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## Wolfenstein: Enemy Territory Server Setup

*How to setup a Wolfenstein: ET dedicated server.*

Wolfenstein: Enemy Territory is a World War II style FPS which is very popular due to the free clients available for Linux, Windows and Mac. The game itself isn't so bad either. This article will explain how to quickly set-up an ET server but also guide you towards an advanced customized server. But before you start anything, you should take a look at the game's **requirements**. To run a dedicated server, you should have at least:
 

- 1.3 GHz processor;
- 128 MB RAM (assuming no other apps run in the background);
- T1 Internet connection (1.5 Mbps);
- UDP ports from 27950 to 27965 opened/forwarded.

**Getting started**; For security reasons, the ET server shouldn't be run as root. To create a new user, run the command:
 

```
adduser etserverpasswd etserver
```

 Next, login as the newly created user and download Enemy Territory installation pack:
 

```
wget ftp://ftp.idsoftware.com/idstuff/et/linux/et-linux-2.60.x86.run
```

 Install Enemy Territory:
 

```
chmod 775 et-linux-2.60.x86.runmkdir /home/etserver/bin./et-linux-2.60.x86.run
```

**NOTE:** Choose `/home/etserver/enemy-territory` as the installation path and `/home/etserver/bin` for the symbolic links path.
**Provide a Config file for the ET server**; Get the config file:

```
cd /home/etserver/enemy-territory/etmainwget http://linux.softpedia.com/et.server.cfg
```

 Open it with your favorite text editor (nano, mceditor, vi etc) and change the general values such as admin mail and web address, server hostname and so on but don't touch the values you don't know.
**Start the server**; The following command starts the server:
**NOTE:** You need screen installed on your system. Screen is a program that keeps the ET server running in the background without requiring you to stay logged-in.

```
screen -d -m -S etserver /home/etserver/enemy-territory/etded set vm_game 0 set sv_pure 1 set dedicated 2 net_ip 81.23.245.267 net_port 27960 set sv_punkbuster 1 exec et.server.cfg
```

 Command options details:

- set vm\_game 0** - The server starts without a virtual environment.
- set sv\_pure 1** - Will ensure that people's pk3s are the same as your servers.
- set dedicated 2** - The server announces itself to the master servers.
- net\_port 27960** - The port on which the game server runs.
- set sv\_punkbuster 1** - Activates Anti-Cheat program.
- exec et.server.cfg** - Executes the config file created earlier.

**ETPro**ETPro is a mod for Wolfenstein: Enemy Territory specifically designed for competition play. It offers administration and competition features such as saving XP/ranking/weaponstats etc, private messaging, server configuring for specific skill levels and a lot more.To install ETPro:

- Download the latest version from [SOFTPEDIA](#) and save it into your home folder.
- Unzip it to the enemy territory directory:
 

```
cd /home/etserver/enemy-territoryunzip /home/etserver/etpro-3_2_6.zip
```
- Start the server with:
 

```
screen -d -m -S etserver /home/etserver/enemy-territory/etded set vm_game 0 set sv_pure 1 set dedicated 2 net_ip 81.23.245.267 set fs_game etpro net_port 27960 set sv_punkbuster 1 exec et.server.cfg
```

**Hosting Custom Maps & Mods**If you're running custom campaigns, custom maps or modifications on your server, then the players connecting to your server will need to have those files as well. Unfortunately, the maximum speed a player can download files from a server is capped at around 25 kB/s, which should be enough for small files but it's way too slow for downloading large custom maps.This is where the web download feature comes in. If you have a web server that can host files for download, you can configure your game server to redirect file request to the web server, this way the clients will download maps and such at the web server's maximum download rate (which is probably 10 times faster than 25 kB/s).To use this feature, you have to:

- Upload the game server files to a new directory (name it etfiles) on the web server but keep the same directory tree. For instance, if a player will request the file `pack1.pk3`, it should be available at the address `http://www.your-webserver.com/etfiles/etmain/pack1.pk3`.
- Open the `et.server.cfg` file and edit these values:
 **NOTE:** The `wwwBaseURL` address does NOT end with a `/`.
 

```
set sv_wwwDownload "1" set sv_wwwBaseURL "http://www.your-webserver.com/etfiles" set sv_wwwCheckPath "" set sv_wwwDLDisconnected "0" set sv_wwwFallbackURL ""
```

**Enjoy!**