

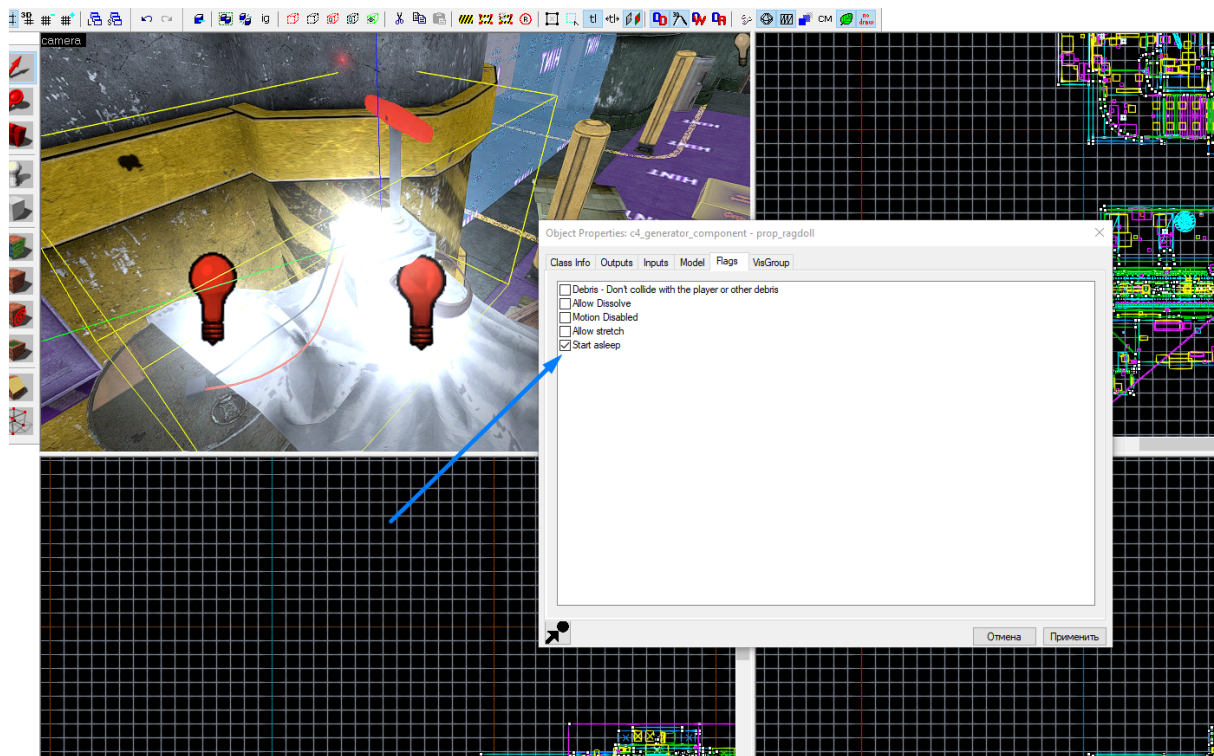
Contributors so far can be found over:

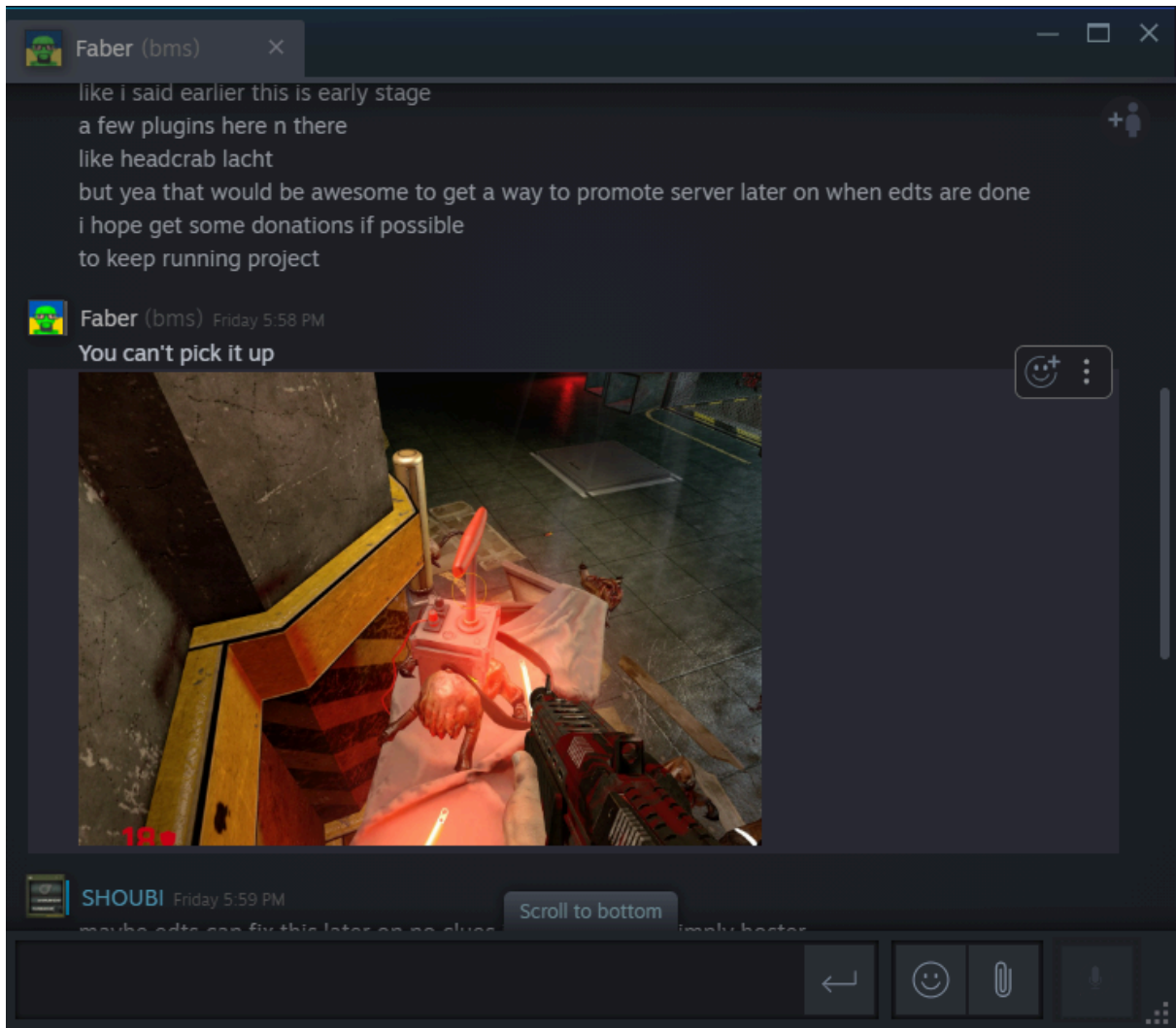
<https://discord.gg/YITYHJq3XB> (HECU Collective)

<https://discord.gg/Fh77rxQaEB> (SourceCoop)

<https://mygamingedge.online/bmscoop.html> SHOUBI (me+rocks) we needs 500€ to rehost bms coop session back on track!

Important fix to do 'TNT':



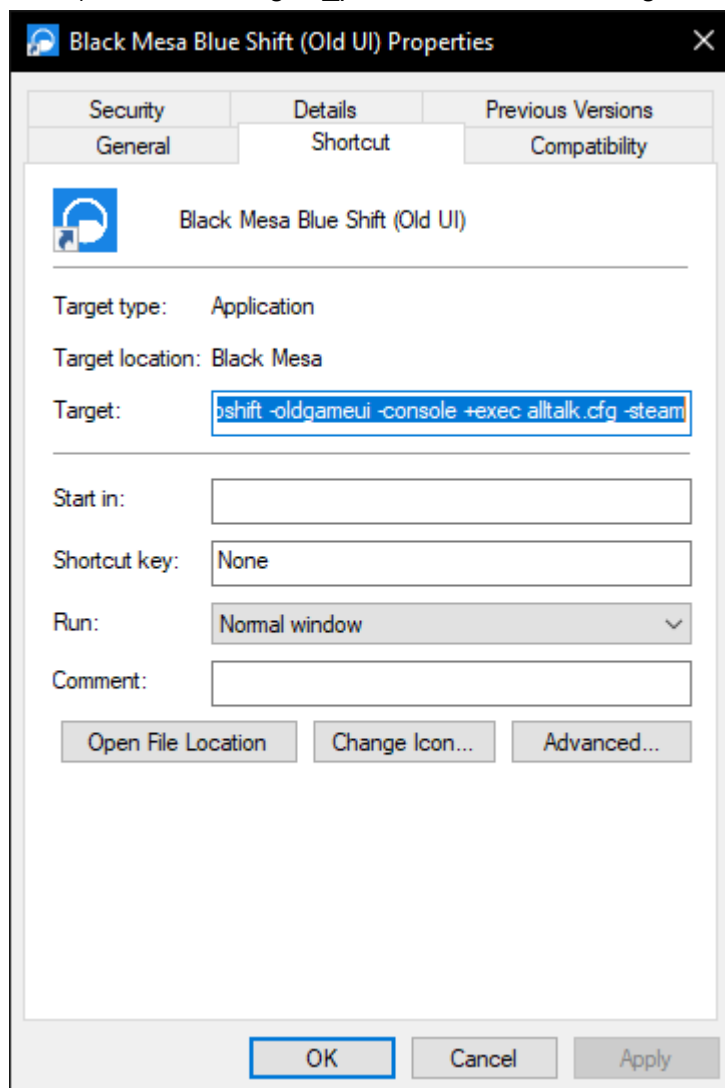


mapname	edt status	comment
	https://github.com/BerntA/BlueShiftCoop/tree/main	

bs_c0m0a	done	
bs_c0m0b	done	
bs_c0m0c	done	
bs_c1m0a	done	
bs_c1m0b	done	
bs_c1m0c	done	
bs_c2m0a	pending	# Fix Security Guard actions https://youtu.be/PbKpEbCkqnw
bs_c2m0b	done	
bs_c2m0c	done	
bs_c2m0d		
bs_c3m0a		
bs_c3m0b		
bs_c3m0c		
bs_c3m0d		
bs_c3m1a		
bs_c3m1b		
bs_c3m1c		
bs_c3m1d		
bs_c3m2a		
bs_c3m2b		
bs_c3m2c		
chapter 5 wip	upcoming	maybe ask devs a pre-release build?

BSHIFT Devs should

- Supply gamemenu.res file with 'open server browser' option for co-op play cf video [here](#)
 - Additionally it can also include a disconnect option? (main menu does the job in worst case)
 - and possibly a mute players / player list option like vanilla hl2 mp mods have (!votemute has been added as a workaround)
- Update the localization file to include missing tokens for chat, team and other multiplayer tokens (those files can be found over here <https://sourcebans.ins2u.online/bshift/custom/>)
- VAC add -steam launch parameter client side required so far.(to avoid insecure mode) server is using sv_pure -1 no files checking.



alltalk.cfg content essentials cvars:

alias vtoggle "von"

alias von "+voicerecord; alias vtoggle voff"

alias voff "-voicerecord; alias vtoggle von"

bind "T" "vtoggle" *//no alltalk key bind either in old/new gui found so far.*

cl_mdldetailfx_enable 1 *//acid/blood on weapon*

mat_bloom_nextgen 0 *//lighting too bright fix kinda cvar only client side sadly.*

How to Host a Black Mesa: Blue Shift Server

For Windows:

1. Download the [SteamCMD](#) files. This will be used to download Black Mesa and the Workshop files for Blue Shift.
2. Extract the ZIP file to a folder and open the command prompt (CMD) in the same location.
3. Run the following command:

Note: Replace `` with your desired location for saving the server files.

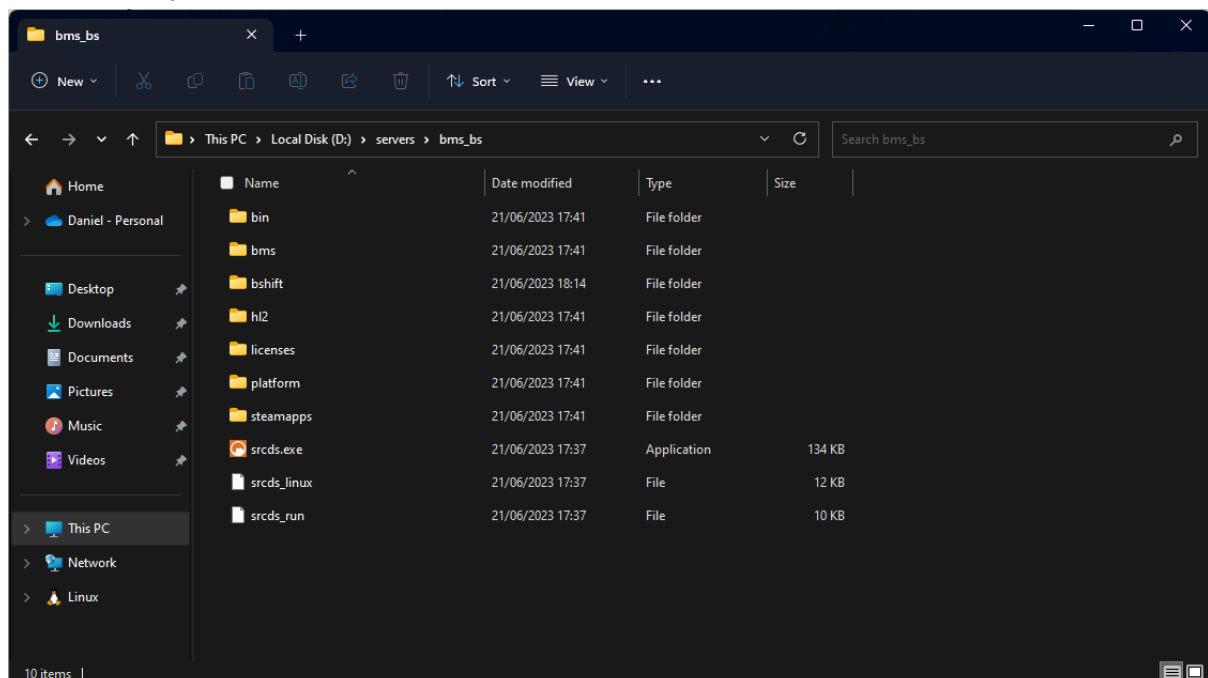
```
steamcmd.exe +force_install_dir <SavePath> +login anonymous +app_update 346680 validate  
+workshop_download_item 362890 2424633574 +quit
```

Depending on your internet speed, downloading the server files may take several minutes. You'll know the download is complete when you see the following line:
"Success. Downloaded item 2424633574....."

Adding Blue Shift to the Black Mesa:

1. Navigate to the folder you specified earlier in ``.
2. Transfer the 'bshift' folder from "workshop\content\362890\2424633574\bshift" to the main directory.

Your directory should now look like this:



3. Modify the "bshift\cfg\autoexec.cfg" file as follows:

```
exec config.cfg
//exec threading.cfg
r_farz -1
r_4way_use_fast_normals 0
```

```
workshop_disable 1
```

```
//Background default FOV
# background_fov 75
```

```
# unbind ENTER
```

4. Create a new file in "bshift\cfg" called "server.cfg" and enter the following settings:

```
// provides lag-free noblock, shows teammates as friendly
// and puts an arrow above their head (srccoop handles team
switching)
mp_teamplay 1
```

```
// set 1 if you hate your friends
mp_friendlyfire 0
```

```
// setting 1 disables sprinting
sv_always_run 0
```

```
// disables map timelimit
mp_timelimit 0
```

```
// changes maps in empty server
mp_mapcycle_empty_timeout_seconds 3600
```

```
// Uncomment to loop back to the first map after finishing a
campaign
// Leave commented to use nextmap (mapcycle) instead
// sourcecoop_homemap "bs_c0m0a"
```

```
rcon_password "" // disable rcon
sv_tags "custom, coop, sourcecoop, bshift"
sv_cheats 0
sv_alltalk 1
```

Installing the [SourceCoop](#) plugin:

1. Download [Metamod:Source](#) and extract the ZIP file into the 'bshift' directory.
2. Download [SourceMod](#) and extract the ZIP file into the 'bshift' directory.
5. Download the latest release of [SourceCoop](#) (don't download "Source code (zip)" or "Source code (tar.gz)")
Extract the content into the 'bshift' directory and override existing files.

Download the Blue Shift Configs:

1. From the [BlueShiftCoop](#) repository, download the files by clicking on the 'Code' button, then select [Download ZIP](#).
6. Extract the contents of the "BlueShiftCoop-main\src\sourcemod" folder from the ZIP file to "bshift\addons\sourcemod".

Start the Server:

Create a new file in the main directory called "start.bat" and add the following:

```
echo off  
srcds.exe -console -game bshift -strictportbind -ip 0.0.0.0 -port  
27016 +maxplayers 10 +exec server.cfg +map bs_c0m0c -secure
```

Double-click on the start.bat

- When running the server in this configuration you will not be able to launch the game thru steam so if you want to play the game and host the server you will need to first stat the game from steam and then run the server using the start.bat