

Gameservers

- [Garry's Mod - INFRA Content](#)

Garry's Mod - INFRA Content

Mounting INFRA content on a Garry's Mod server

1. Log in using SteamCMD with your credentials (you need to own INFRA on your account)
 - Start `steamcmd` via command line.
 - Type: `login YOUR_USERNAME_HERE`
 - Type in password and 2FA code.
2. Set install directory using `force_install_dir`
 - Example on Linux: `force_install_dir /home/alex/my_gmod_server/infrfiles`
 - Example on Windows: `force_install_dir C:/my_gmod_server/infrfiles`
3. Make sure to set the correct platform type for SteamCMD: `@sSteamCmdForcePlatformType windows`
 - This is only necessary for Linux, but doesn't affect anything on Windows.
4. Download INFRA files: `app_update 251110 validate`
 - `validate` at the end is optional, but I recommend using it to validate your downloaded files.
5. Open up your `mount.cfg` file (using a text editor like Notepad++ or similar) inside your `garrysmod/cfg` directory
 - In my case (Linux), the full directory would be `/home/alex/my_gmod_server/garrysmod/cfg/mount.cfg`
 - Or on Windows: `C:/my_gmod_server/garrysmod/cfg/mount.cfg`
6. Add a line inside the "squiggly brackets" (they look like this: `{ }`) and put:
 - Linux: `"infr" "/home/alex/my_gmod_server/infrfiles"`
 - Windows: `"infr" "C:\my_gmod_server\infrfiles"`
 - I added an example `mount.cfg` down below.
7. Restart the server.

mount.cfg (example)

```
//  
// Use this file to mount additional paths to the filesystem  
// DO NOT add a slash to the end of the filename  
//  
  
"mountcfg"  
{  
  // "cstrike" "C:\steamcmd\steamapps\common\Counter-Strike Dedicated Server\cstrike"  
  // "tf" "C:\mytf2server\tf"  
  "infr"      "/home/alex/my_gmod_server/infrfiles"
```

```
}
```

steamcmd_example_script.sh

```
#!/bin/bash
```

```
# Example bash script for downloading INFRA content on a Linux server.
```

```
USERNAME="decicus"
```

```
INSTALL_DIRECTORY="/home/alex/my_gmod_server/infracfiles"
```

```
./steamcmd +login $USERNAME +force_install_dir $INSTALL_DIRECTORY +app_update 251110 validate +quit
```