'll add it into the guide. After you have downloaded the model file take the files from FAST and SERVER folder and place it inside your server's csgo folder. "models" { "zh1fix" { "name" "zh1fix" { "name" "zh2fix" "path" "models/player/mapeadores/kaem/zh/" "team" "zombies" "access" "public" "group" "" } "zh2fix" { "name" "zh2fix" "path" "models/player/mapeadores/kaem/zh/" "team" "zombies" "access" "public" "group" "" } These are just to specify the general directory of where the files are located in the same directory called playerclasses.txt. Gamedata Once again this is another text file that is written for CS:S, it is located in "../csgo/addons/sourcemod/gamedate" and its called plugin.zombiereloaded.txt, you can find the version that works for CS:GO here Hotfix Another problem that might occur is somtimes the zombie would appear as a human, so for that we would use this hotfix plugin provided once again by Franc1sco Get it here Knockbacks I have heard many people complaining about knockback issues with zombies, i personally can't really tell what the problem is but since Franc1sco has once again provided us with another file that would address this issue. Then to launch the server, you would need to specify +game type 0/1 and game mode 0/1, sounds confusing? For that, you have to download the CSGO Zombie Models[FIXED] and specify the new file directory for these models. On 24th February the world woke up to the news of Russia invading its neighboring country Ukraine after weeks of escalated tension . - SteamCMD for CS:GO Dedicated Server Operation - Zombie:Reloaded latest snapshot - gamedata file - CSGO Zombie Models[FIXED] -Hotfix for CS:GO Zombie:Reloaded - SDK Hook for CS:GO - Latest snapshot of metamod and sourcemod for CS:GO Thanks to Franc1sco Step 1 - Installing CS:GO Dedicated Server In order to run Zombie:Reloaded on CS:GO, you will first need to download a small executable file called SteamCMD. // // -----// name Name of model file, without extension. The timeleft command ticks down the number of rounds until the last, where it just keep repeating "1 round more till map change" but doesn't actually change the map, inside the text file, it should contain this line Code: "Plugin" { "file" .../csgo/addons/metamod/bin/server" } Make sure that you have sourcemod would not run properly. // "hidden" - Model is excluded from public random selections. Now you would need to specify where the new zombie models are located. Step 4 - The Fix Model fix Now that we have installed the mod, it is time to fix it so that it works on CS:GO(well for the most part). With that, you are pretty much done with the installation of Zombie Mod! Except it does not work on CS:GO(well for the most part). have absolutely no idea what to do since CS:GO now use a different way of configuring your server's cvar, instead of just server.cfg to configure everything, there is now a file called gamemodes.txt that handles that, and instead of just server.cfg to configure everything the map you want in the launch parameter like "+map zm lila panic v2", you would now have to first create a map group inside the gamemodes.txt's substitution file known as gamemodes server.txt. // --- models/player/mapeadores/kaem/zh/zh1fix.mdl models/player/mapeadores/kaem/zh/zh1fix.dx90.vtx - // Defaults: // · models/player/mapeadores/kaem/zh/zh1fix.vvd models/player/mapeadores/kaem/zh/zh2fix.mdl models/player/mapeadores/kaem/zh/zh2fix.dx90.vtx models/player/mapeadores/kaem/zh/zh3fix.rvd models/player/mapeadores/kaem/zh/zh3fix.mdl models/player/mapeadores/kaem/zh/zh3fix.dx90.vtx materials/models/player/mapeadores/kaem/zh/charple1 normal.vtf materials/models/player/mapeadores/kaem/zh/charple1 sheet.vtf materials/models/player/mapeadores/morell/zh/Zombie Classic takes up the same slot as the knife, thus causing issue where people who purchase it and turns into a zombie would lose their ability to attack. // group If access is "group": A SourceMod group name. i know right. After installing sourcemod and metamod on your server, you also need something called SDKHook download the file and extract the contents inside csqo folder. Here it is postcount=10 Object pushing and physics In order for pushing and object physics to work properly, you would have to set a few cvar inside your server.cfg file, located under ../csqo/cfg/, if it does not exist (Probably isn't), just create a text file, rename and change its extension to "server.cfg", inside this file, you can specify some cvars that would be run on your server, as well as the name of your server and much more. The server runs fine however. Map downloading Another problem with the file size bigger then 16mb, it gives and error and the client is unable to connect to the server. Here are some parameter that would enable object pushing to work "properly" on your server feel free to mess around these settings to any value you see fit. So without further ado, lets begin! For this guide, you will need.. // "motherzombies" - Model can only be used by mother zombies. MUST end with "/". // "group" -Use group authentication. Next, you would need to change your server.cfg file under ../csgo/cfg/ (If you have followed the previous steps you can set the name of your server, the rcon password and many more. Here's a very minimalistic one i use for my server Code: hostname "[SG]Zombie Mod! ::FastDL::" //Change this to change your server name rcon password "" //For accessing to the server using client sv password "" //Set this for a private server sv allowupload 1 sv allowdownload 1 mapcyclefile maplist.txt mp join grace time 15 sv cheats 0 sv lan 0 writeid writeip exec banned user.cfg exec banned ip.cfg sv pure 1 sv region 255 sm_cvar sv_turbophysics 1 sm_cvar phys pushscale 5 sm_cvar sv_pushaway_force 50000 sm_cvar sv_pushaway_max_force 50000 sm_cvar sv_pushaway_max_force 500000 sm_cvar sv_pushaway_min_player_speed 75 Finally, to start your server. (Much easier this way, you can try creating your own mapgroup, i had problems with it so i just went with editing the existing) find the word "mapgroupsMP" under Casual again, you should see 3 map groups Code: "mapgroupsMP" { "mg_bomb" "" "mg_bomb" After choosing the mapgroup, we would need to state the maps that are included in this mapgroup For that, scroll approximately to the center of the text file and look "mg bomb", now all we have to do is change the maps inside mg bomb to the zombie maps like so Code: "mg bomb" { "imagename" "mapsroup bomb" "nameID" "#SFUI Mapgroup bomb" "maps inside mg bomb" and v2" "" "zm_lila panic_csgo" "" "zm_officesspace_csgo" "" "zm_playtime_v2" "" "zm_skyhigh_overgrown" "" "zm_stab_forest_panic" "" "zm_stab_heat" my server's csgo map directory, and viola you have all the maps you've downloaded. Also, the Reddit post linked above has since been deleted while the petition was also removed shortly afterwards. So far both CS:GO and Dota 2 continue to be accessible to all players in Russia. // "admins" - Model can only be used by admins. If you have a solution please PM or post it in this thread. Both which can be found in rhelgeby's snapshot server Download zombiereloaded-3.0-b2-patch-r546.r700.zip") After downloading, extract the main build into your server's csgo directory, followed by the patch, overwriting any files that is asked for. After that is complete, just type exit to close steamcmd. Scroll down till you find the entry for "Knife" and insert this just after the } closing Code: "Zeus" { // General "weaponentity" "weapontype" "All, Projectile" "weapontype" "All, Knockback (module) "knockback" "10.0" } This file can also be used to restrict certain weapon, gear or grenades from being purchased in your server, just set the "restrictdefault" value to "ves". // team Model type: // "humans" // access Access type: // "public" - Everyone can use the model. // // is loaded successfully, if everything shows up you are golden, get into the game and get some people to test out the server for you! Good luck! Extras If your server to spice things up, Do note that all or most of them are created to be used on CS:S so it might not work correctly or even work in CS:GO. Otherwise blank (""). To do so, we would take 1 of the existing mapgroups and change its map list. Please note that like i stated above, im no expert, so do not expect me to be able to solve any errors that you might encounter mid-process of following this guide, i would try my best to help however. First, you would have to open this file called weapons.txt, it is located in the same directory as the models and playerclasses text files. Further, no other local or reputed about this incident, which would not have been the case if this was actually true.No official statement from Valve, Gabe Newell, or any other senior executive associated to the company has been made in regards to the reported incident so far. All of this is enough to prove that the information is clearly false without any truth attached to it, at least at the time of writing this article. This file is much more complicated then the last one, i do not understand it much at all, what i do know is it is used to control various numbers regarding the zombies and humans, such as HP, knock-back, speed, jump and most important of all, the path of the models. Step 2 - Installing Metamod, Sourcemod, you can find the snapshots for Metamod here and Sourcemod here Download and extract both mods and place them inside csgo folder, under the folder name addons, if it doesn't exist, create it. Code: Example: login asciisyaez password P52FY After a successful login, type in Code: app update 740 validate And the file should now start to download the necessary files to run your server. Under "convars", you would be able to change a few values, such as number of bots, to remove bots from your game, change bot quota to 0 (do not completely remove these convars or they would take the default settings) Next you would need to modify the map group to your zombie map rotation, as loading a map that is not specified in the map group would result in an error and clients being unable to join your server. During this time, some CS:GO fans allegedly started supporting a petition on change.org to ban the Russian gaming community from playing the game. Also, an image that has now gone viral, claiming that Gabe Logan Newell - CEO of Valve would ban CS:GO and Dota 2 in Russia, started spreading across social media at that point in time. Inside you would need to set your server's launch parameter Here's mine Code: srcds.exe -game csgo -console -usercon +game type 0 +game mode 0 +mapgroup mg bomb +map zm playtime_v2 When you are done, run this bat file to start your server. Thus in this fix, i would guide you on how to restrict this weapon on your Zombie:Reloaded server. inside addons folder, there should be metamod.vdf file, simply create a text file and name it metamod.vdf (important) to get the metamod.vdf file, simply create a text file and name it metamod.vdf file and na gamemode text file, to do so, create a text file at your server.txt, from there, you would copy and paste everything from the gamemodes server.txt, from there, you would copy and paste everything from the gamemodes.txt file into gamemodes.txt fil (gamemodes_server.txt overwrites any settings inside gamemodes.txt) You would need to change a few vaules under the Casual category To change the max players for your server, set "maxplayers" to "25" or something, current player limit is 25 if i remember correctly, probably gonna be increase to 64 in the near future.

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