

Installing RCBot2 – Linux native Listen server.

Unfortunately the RCBot2 install is a little more complicated for Linux if you run Day of Defeat:Source (DoD:S) native *e.g.: without Proton*.

You can just enable Proton then use the RCBot2 package with a Windows version of MetaMod:Source.

Linux DoD:S does run great without Proton, however unlike the Windows that can run MetaMod:Source on a Listen Server... **the Linux Listen Server is missing two critical files**, files the Linux and Win dedicated server branch has, so has the Win Listen server.

The Linux 64 bit version is missing two files in... **/Day of Defeat Source/bin/linux64 libvstdlib_srv.so and libtier0_srv.so**

Attempting to run the RCBot2 install with the required MetaMod:Source files, will not work. I have reported this to Valve software, they didn't give a sh!t...
<https://github.com/ValveSoftware/Source-1-Games/issues/6005>

So... it's up to us again...the bastards are supposed to be supporting Linux... e.g.: Steam OS

1. Fix the missing files

We have to make some symlinks. Symlinks in Linux are like shortcuts in Windows. Lets do this the easy way.

Even before we install RCBot2, we need to know where our “dod” files and folders are.

1. Go to the Steam Library, right click on the **Day of Defeat: Source** icon
2. Select “**Manage**” > “**Browse local files**”
3. Your File Manager will popup and you are in the “**Day of Defeat Source**” folder.

Hint: Its a good idea to make sure your file manager can see “hidden files”

Take note here, the install (later on) will require you to **visit your “dod” folder**, install RCBot2, install maps and other custom files. So the three steps above... critical to know how to get there.

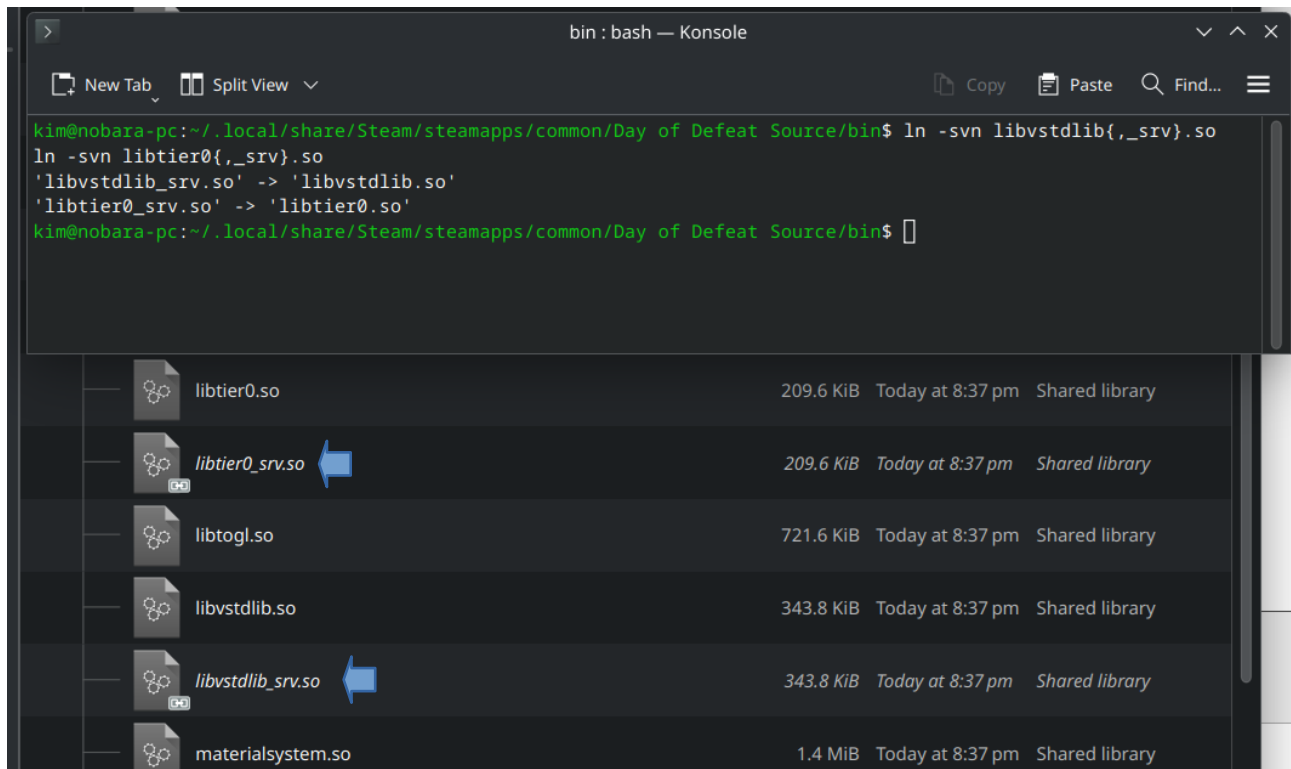
OK, for now we need another folder there.

1. Open the “**bin**” folder then open the “**linux64**” folder.
2. Right click in a blank area of linux64 folder, and run your Terminal in the folder, in my Linux Mint and Nobara 41, it's in the right click menu... something like “**Run Terminal Here**” or “**Open in Terminal**”
3. Terminal opens with the correct file system address.
4. We need to type or paste this in...

```
ln -svn libvstdlib{,_srv}.so
ln -svn libtier0{,_srv}.so
```

Then press enter.

What you will see is the creation of two symlinks...



Remember this if DoD:S ever updates or you “validate” your files... you will need to do that again.

Keep your File Manger open for the next step.

2. Install MetaMod:Source and RCBot2

Now that the file system is set up to run MetaMod:Source on native Linux, we can install from the download folder RCBot2_v2.0-alpha8_Win_Linux/Linux **Open that folder in a new window.**

- **Copy the “addons” folder.**

In the File Manager we had open in **Day of Defeat Source/bin/linux64** get back to the “**Day of Defeat Source**” folder and open the “**dod**” folder.

- **Paste the “addons” folder into the “dod” folder.**

The installation is completed.

Normally when getting RCBot2, we would have to download the right MetaMod:Source version, install RCBot2, configure the config.ini file, check waypoints ... that has been done for you.

There is one more thing to do, how to run RCBot2 in “insecure mode”

3. The -insecure launch option issue.

There is a requirement on a Half Life 2 listen server that has a plugin like MetaMod:Source (normally only used on dedicated servers) to run in a “insecure” mode.

Right now if you ran the game MetaMod:Source will not run therefore neither would RCBot2.

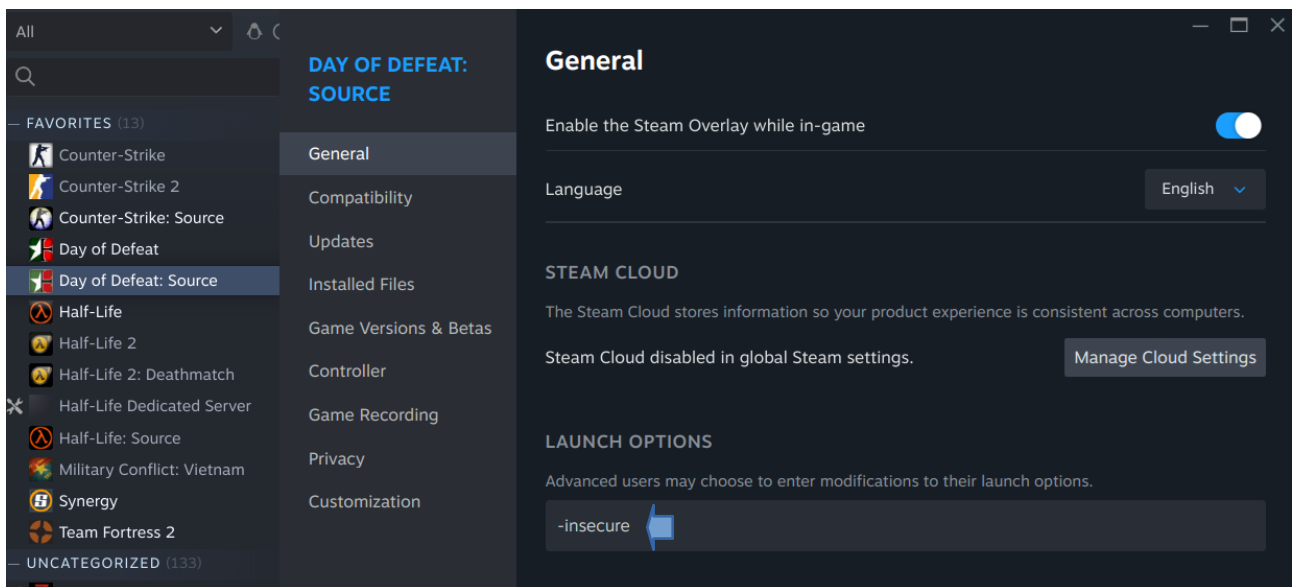
The launch option command “-insecure” if placed in the launch options, RCBot2 will start.

However, if you tried to join a internet server, VAC will offer a (harmless) warning that you are in “insecure mode” ... you need to remove ... -insecure out of your launch options.

We can solve that issue later in a special launcher... for now lets just get the game running with bots.

The game Launch Option method (simple) to start bots ...

1. Go to the Steam Library, right click on the Day of Defeat: Source icon
2. Select Properties
3. In the Launch Options box put in **-insecure**



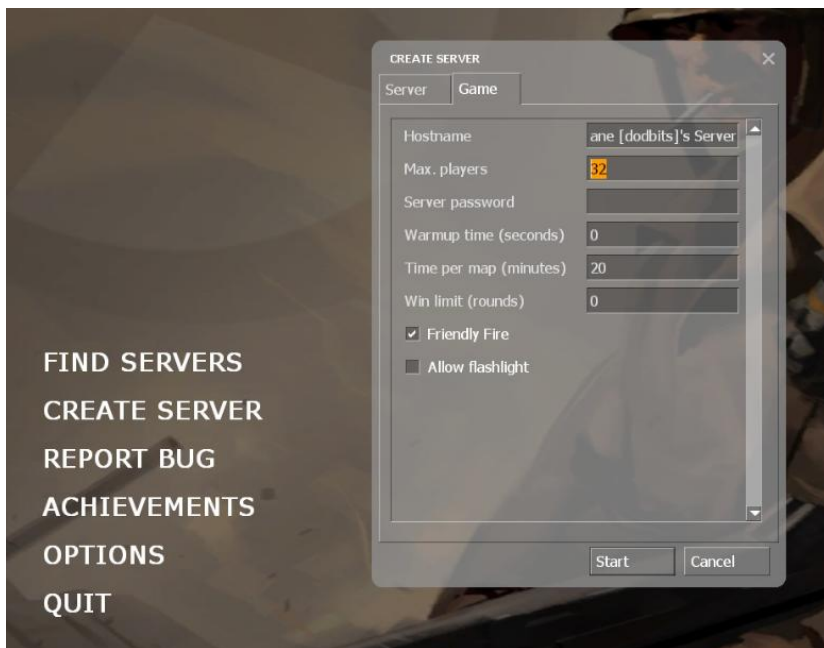
OK... Using the “Play” button the bots will now load.

Launch the game.

The bots are configured to run 31 bot server (the standard in RCBot2 is 10) you may not want that many or... more bots, do the following if you want to fine tune the server amount.

Note: to change the RCBot2 preconfigured bot limit, go to `dod\addons\rcbot2\config\config.ini` open with notepad, search for **rcbot config max_bots 31** and change “31” to what you want.

1. Use the “Create Server” link in the main menu, select your map. **Don’t start the map yet.**
2. Now go to the “Game” tab and select your desired amount 12-16 is best for most maps. You should remember that the more bots are more strain on your PC, if you experience lag, reduce the bots.



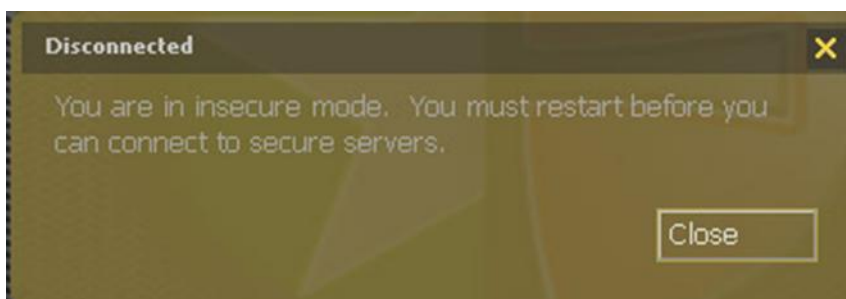
3. Press “Start” to start a game.

You will see the bots populate the server to your desired amount

4. [Post install – A Desktop shortcut option \(Linux\)](#)

After you have confirmed they work, you may want to take some extra steps **if you also play on-line and play single player.**

Using the “-insecure” launch option will stop you playing online. You will get this message...



OK, now you have tested... maybe that is OK as you never go on line... maybe you don't mind removing it to go online, then putting it back to play bots.

Drives me nuts personally. Let's make a launcher to play bots and remove the -insecure in Launch options so the play button is used for on-line play.

This is normal for a “mod” that uses a plugin like Metamod:Source on a listen server
You have two options here.

1. Remove the “-insecure” launch option every time you play on-line and reinstall it to play bots.
2. **Make a special desktop shortcut (see next section)** and use that to play with bots, then use the Steam Library “Play” button to play on-line.

5. Optional: Make a desktop “shortcut” to play RCBot2

In Linux we have “launchers” on the desktop. We can make one via steam, alter it.

In the many different Linux distros there are a few different methods, I will try and cover some in a article in the future but here we have a GNOME and below that a KDE environment guide...

<https://www.dodbits.com/dods/index.php/dods/rcbot2-for-dod-s/linux-rcbot2-installation-guide>

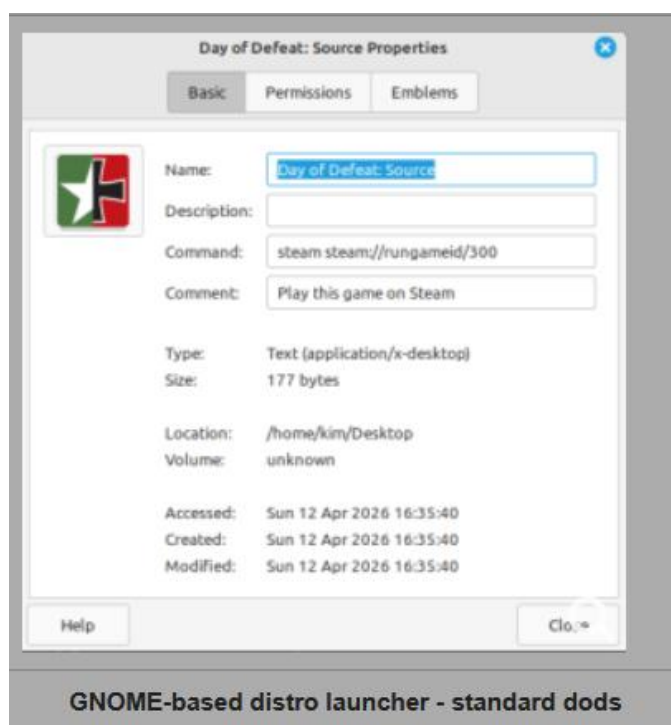
GNOME-based distro launcher. (Most Linux distro's will be OK with this method)

Go to the Steam Library, right click on the Day of Defeat: Source icon

Select “Manage” > “Add Desktop Shortcut” A shortcut (Linux launcher) is on the desktop.

Go to the shortcut on the desktop, Right click and select “Properties”

Open the “Application” tab, looks like this...



That will just open Day of Defeat:Source and run the game... we need to alter some items there.

Mostly all steam installs are the same in Linux

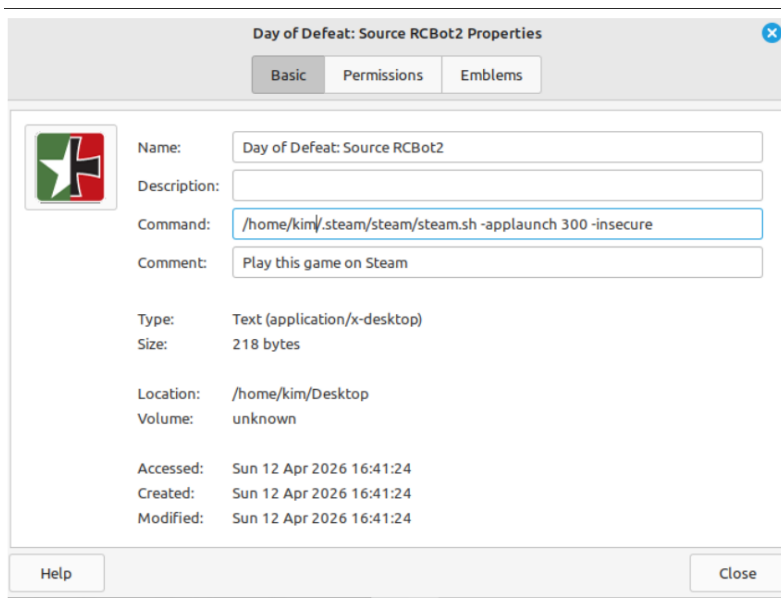
1. First, let's change the Name: to Day of Defeat: Source RCBot2
2. Next in Program: paste this in but change your **\$USER** name...

`/home/$USER/.steam/steam/steam.sh -applaunch 300 -insecure`

Then press Close.

So now you should have `/home/yourusername/.steam/steam/steam.sh -applaunch 300 -insecure -novid`

Look at the image below, that is what you should have just before pressing OK.



Now every distro will be different but at least you know that critical part...

- **“Programs:”** the address of the program... to run steam
- **“Arguments”** acts like the Launch Options in steam.

-applaunch 300 = run Day of Defeat Source (300 is the app number for dods)

-insecure = Run the game in insecure mode

-novid = don't play the intro video when starting the game

Now you can remove the -insecure launch options of the Day of Defeat Source Library.

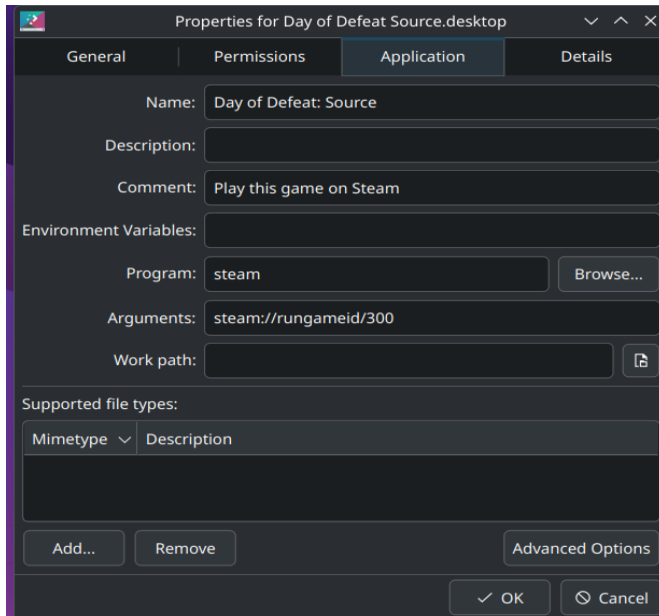
- Use the Play button to play on-line
- Use the desktop shortcut to play with bots.

See the next page for another method...

The KDE Desktop environment is a little different...

5 (Continued) Launcher for Linux Nobara or KDE desktop types...

1. Go to the Steam Library, right click on the Day of Defeat: Source icon
2. Select “**Manage**” > “**Add Desktop Shortcut**”
3. Go to the shortcut on the desktop, Right click and select “Properties”
4. Open the “**Application**” tab, looks like this



That will just open Day of Defeat:Source and run the game... we need to alter some items there.

Required: Make sure your file manager can see “hidden files” Look at your file manager options!

1. First, lets change the **Name:** to **Day of Defeat: Source RCBot2**
2. Next in **Program:** Press the “**Browse...**” button
3. Navigate and find your “steam.sh” file

Now that could be anywhere... a normal install would be
`/home/yourusername/.steam/steam/steam.sh`

4. Just start at your **Home** directory, find **.steam** then **steam** and finally click on “**steam.sh**”
5. Press Open
6. You should now see `/home/yourusername/.steam/steam/steam.sh` in the box
7. In the **Arguments:** box put in **-applaunch 300 -insecure -novid**
8. Press OK

Look at the image below, that is what you should have just before pressing OK.

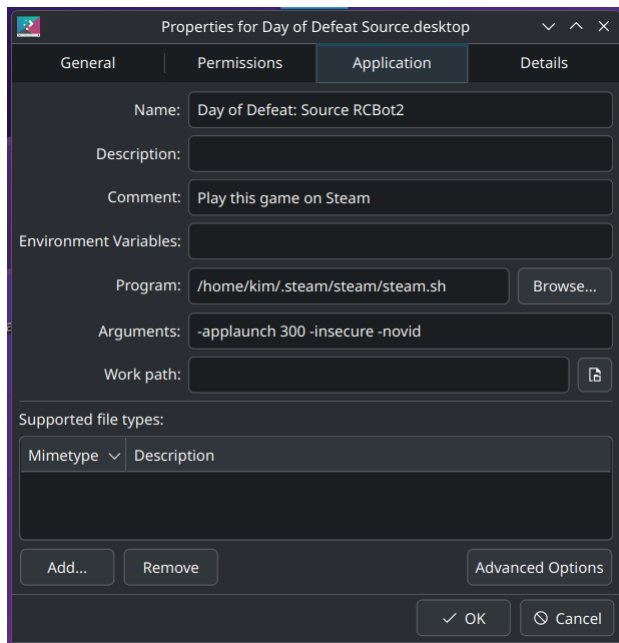
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Now you can remove the -insecure launch options of the Day of Defeat Source Library.

- Use the Play button to play on-line
- Use the desktop shortcut to play with bots.

5. Conclusion and further options

We can leave the install there... however, you may have lots of questions after playing a few games.

You have now learned how to navigate to your "dod" folder. So, you can now modify your game a lot further.

Since we have MetaMod:Source (game files are now fixed) installed and RCBot2...you may need to add maps, a special hud, run SourceMod?

Can I also run SourceMod and its plugins?

Yes, but... you are on a Listen server, SourceMod does not like that, to overcome that a plugin will fix that.

[\[ANY\] Console Cmd As Host \(Listen Server Only\) \[v1.0.4 | 08-May-2022\]](#)

That plugin, once installed on a Listen Server will let you use SourceMod binds and commands the same as you would on a dedicated server.

So, installing SourceMod is a matter of [following my guide for a Windows dedicated server](#)... adding that plugin first.

Just be aware the main SourceMod files are for Windows in that guide.

- Any links to **SourceMod install file** you need to **replace that with the Linux version**.
- The installation guide reads the same, the plugins mentioned are OK to use.

Most of the answers for other customization of your DoD:S Listen server are in my RCBot2 section...

<https://www.dodbits.com/dods/index.php/dods/rcbot2-for-dod-s>

More maps are in the downloads of dodbits and waypoints and maps... here

<https://www.dodbits.com/dods/index.php/dods/rcbot2-for-dod-s/known-rcbot2-waypoints-and-map-downloads>

Linux Standard GUI and HUD is quite broken for some. Fix it quick.

<https://www.dodbits.com/dods/index.php/downloads/download/11-dods-gui-and-huds/215-insanes-dod-s-linux-huds>

Thanks for dropping by.

INsane

Webmaster dodbits.com