

OZFORTRESS SERVER CONFIGURATIONS

[Click here to download ozfortress's server configs.](#)

For a list of different match configs on the ozfortress servers (including configs from other leagues), click [here](#).

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TF2 COMPETITIVE FIXES

ozfortress now uses the "TF2 Comp Fixes" plugin by twiikuu to implement various fixes onto official servers. [You can download the plugin here.](#)

The above link also includes an explanation of what each command variable does, below you will find which fixes we use and consider staples. We may additionally make use of other fixes, which will have their use denoted on that competition page.

```
sm_deterministic_fall_damage 1
sm_empty_active_ubercharges_when_dropped 1
sm_fix_ghost_crossbowBolts 1
sm_fix_post_pause_state 0
sm_fix_slope_bug 1
sm_fix_sticky_delay 1
sm_gunboats_always_apply 0
sm_inhibit_extendfreeze 1
sm_override_pipe_size 4
sm_projectiles_ignore_teammates 0
sm_remove_halloween_souls 1
sm_remove_medic_attach_speed 0
sm_remove_pipe_spin 0
sm_rest_in_peace_rick_may 255
sm_winger_jump_bonus_when_fully_deployed 0
sm_fix_reflect_self_damage 0
sm_projectiles_collide_with_cylinders 0
sm_grounded_rj_resistance 0
sm_prevent_respawning 0
sm_solid_buildings 0
```

OZFORTRESS SIXES SEASONAL LEAGUE

The following formats are used in the ozfortress seasonal leagues and have an associated configuration file in the ozfortress configs.

5 CONTROL POINTS

Standard 5 Control Points (5CP) maps are played for 30 minutes with a 5 point difference mercy rule. Load this configuration using `rcon exec ozfortress_6v6_5cp` or simply `rcon ozf-6s-5cp` on ozfortress servers. It is worth noting that `rcon ozf` still executes this config!

KING OF THE HILL

King of the Hill (KOTH) maps are played first to 3 with no time limit. Load this configuration using `rcon exec ozfortress_6v6_koth` or simply `rcon ozf-6s-koth` on ozfortress servers.

GOLDEN CAP

In formats where ties are not allowed, a golden cap may be used to determine the winner of a 5CP match tied at 30 minutes. Golden Cap rounds are played till the first capture of the last point with no time limit. Load this configuration using `rcon exec ozfortress_golden_cap` or simply `rcon golden` on ozfortress servers.

OZFORTRESS HIGHLANDER SEASONAL LEAGUE

The following formats are used in the ozfortress seasonal leagues and have an associated configuration file in the ozfortress configs.

STOPWATCH

In the Regular Season, each team will only attack and defend once, thus completing a half. The team who beats the defender's time will take the half. In Playoffs, Stopwatch is played in the "ABBA" format, meaning it is a Best of 3 halves scenario. While the ABBA format is the default in Playoffs, it is optional and teams can agree to not play the format, in favour of the same one-half format from the Regular Season. Load this configuration using `rcon exec ozfortress_hl_stopwatch` or simply `rcon ozf-hl-stopwatch` on ozfortress servers.

There can be no ties on Payload & Attack/Defend maps.

KING OF THE HILL

King of the Hill (KOTH) maps are played first to 3 with no time limit. Load this configuration using `rcon exec ozfortress_hl_koth` or simply `rcon ozf-hl-koth` on ozfortress servers.

5 CONTROL POINTS

Standard 5 Control Points (5CP) maps are played for 30 minutes with a 5 point win limit. Load this configuration using `rcon exec ozfortress_hl_5cp` or simply `rcon ozf-hl-5cp` on ozfortress servers.

OTHER FORMATS

The following formats are also included in the ozfortress server configurations but does not have a respective active competition.

ULTIDUO

Ultiduo maps are played with a Soldier and Medic pair on each team. There is a winlimit of 1. Load this configuration using `rcon exec ozfortress_ultiduo` or simply `rcon ultiduo` on ozfortress servers.

SERVER GUIDE HUB

SELF-HOSTED SERVERS

It is important to preface this documentation with the following note. **You MUST seek league administrator approval for usage of a self-hosted server for official matches. Failure to do so will result in a penalty.**

We have received a plethora of questions over the past few years regarding how to set up a game server, what the requirements are and if you can "self-host" your own server. Below are some basic guidelines on server requirements when not using a bookable server from an existing bookable provider (Qixalite, serveme.tf, ozfortress, PURE League, etc.):

- Servers should not be hosted on a residential connection, no matter how good. The issue isn't always the available bandwidth or network speed, but the fact that residential connections typically aren't protected from DOS attacks or other forms of malicious activity.
- The server should be hosted within the region you play in.
- You can either rent a server off of a game server provider (Streamline Servers, Wombat Servers, etc.) or set up your own on a high-performance VPS or Dedicated Server.
- If you intend on using your own self-hosted server for official matches, your server and league configs should meet the same standards as our own configs, found in our GitHub repository.
- Plugins outside of logs.tf, TF2 Competitive Fixes, STV Demo Record, RestoreScore and the Uber Pause fix aren't permitted under any circumstance. This is including but is not limited to plugins that; modify gameplay, server to client interaction, server-based Anti-Cheat plugins, or plugins that violate CVARs set by our league configs (forced third-person killcams for example).

If you are unsure where your hosted server falls, feel free to contact a League Administrator.

Staff will not however offer support or resolve technical server issues for you. **You are on your own with server setup, maintenance and administration.**

BASIC SELF-HOSTED SERVER SETUP

As stated on our Hub page, you can rent a server from a game server provider or "reseller". This route is usually the easiest and has all of the basic features you would need. However, if you are feeling dangerous, you can set up your own on dedicated hardware or a VPS. Below are a few guides and references on how to set up a server with everything you need for it to be a league complaint.

Essential:

- Valve guide: Windows server setup
- Valve guide: Linux server setup

Recommended:

- spiretf Docker image: Competitive Server (contains logs.tf, demos.tf, twiikuu's comp-fixes and every other essential plugin)

Required server plugin (if you are manually installing them):

- SourceMod
- MetaMod
- logs.tf and its dependencies
- STV Record (can be found on the logs.tf page)

This page, as stated above, is only a small list of resources you can use to set up your own server. We don't offer support for issues with our configs or whitelists, however, a quick Google would allow you to resolve most, if not all the issues you could run into during this process.