

CS:GO KZ LAN Server setup guide by Dots

[CS2 Guide](#)

Last Updated: 09.04.2024

Summary

This guide will show you how to set up a CS:GO LAN server with SteamCMD GUI, and how to install GOKZ / KZTimer plugins on it. Follow each of the steps from top to bottom, DO NOT skip any steps unless told to.

Note that this guide will NOT show you how to set up a Public, non-LAN server! This guide also does not work with CS2, only CS:GO.

LAN Servers cannot be Globally whitelisted, and you won't be able to set Global records on this type of a server.

All The Needed Links:

For The Server:

[SteamCMD GUI](#)

[Metamod:Source](#)

[Sourcemod](#)

[MovementAPI Plugin](#)

[GOKZ Plugin](#) - (Don't use, if using KZTimer plugin)

[KZTimer Plugin](#) - (Don't use, if using GOKZ plugin)

[NoLobbyReservation Plugin](#)

Misc:

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[Steam GSLT Tokens](#)

[GLOBAL KZ Maps BSPs](#)

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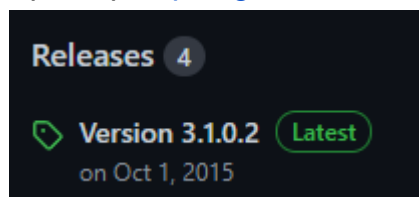
Sources used

To be added to the guide in the future:

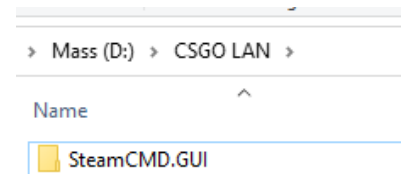
Installing The CS:GO Server

Installing SteamCMD GUI

Open up <https://github.com/DioJoestar/SteamCMD-GUI> and click on “Releases”

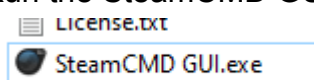


Download the ZIP and extract the contents in a folder of your own choosing, for the sake of this guide I will put it in a new folder I named “CSGO LAN” on my (D:) drive to find it more easily.

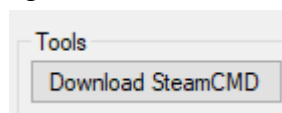


Installing SteamCMD

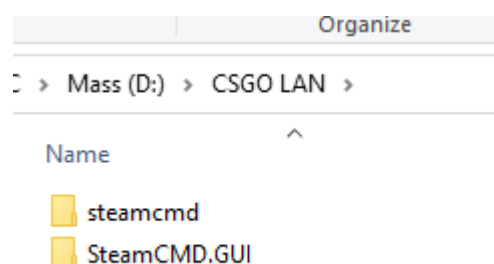
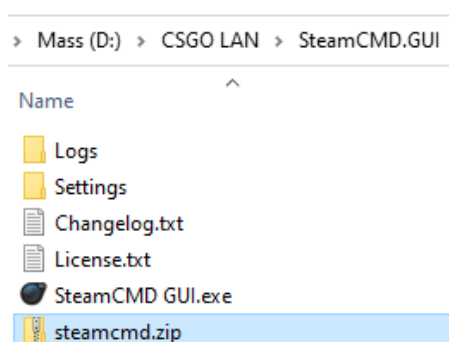
Run the SteamCMD GUI.exe file included in the SteamCMD GUI folder.



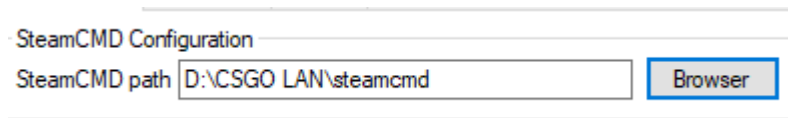
Once it's open you want to click on the “Download SteamCMD” button on the top right of the UI.



This will create a ZIP file in the SteamCMD GUI folder, move it to a folder of your choosing and extract it.



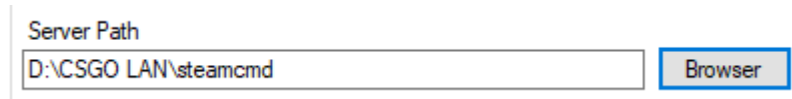
Next you want to click on “Browser” on the SteamCMD Path, and you want to find the folder you placed SteamCMD in.



SteamCMD Configuration

SteamCMD path

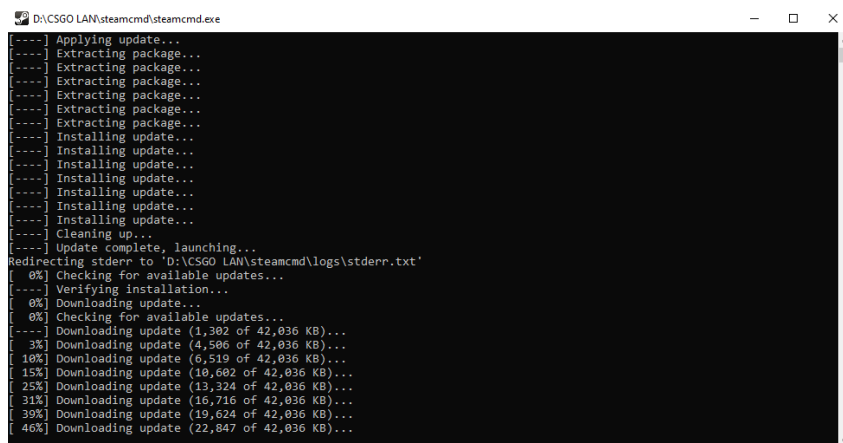
Next you want to repeat this to the Server Path.



Server Path

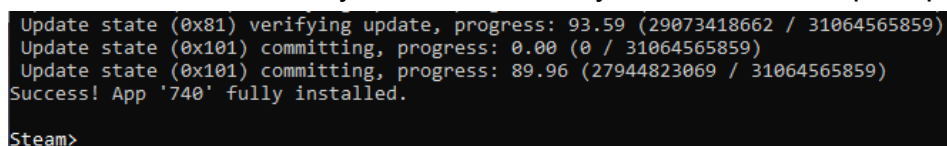
Installing The Actual Server

Click on “**Update/Install**” on SteamCMD GUI, which will open a command prompt, this will install your CS:GO LAN server and might take a while depending on your internet and drive’s speed.



```
D:\CSGO LAN\steamcmd\steamcmd.exe
[----] Applying update...
[----] Extracting package...
[----] Extracting package...
[----] Extracting package...
[----] Extracting package...
[----] Extracting package...
[----] Extracting package...
[----] Installing update...
[----] Installing update...
[----] Installing update...
[----] Installing update...
[----] Installing update...
[----] Installing update...
[----] Installing update...
[----] Cleaning up...
[----] Update complete, launching...
Redirecting stderr to 'D:\CSGO LAN\steamcmd\logs\stderr.txt'
[ 0%] Checking for available updates...
[----] Verifying installation...
[ 0%] Downloading update...
[ 0%] Checking for available updates...
[----] Downloading update (1,302 of 42,036 KB)...
[ 3%] Downloading update (4,506 of 42,036 KB)...
[10%] Downloading update (6,519 of 42,036 KB)...
[15%] Downloading update (10,602 of 42,036 KB)...
[25%] Downloading update (13,324 of 42,036 KB)...
[31%] Downloading update (16,716 of 42,036 KB)...
[39%] Downloading update (19,624 of 42,036 KB)...
[46%] Downloading update (22,847 of 42,036 KB)...
```

Once it is done it will say “Success!”, and you can close the prompt.

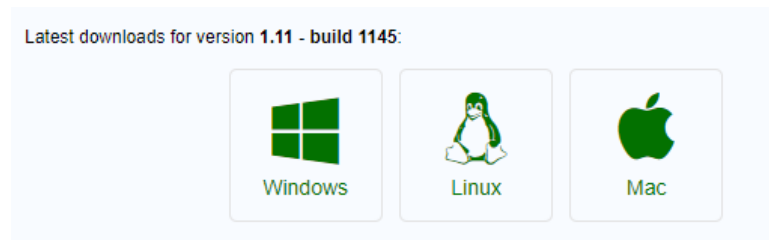


```
Update state (0x81) verifying update, progress: 93.59 (29073418662 / 31064565859)
Update state (0x101) committing, progress: 0.00 (0 / 31064565859)
Update state (0x101) committing, progress: 89.96 (27944823069 / 31064565859)
Success! App '740' fully installed.
Steam>
```

Installing The Plugins

Installing Metamod:Source

Open up <http://www.sourcemm.net/>. Next you want to click and download the latest (Windows) release.



Extract the ZIP file and drag the “addons” folder into the **/csgo/** folder of the server. The **/csgo/** folder can be found in **/steamcmd/steamapps/common/Counter-Strike Global Offensive Beta - Dedicated Server/** If you have followed this guide exactly as explained.

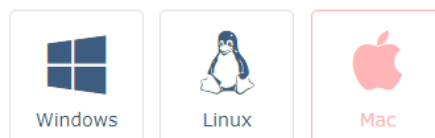
Installing Sourcemod

Open up <https://www.sourcemod.net/> and click on “**Stable Builds**” under the **Downloads**.

Downloads
> Stable Builds

Next you want to click and download the latest (Windows) release.

Latest downloads for version **1.10 - build 6528**:

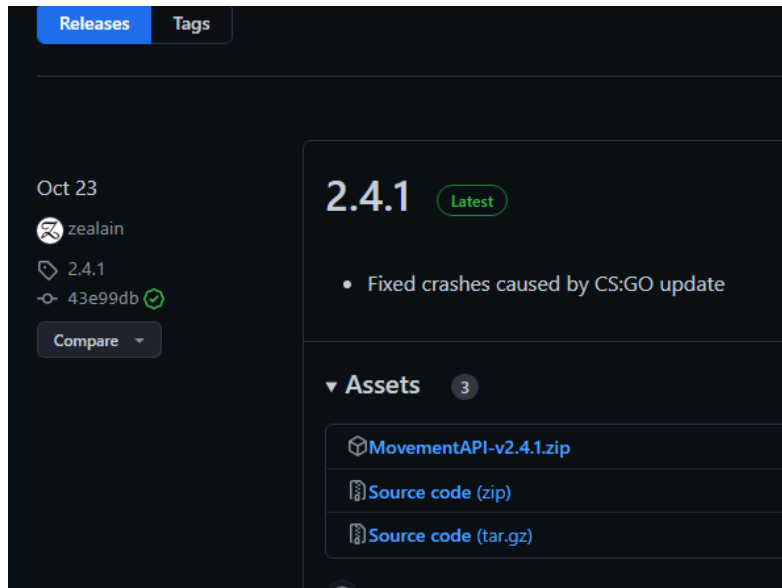


Extract the ZIP file and drag the included “addons” and “cfg” folders into the **/csgo/** folder of the server.

CSGO LAN > steamcmd > steamapps > common > Counter-Strike Global Offensive Beta - Dedicated Server > csgo				
	Name	Date modified	Type	Size
+	addons	20/01/2022 16:57	File folder	
+	bin	20/01/2022 15:10	File folder	
+	cfg	20/01/2022 15:10	File folder	
+	expressions	20/01/2022 15:10	File folder	
+	maps	20/01/2022 15:10	File folder	

Installing MovementAPI Plugin

Open up <https://github.com/danzayau/MovementAPI/releases> and download the attached ZIP file of the **latest** release.



Extract the ZIP file and drag the “addons” folder into the /csgo/ folder of the server.

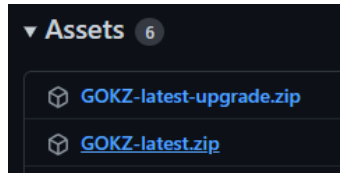
CSGO LAN > steamcmd > steamapps > common > Counter-Strike Global Offensive Beta - Dedicated Server > csgo

	Name	Date modified	Type	Size
+	addons	20/01/2022 16:57	File folder	
+	bin	20/01/2022 15:10	File folder	
+	cfg	20/01/2022 15:10	File folder	
+	expressions	20/01/2022 15:10	File folder	
+	maps	20/01/2022 15:10	File folder	

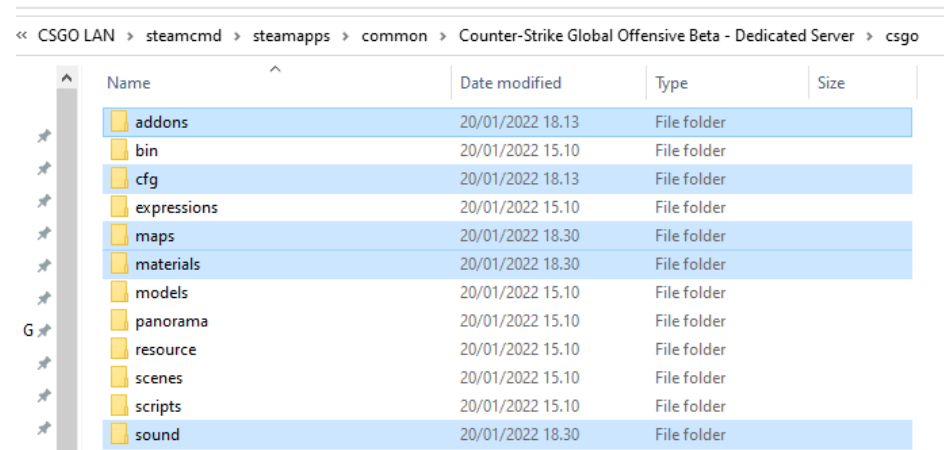
Installing GOKZ

(Skip this step if you are making a KZTimer server)

Open up <https://github.com/KZGlobalTeam/gokz/releases> and download the “GOKZ-latest.zip”. (not GOKZ-latest-upgrade.zip)



Extract the ZIP file and drag all the included folders (“addons”, “cfg”, “maps”, “materials”, “sound”) into the **/csgo/** folder of the server.



Next open up **/csgo/addons/sourcemod/configs/databases.cfg** and copy the following **Bolded** lines of text:

```
"gokz"
{
    "driver" "sqlite"
    "database" "gokz-sqlite"
}
```

You want to paste them into the “**databases.cfg**” file before the last curly bracket (}) as shown:

```
{
    "clientprefs"
    {
        "driver" "sqlite"
        "host" "localhost"
        "database" "clientprefs-sqlite"
        "user" "root"
        "pass" ""
        //"timeout" "0"
        //"port" "0"
    }
    "gokz"
    {
        "driver" "sqlite"
        "database" "gokz-sqlite"
    }
}
```

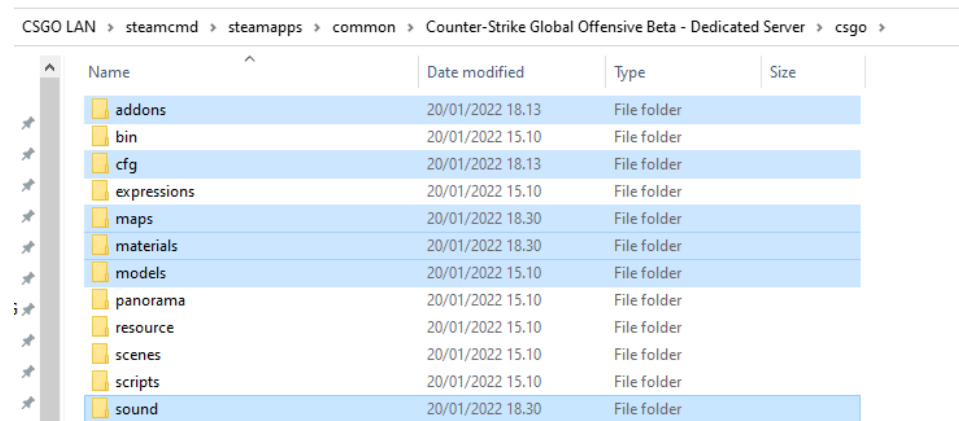
Installing KZTimer

(Skip this step if you are making a GOKZ server)

Open up <https://bitbucket.org/kztimerglobalteam/kztimerglobal/downloads/> and download the latest “_Full” version (Not “_Upgrade”) of the ZIP.

1.100_Full.zip

Extract the ZIP file and drag all the included folders (“addons”, “cfg”, “maps”, “materials”, “models”, “sound”) into the **/csgo/** folder of the server.



Next open up **/csgo/addons/sourcemod/configs/databases.cfg** and copy the following **Bolded** lines of text:

```
"kztimer"  
{  
    "driver"  "sqlite"  
    "database" "kztimer-sqlite"  
}
```

You want to paste them into the “**databases.cfg**” file before the last curly bracket (}) as shown:

```
"clientprefs"  
{  
    "driver"      "sqlite"  
    "host"        "localhost"  
    "database"    "clientprefs-sqlite"  
    "user"        "root"  
    "pass"        ""  
    //"timeout"    "0"  
    //"port"       "0"  
}  
"kztimer"  
{  
    "driver"      "sqlite"  
    "database"    "kztimer-sqlite"  
}  
}
```

Note that for KZTimer to work, you need to be on a kz_ map, de_ maps will not work.

Installing NoLobbyReservation

After a change to CS:GO [csgo_legacy] in February 2024, you need to use a plugin to get past the lobby creation system the game uses.

You can get the plugin from

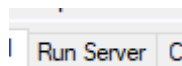
<https://github.com/vanz666/NoLobbyReservation/releases>

Place the **NoLobbyReservation.smx** file in `/csgo/addons/sourcemod/plugins/`

Running And Updating

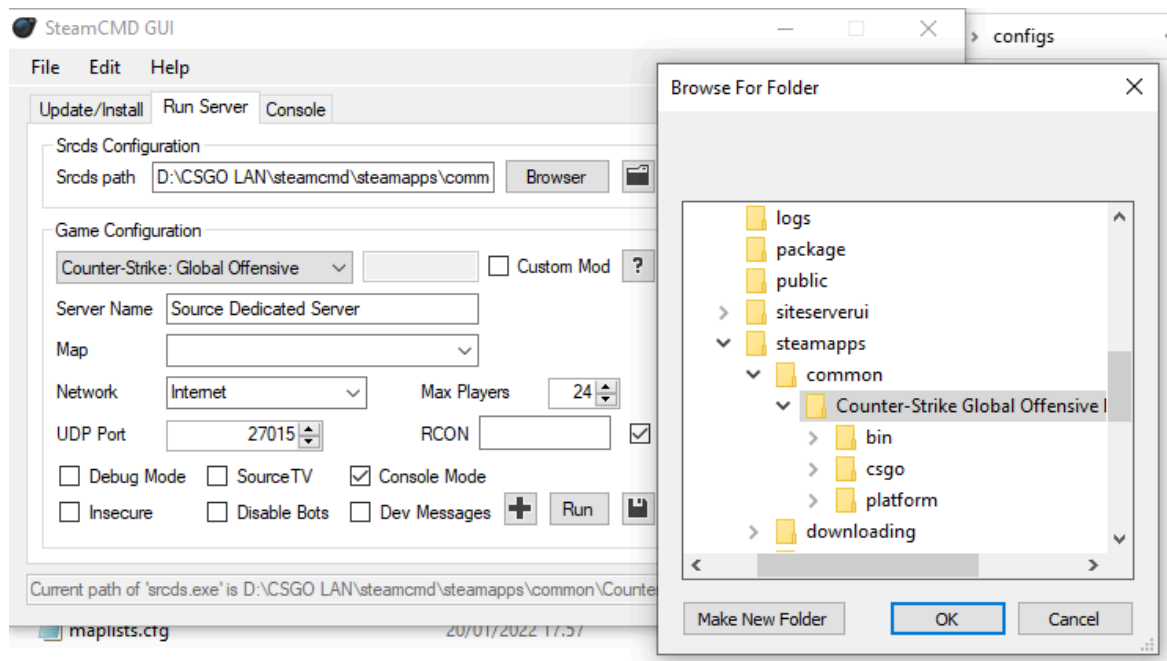
Running The Server

To run the server you have to open up SteamGUI.exe, click on the “**Run Server**” tab.



Click on “**Browser**” on the “**Srcds path**” and find the folder which contains your server’s “**srcds.exe**” file. If you have followed this guide completely it is located in the **/steamcmd/steamapps/common/Counter-Strike Global Offensive Beta - Dedicated Server/** folder.

< Mass (D:) > CSGO LAN > steamcmd > steamapps > common > Counter-Strike Global Offensive Beta - Dedicated Server				
	Name	Date modified	Type	Size
	bin	20/01/2022 15:10	File folder	
	csgo	20/01/2022 18:30	File folder	
	platform	20/01/2022 15:10	File folder	
	chrome.pak	20/01/2022 14:20	PAK File	2 445 KB
	srcds.exe	20/01/2022 14:20	Application	405 KB
	srcds_linux	20/01/2022 14:59	File	7 KB
	srcds_win	20/01/2022 14:59	File	10 KB



Change the name of the server to whatever you want it to be, and choose a starting map.

Server Name

Map

Generate a Steam GSLT Token

by going to <https://steamcommunity.com/dev/managegameservers>
 Login with steam if you haven't already, find where it says **"Create a new game server account"**, set **"730"** as the **App ID**. You can add a note to help keep track of your tokens, finally press **"Create"**

Create a new game server account

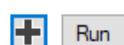
App ID of the base game (e.g. 440 for TF2, 730 for CS:GO):

Memo (text stored with the account, just shown here to help you keep track):

Your token should look something like this:

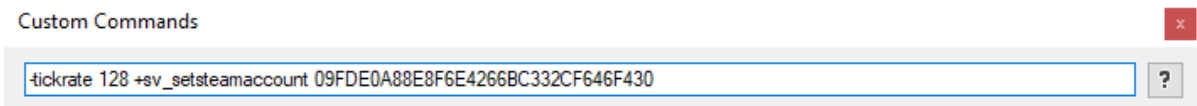
730	09FDE0A88E8F6E4266BC332CF646F430	Never	Optional note
-----	----------------------------------	-------	---------------

Next, open up the SteamCMD GUI again and click on the **+ button** next to the "Run" button.



Add this line of commands to the "Custom Commands" prompt that opens up:
"-tickrate 128 +sv_setsteamaccount <your GSLT Token>"

(remove the <> symbols)



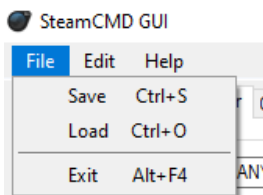
Click Enter on your keyboard to exit the prompt.

Note: Do not share your GSLT tokens with anyone.

Creating a config file

Saving a config file for your server makes it so you don't have to manually set all the settings again whenever you want to run the server.

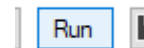
Press Ctrl + S or navigate to the "File" tab and press "Save"



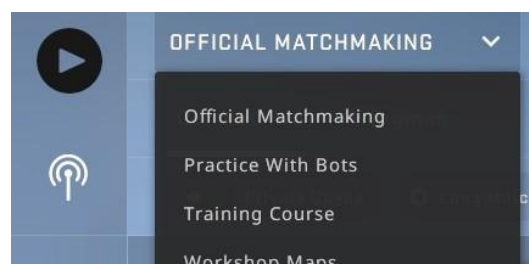
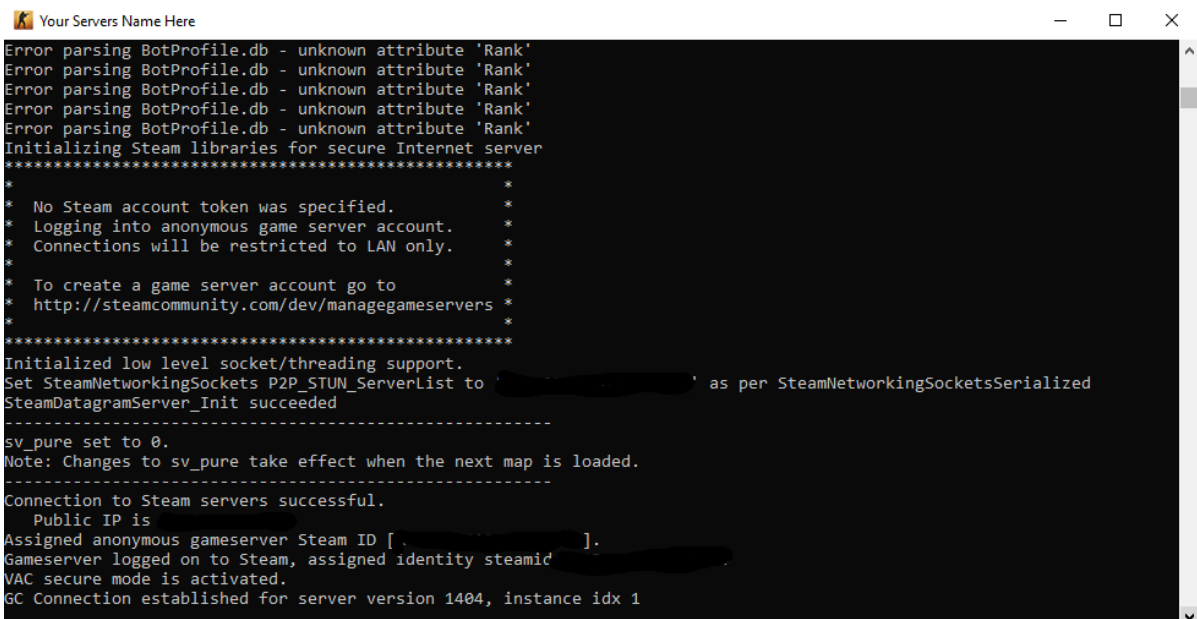
To use the config in the future, press Ctrl + O or navigate to the "File" tab and press "Load", and choose the file you created and saved before.

Now the server should be ready and functional, and you can press "Run".

If you are prompted with a message asking for permission to pass the firewall, press accept.



A command prompt will open and will start up the server, once it is done it should look something like this:

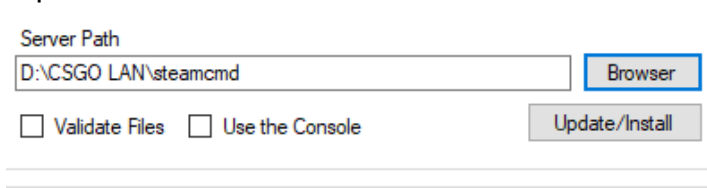


Now if you open up your game (**You need to run your game before launching the server**) and press play, open the dropdown menu above the gamemodes, choose “Community Server Browser”, then navigate to the “LAN” tab and your server should now appear on the list. Click on it, and click connect, and if your server is working correctly, you should be able to play GOKZ / KZT on your LAN now. :)



Updating The Server

To update your CS:GO Server, open SteamCMD GUI, set the “Server Path” to your steamcmd folder (if not already set), uncheck the “Validate Files” and click on “Update/Install”



This will open up a command prompt and begin updating automatically. Once updated, the command prompt will tell you if it was successful, once it's done you can close the prompt. If the updating doesn't work, checkmark the “Validate Files” and try again.

Configuring The Server

Adding Admins (Permissions)

As the owner you probably want to give yourself full admin privileges on the server, to do this you want to open up <https://steamid.io/> to find your **SteamID**. Add the steamIDs of the people you want to give permissions to into the **admins_simple.ini** file found in: **/csgo/addons/sourcemod/configs/admins_simple.ini**

Add quotation marks on both sides of the SteamID, and put the flags of your own choosing into quotation marks after your SteamID. Only have 1 ID per line.

Example:

```
////////////////////////////////////  
"STEAM_1:1:1212" "z"
```

Different flags give different permissions, the **z flag** gives all of the permissions and should be only given to trustable admins. More info on flags can be found here:

[https://wiki.alliedmods.net/Adding_Admns_\(SourceMod\)](https://wiki.alliedmods.net/Adding_Admns_(SourceMod))

Admins can also be given an immunity in the form of a number from 0 to 99. Immunity is the level of access an admin has against other admins, and doesn't affect when managing non-admins. An admin can't punish or affect another admin with a higher or equivalent level of immunity. You can give admins an immunity level by adding a colon after the admin flag and then the number of immunity.

```
////////////////////////////////////  
"STEAM_1:1:1212" "z:12"
```

Adding Maps

KZ is usually played on kz_ maps, and the KZTimer plugin will not function on any other types of maps.

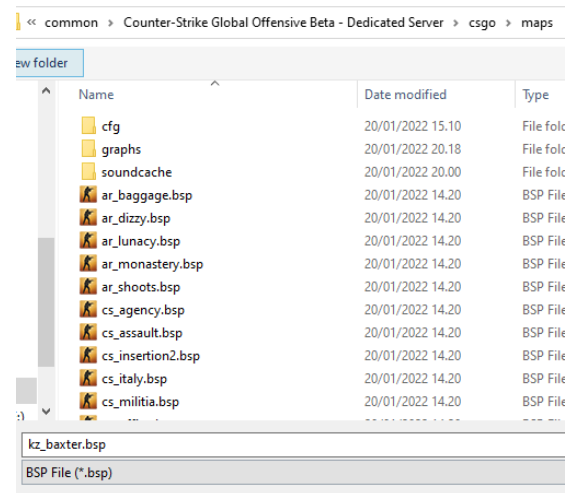
You can add maps to the server with 2 different methods.

FastDL Method

To do this, download and place maps “.bsp” files into the server’s /csgo/maps/ folder.

You can find all the current GLOBAL KZ maps .bsp files here:

<https://maps.global-api.com/bpsps/>



Workshop Method

To do this, open up the server console, or the ingame console while connected to the server, type in this command: “host_workshop_collection <workshop id>”.

(Or if using ingame console, add “sm_rcon” in front of it:

“sm_rcon host_workshop_collection <workshop id>”) (remove the <> symbols)

Optionally, if you want to host a single map, you can use this command instead:

“sm_rcon host_workshop_map <map workshop id>” (remove the <> symbols)

To host multiple collections/maps, you need to wait for the maps to finish downloading before doing the command again, or it will stop downloading the earlier collection. The server will change its map to the last map in the collection once done with downloading, then you can execute the same command with the next collection.

You can find all the current GLOBAL KZ maps workshop collections here:

<https://steamcommunity.com/sharedfiles/filedetails/?id=2354897488>

RTV and Nominate

Rock the vote (rtv) and nominate plugins are plugins included with Sourcemod, but they are disabled by default. They are not needed if you are running private servers, since players can be given admin permission to use !map instead. [See more](#).

To enable the plugins, find them in the server's folder:

/csgo/addons/sourcemod/plugins/disabled/ and drag them out of **/disabled/** to the **/plugins/** folder.

Configuration files to change the settings of the plugins will be generated once you load up the server with the plugins enabled. They can be found in

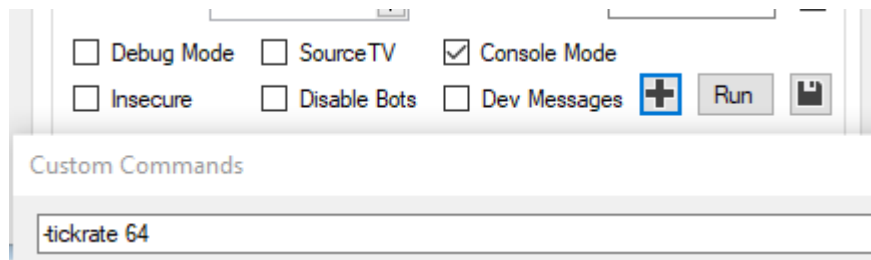
/csgo/configs/sourcemod/

Misc

64-tick on GOKZ (FOR VNL)

To run a GOKZ server on 64-tickrate and have all functionality such as jumpstats, a specific version of GOKZ is needed. The latest version of GOKZ which supports other tickrates other than 128 is 3.4.1.

Change the tickrate on the startup settings of the server to 64



102.4 And Other Tickrates

To use other tickrates other than 128 or 64, repeat the steps in [64-tick on GOKZ \(FOR VNL\)](#) and just change the “64” to your desired tickrate.

Notes: GOKZ Servers can not be global on tickrates other than 128. KZT(on GOKZ plugin) and SKZ modes only work on 128-tickrate. Some GOKZ functions may not work properly on other tickrates than 128.

SV_CHEATS Stuff

NOTE: This only matters if you installed the **gokz-global plugins!** If you didn't, you should be able to turn on **sv_cheats** with just the command.

GOKZ Settings Enforcer

The GOKZ setting enforcer is something built into GOKZ which prevents server owners from running commands that would give them an advantage on a Global server. To turn **sv_cheats** on on a server, the GOKZ settings enforcer needs to be turned off.

To turn it off, open up “**gokz-global.cfg**” which can be found in
\\steamcmd\\steamapps\\common\\Counter-Strike Global Offensive Beta - Dedicated Server\\csgo\\cfg\\sourcemap\\gokz

Set the value of “**gokz_settings_enforcer**” in the file to “**0**” instead of the default “**1**”, you can then save and close the file.

```
// Whether GOKZ enforces convars required for global records.  
// -  
// Default: "1"  
// Minimum: "0.000000"  
// Maximum: "1.000000"  
gokz_settings_enforcer "0"
```

Need Help With Servers?

If you have questions or need help with your KZ server(s), you can join the Official CS:GO Kreedz Discord here: discord.gg/csgokz
or make a forums post on the Official GOKZ Forums here: forum.gokz.org
You can also ask questions directly from me on Discord: @dots#9999

Sources used

All the sources used to make this guide:

GOKZ Forums Guides:

<https://forum.gokz.org/>

<https://forum.gokz.org/p/guide-gokz>

<https://forum.gokz.org/p/guide-kztimer>

<https://forum.gokz.org/p/14-guide-maps>

<https://forum.gokz.org/p/15-guide-plugins>

<https://forum.gokz.org/p/guide-whitelist>

Ebyssal's LAN Server Guide:

<https://www.youtube.com/watch?v=U8xFwvhvxE>

Sourcemod Wiki:

[https://wiki.alliedmods.net/Adding_Admins_\(SourceMod\)](https://wiki.alliedmods.net/Adding_Admins_(SourceMod))

To be added to the guide in the future:

- **Video version of the guide.**
- troubleshooting section
- Autobhop (and other sv_cheats stuff)
- How to add plugins (and extensions)
- How to change stuff with configs (and translation files)
- How to make a public, non-LAN server (**MAYBE**)
 - How to use FTP to move files to and from the server
- Whitelist
 - As individuals with SteamID's
 - Via Steam group
- Hosting on a 3rd party machine
 - Proper FastDL (Usually provided by hosting service)
- How to get the server Globally whitelisted