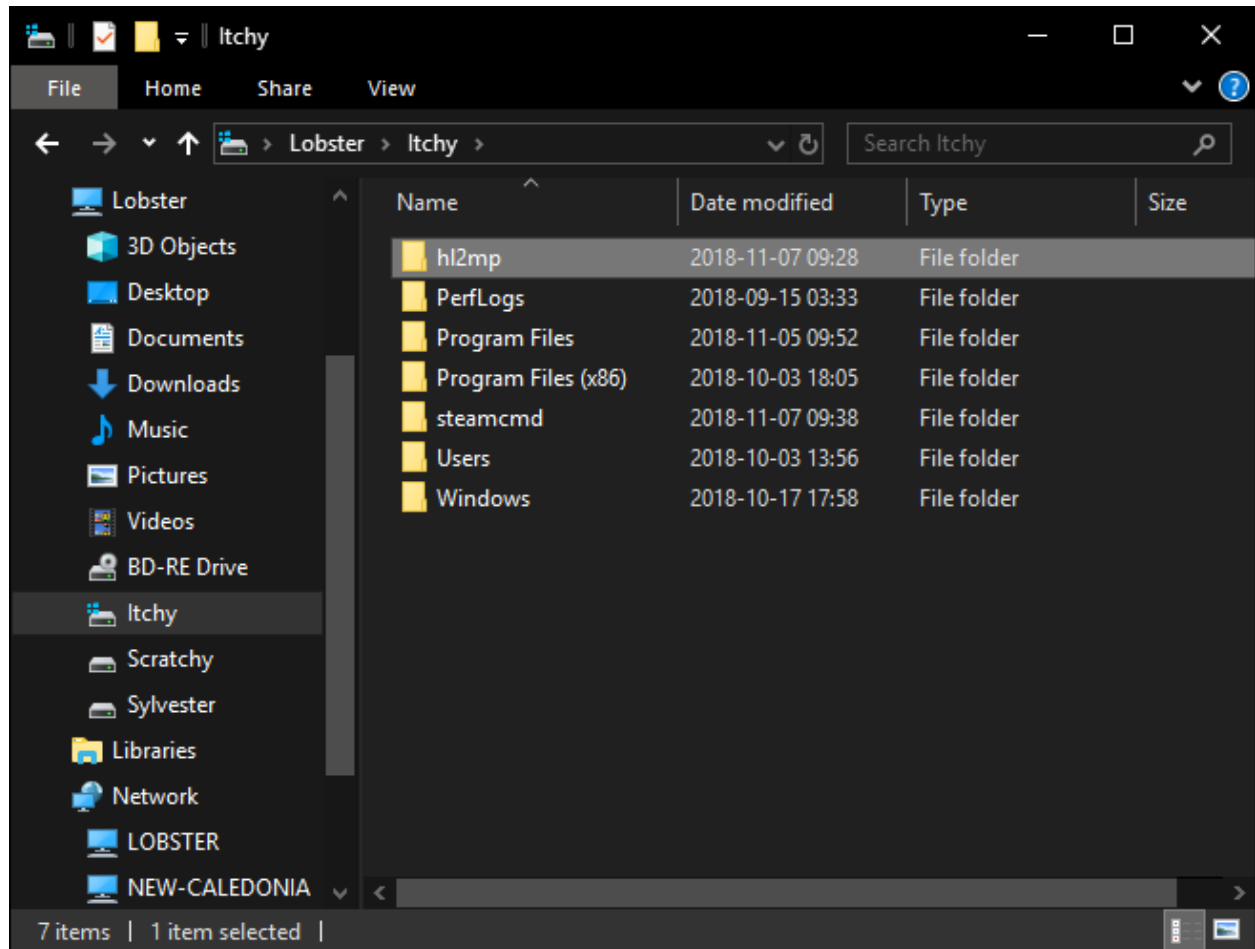


# Creating a Dedicated HL2DM Server on Windows

I did this on my C: drive for speed. Create two folders and name them “hl2mp” and “steamcmd”.



[Download the steamcmd application](#), extract steamcmd.exe, and copy it to the “steamcmd” folder created in the previous step.

Open a command prompt and change to the “steamcmd” folder. Run steamcmd.exe – it will connect and download files and updates.

```
Command Prompt - steamcmd.exe
Microsoft Windows [Version 10.0.17763.55]
(c) 2018 Microsoft Corporation. All rights reserved.

C:\Users\Stephen>cd C:\steamcmd

C:\steamcmd>steamcmd.exe
Redirecting stderr to 'C:\steamcmd\logs\stderr.txt'
ILocalize::AddFile() failed to load file "public/steambootstrapper_english.txt".
[ 0%] Checking for available update...
[----] Downloading update (0 of 10,371 KB)...
[ 0%] Downloading update (1,517 of 10,371 KB)...
[ 14%] Downloading update (5,828 of 10,371 KB)...
[ 56%] Downloading update (8,026 of 10,371 KB)...
[ 77%] Downloading update (10,371 of 10,371 KB)...
[100%] Download Complete.
```

Login anonymous then set the install directory (do not use the steamcmd folder!):

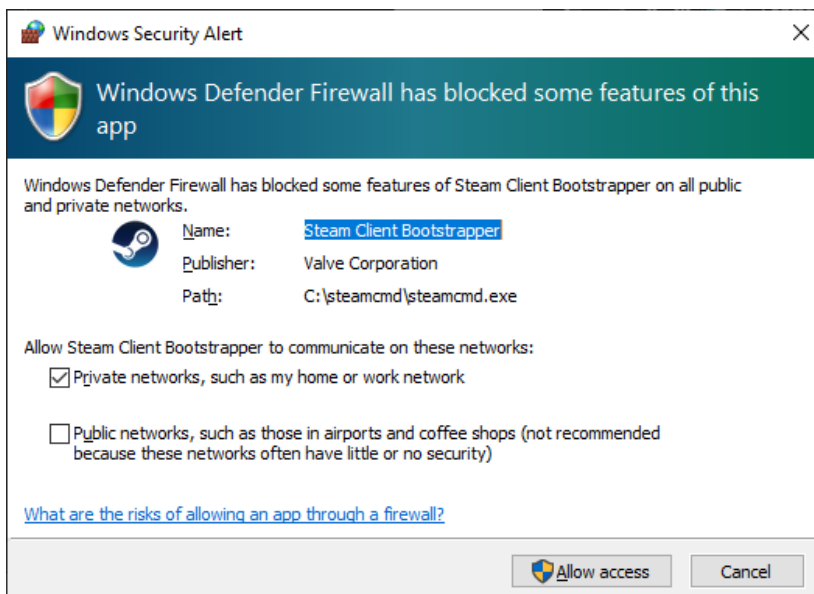
```
Steam>login anonymous

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

Steam>force_install_dir C:\hl2mp

Steam>
```

Allow it through firewall if a prompt comes up.



Now you are going to install the hl2mp dedicated server.

Type `app_update 232370 validate`

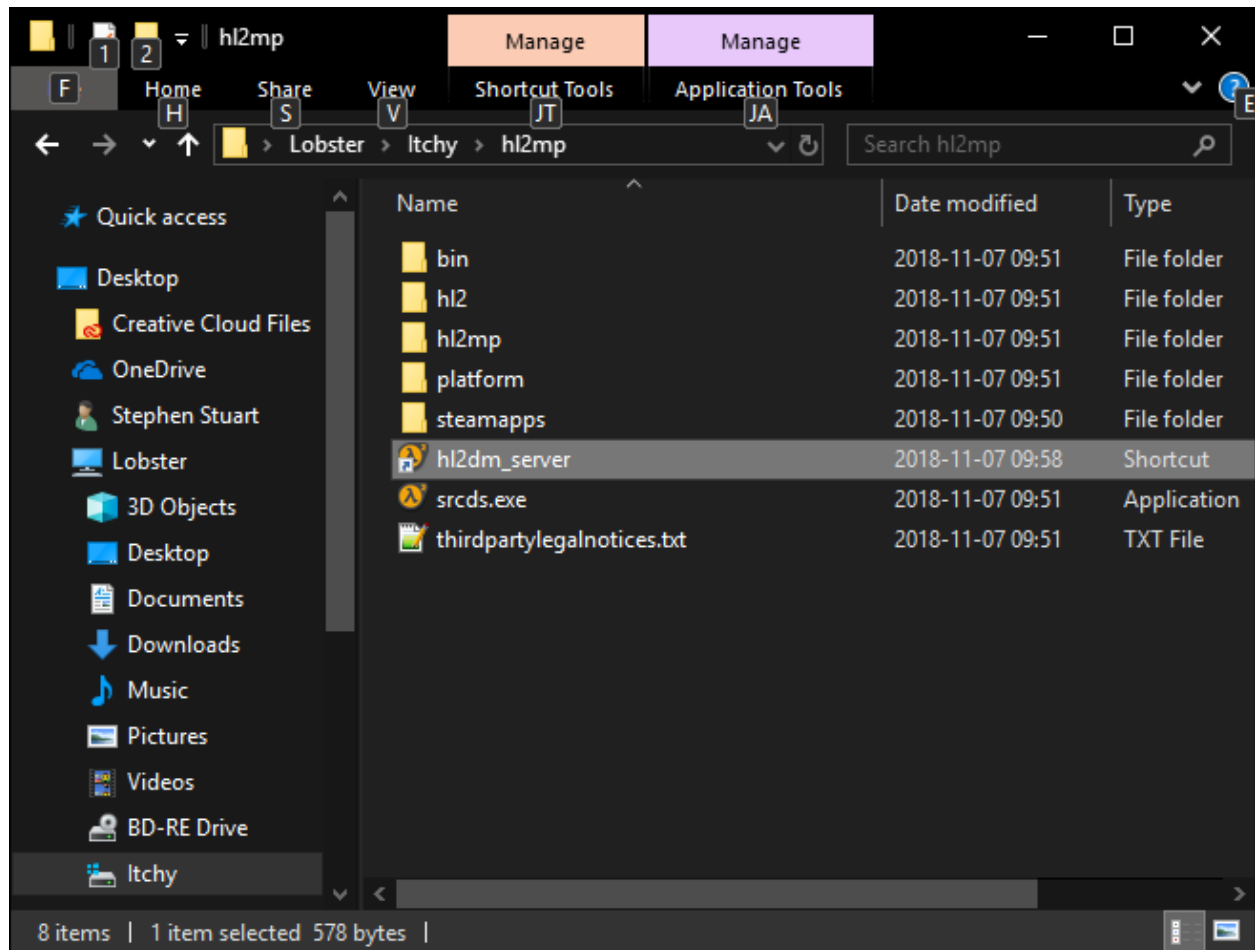
```
Steam>force_install_dir C:\hl2mp

Steam>app_update 232370 validate
Update state (0x3) reconfiguring, progress: 0.00 (0 / 0)
Update state (0x61) downloading, progress: 0.00 (7942 / 745788923)
Update state (0x61) downloading, progress: 6.11 (45534751 / 745788923)
Update state (0x61) downloading, progress: 14.72 (109743254 / 745788923)
Update state (0x61) downloading, progress: 23.66 (176429890 / 745788923)
Update state (0x61) downloading, progress: 32.22 (240267630 / 745788923)
Update state (0x61) downloading, progress: 41.16 (306977303 / 745788923)
Update state (0x61) downloading, progress: 49.18 (366746135 / 745788923)
Update state (0x61) downloading, progress: 57.47 (428604202 / 745788923)
Update state (0x61) downloading, progress: 68.01 (507239230 / 745788923)
Update state (0x61) downloading, progress: 75.94 (566359408 / 745788923)
Update state (0x61) downloading, progress: 83.53 (622980217 / 745788923)
Update state (0x61) downloading, progress: 87.58 (653149460 / 745788923)
Update state (0x61) downloading, progress: 88.69 (661474163 / 745788923)
Update state (0x61) downloading, progress: 100.00 (312012080 / 312012080)
Success! App '232370' fully installed.

Steam>
```

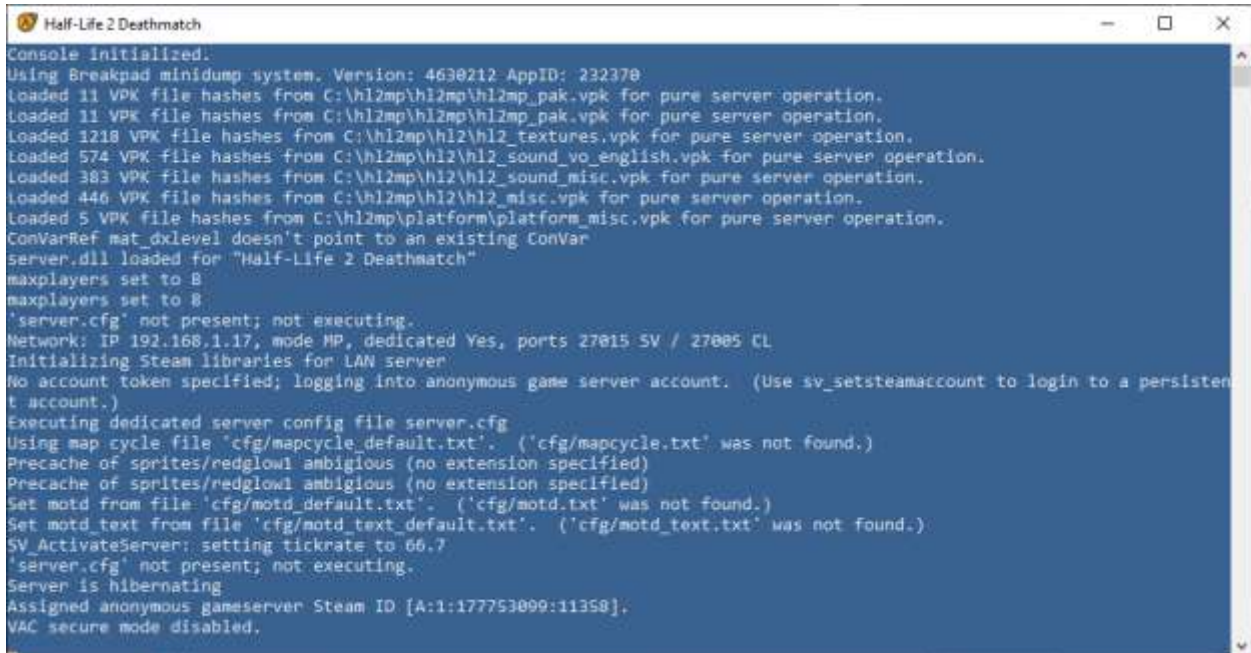
Close the steamcmd.exe window once the install is finished.

Navigate to the hl2mp folder and you should see the server is installed. Create a shortcut of the srcds.exe file and rename that to hl2dm\_server.

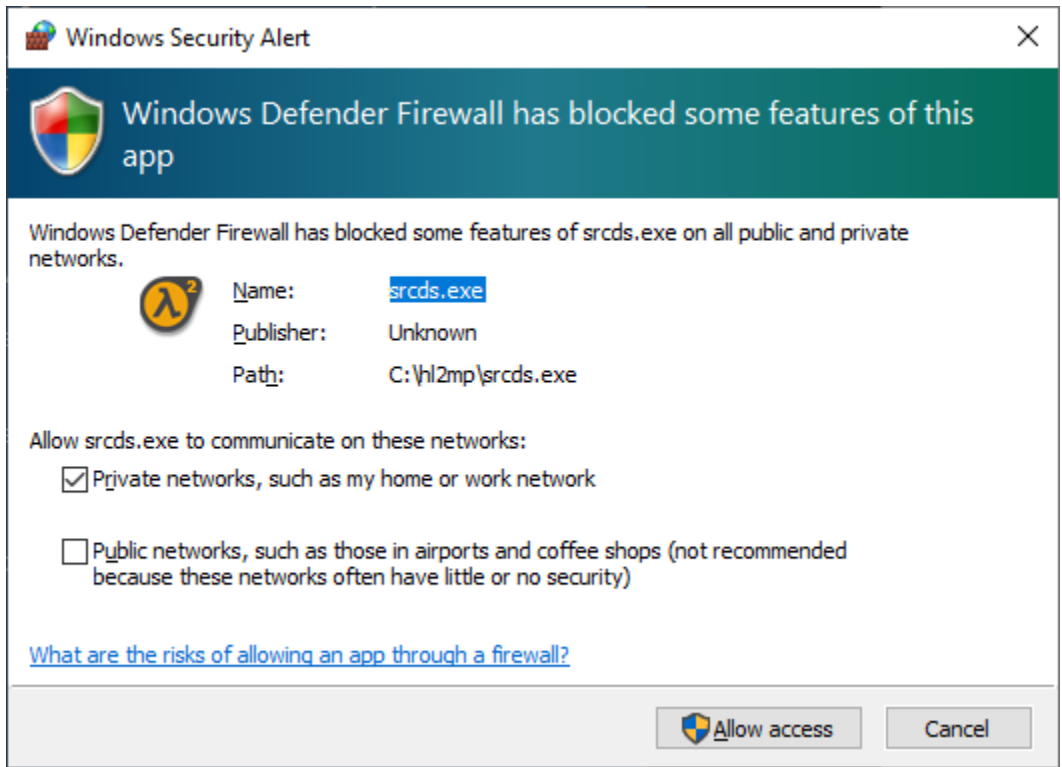


Right-click the hl2dm\_server shortcut, click Properties, delete what's in the "Target" dialog box, and enter the following: `C:\hl2mp\srcds.exe -console -game hl2mp +sv_lan 1 +maxplayers 8 +exec server.cfg +map dm_lockdown`

I copied that shortcut to the desktop for quick launching. Double-click the shortcut to launch a hl2dm server and allow if a firewall prompt comes up.




```
Half-Life 2 Deathmatch
Console initialized.
Using Breakpad minidump system. Version: 4630212 AppID: 232370
Loaded 11 VPK file hashes from C:\hl2mp\hl2mp\hl2mp_pak.vpk for pure server operation.
Loaded 11 VPK file hashes from C:\hl2mp\hl2mp\hl2mp_pak.vpk for pure server operation.
Loaded 1218 VPK file hashes from C:\hl2mp\hl2\hl2_textures.vpk for pure server operation.
Loaded 574 VPK file hashes from C:\hl2mp\hl2\hl2_sound_vo_english.vpk for pure server operation.
Loaded 383 VPK file hashes from C:\hl2mp\hl2\hl2_sound_misc.vpk for pure server operation.
Loaded 446 VPK file hashes from C:\hl2mp\hl2\hl2_misc.vpk for pure server operation.
Loaded 5 VPK file hashes from C:\hl2mp\platform\platform_misc.vpk for pure server operation.
ConVarRef mat_dxlevel doesn't point to an existing ConVar
server.dll loaded for "Half-Life 2 Deathmatch"
maxplayers set to 8
maxplayers set to 8
'server.cfg' not present; not executing.
Network: IP 192.168.1.17, mode MP, dedicated Yes, ports 27015 SV / 27005 CL
Initializing Steam libraries for LAN server
No account token specified; logging into anonymous game server account. (Use sv_setsteamaccount to login to a persistent account.)
Executing dedicated server config file server.cfg
Using map cycle file 'cfg/mapcycle_default.txt'. ('cfg/mapcycle.txt' was not found.)
Precache of sprites/redglow1_ambigious (no extension specified)
Precache of sprites/redglow1_ambigious (no extension specified)
Set motd from file 'cfg/motd_default.txt'. ('cfg/motd.txt' was not found.)
Set motd_text from file 'cfg/motd_text_default.txt'. ('cfg/motd_text.txt' was not found.)
SV_ActivateServer: setting tickrate to 66.7
'server.cfg' not present; not executing.
Server is hibernating
Assigned anonymous gameserver Steam ID [A:1:177753099:11358].
VAC secure mode disabled.
```



**Windows Security Alert**

**Windows Defender Firewall has blocked some features of this app**

Windows Defender Firewall has blocked some features of srcds.exe on all public and private networks.

	<b>Name:</b> srcds.exe
	<b>Publisher:</b> Unknown
	<b>Path:</b> C:\hl2mp\srcds.exe

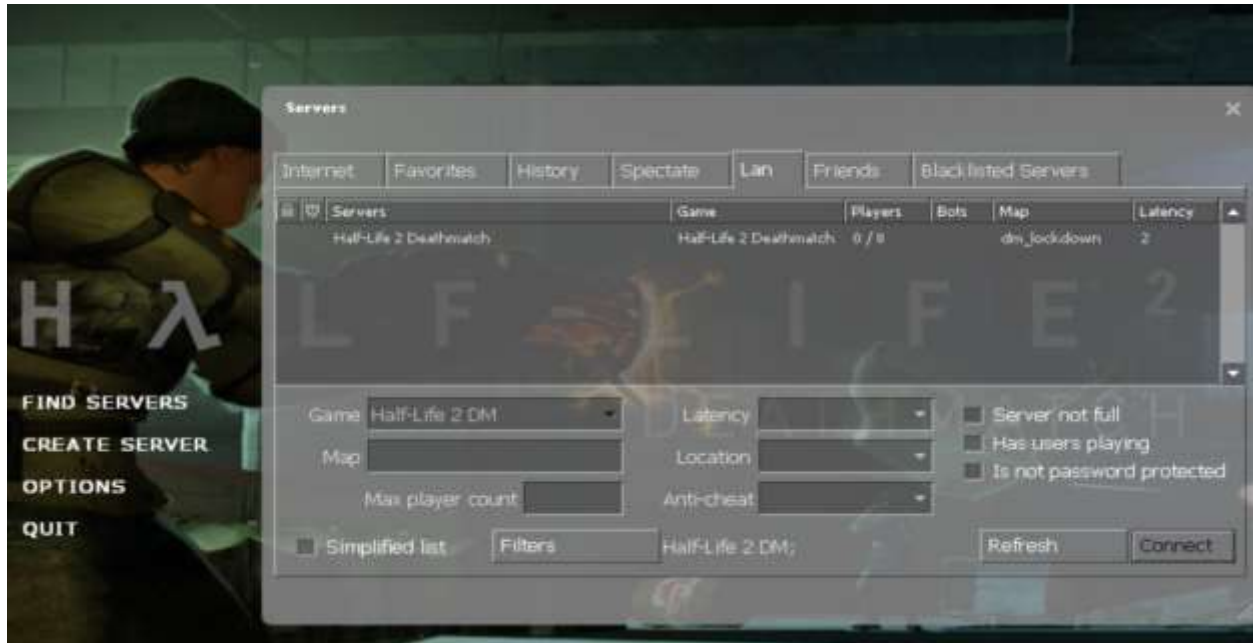
Allow srcds.exe to communicate on these networks:

- Private networks, such as my home or work network
- Public networks, such as those in airports and coffee shops (not recommended because these networks often have little or no security)

[What are the risks of allowing an app through a firewall?](#)

**Allow access** **Cancel**

The server should be running. Start HL2DM, click Find Servers and go to the LAN tab.

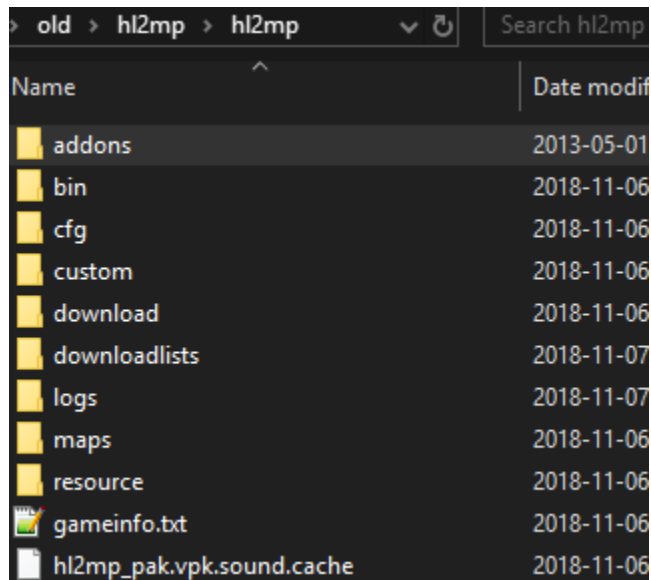


To stop the server, simply type killserver in the console window.

```
Precache of sprites/redglow1 ambiguous (no extension specified)
Set motd from file 'cfg/motd_default.txt'. ('cfg/motd.txt' was not found.)
Set motd_text from file 'cfg/motd_text_default.txt'. ('cfg/motd_text.txt' was not found.)
SV_ActivateServer: setting tickrate to 66.7
'server.cfg' not present; not executing.
Server is hibernating
Assigned anonymous gameserver Steam ID [A:1:177753099:11358].
VAC secure mode disabled.

killserver
```

Once you've verified the server will run and have stopped it, install the hrcbot by simply copying the hrcbot addons folder into C:\hl2mp\hl2mp



Launch the server once again and bots should join. To create a new botfile for a map, simply add the map file to the maps folder and change to that map. This is where the server will hang until the process is complete. If you want to test with a simple map, delete the hrcbot file for one of the stock maps and then switch the server to that map.