Configure a CS2 server and protect its Steam login token

Counter-Strike 2 uses Source 2. Configuration advice for the old CS:GO server can contain obsolete paths and commands. Start from the files belonging to your installed CS2 build, and change a small number of settings at a time. You do not need to reinstall the server to give it a name or make it private.

Save a baseline first

Download a backup of your configuration and record the current startup settings before editing anything. Keep token-bearing files private. Schedule a short maintenance window if a restart is needed, and tell connected players before stopping the service normally.

The usual dedicated-server configuration location is `game/csgo/cfg/server.cfg`, relative to the CS2 installation. A file browser may already open inside `game/csgo`; check the existing folders before creating another nested copy. On Linux, names are case-sensitive. Ensure your editor has not saved the filename as `server.cfg.txt`.

Choose settings for their actual purpose

- `hostname` controls the displayed server name.
- `sv_password` is a player admission password. It is different from administrative access.
- `sv_lan` distinguishes LAN operation; an internet-hosted server normally uses `0`.
- A Steam game server login token identifies the dedicated server to Steam. It is neither a player password nor a Steam Web API key.

Use quoted values when they contain spaces. Keep a brief comment beside each intentional change so another administrator can understand it later. Do not paste an entire competitive configuration into a casual or custom-mode server: mode files and startup parameters can override individual values.

Handle the Steam token privately

Use Steam's official game server account management page for your own account and the correct game application, CS2 App ID `730`. Follow its current eligibility requirements. Where your service exposes a dedicated token field, use it. Otherwise ask support how the startup template supplies `sv_setsteamaccount`; do not add a second conflicting value blindly.

Use a separate token for each running server. Never post a token in a public ticket, Git repository, screenshot or shared startup example. If it has leaked, replace it through Steam and update the server's private configuration. Redact it from diagnostic logs before sharing them. A token cannot repair an incorrect allocation, broken map or incompatible plugin.

Verify without sharing secrets

Start the service and watch its complete startup output. Confirm the intended map loads and that Steam authentication succeeds. Query a harmless setting such as `hostname` in the server console, then join from your game client using the service's assigned address and port. Do not query or screenshot password variables as a test.

If a setting changes back, inspect later executed configuration files and startup values rather than duplicating the setting repeatedly. Test persistence through a scheduled restart and a map change. If authentication fails, send support the redacted error, build information and timestamp. Keep your saved baseline so the last configuration change can be reversed without replacing game files.

Related guides

- Diagnose CS2 startup failures
- Set up CS2 Workshop maps

Further reading

- Valve: Counter-Strike 2 dedicated servers
- Steam: game server account management

Looking for another game? Browse game server setup and troubleshooting guides.

Revision #2
Created 2026-11-09 09:21:20 UTC by CloudExa Hosting Admin
Updated 2026-11-09 09:21:21 UTC by CloudExa Hosting Admin