

Guide for Dedicated Server Install

(Special thanks and credit to Vastarakki for sections of this doc from his server install guide.)

1. Required Downloads

- SteamCMD
<https://developer.valvesoftware.com/wiki/SteamCMD>
For downloading 7 Days To Die Dedicated Server and updating it when needed.
- Starvation Dedicated Server files
<https://github.com/StarvationTeam/StarvationServer>
- Click "Clone or Download" and Download as a ZIP to get whole mod as one download; its over 700 mb. zipped.

2. Recommended Downloads

- Notepad++
<https://notepad-plus-plus.org/>
Don't use wordPad or NotePad. Seriously, don't. Use NotePad++
- Putty
<https://the.earth.li/~sgtatham/putty/latest/w32/putty.exe>
To connect to your telnet port and get a server console.
You can use windows native telnet but...just use putty.

3. Folders used in this guide

- SteamCMD:
c:\SteamCMD
- 7d2d Starvation server install dir:
c:\SteamCMD\Starvation
- Server Saves folder (automatically created under for your username):
C:\Users\Administrator\AppData\Roaming\7DaysToDie\Saves
You can change this location in the serverconfig.xml file. I use **c:\SteamCMD\Starvation\Saves**

4. Setup and run SteamCMD

- Make a folder called **c:\SteamCMD** and extract steamcmd.exe there.
- Go to command prompt and type **cd** to change directory to that folder, then run steamcmd.exe once. It downloads and installs itself.
- When that's done, your prompt will change to **Steam>** and you can start giving it commands. If you are not ready to proceed, you can type the **exit** command to get out.

5. Install 7 days to Die Dedicated Server

- Run these commands at the **Steam>** prompt:
 - **login anonymous**
 - **force_install_dir c:\SteamCMD\Starvation**
 - **app_update 294420 validate**
 - **exit**
- After this you have vanilla server installed, you next need to configure it.

6. Configure server (and yes, do it first without adding any mods!)

- Open serverconfig.xml in Notepad++, you can right click file and "Edit with Notepad++",
c:\SteamCMD\Starvation\serverconfig.xml
- There are several things you can change but I'll list here most important ones.
Keep that file formatting intact and use notepad++, I'll just list some of my values here!
- **Serverport "26910"**
Serverport is important if you want to run more than one server on your box, you can use whatever you want and open firewall ports accordingly. I run my first server on 26910 and second 26920, but you can use other ports but just don't try to run second one at 26911, leave 10 ports between.
- **ServerIsPublic "false" or "true"**
My server is not public, it's just for me and friends for now so I have this as false. If you want it to show up in the 7D2D public server listing, set this to true.
- **ServerPassword "password_other_players_know"**
Use some password if you don't want it to be free for anyone to join.
- **GameWorld "Random Gen"**
GameWorld must be Random Gen.
- **GameName "your_map_seed"**
GameName is your map seed, like in single player games. Remember! Don't use any special characters or punctuation in your GameName, just keep it normal characters and numbers; and don't use spaces.
- **ControlPanelEnabled "false"**
ControlPanelPort "8080"
ControlPanelPassword "password_only_admins_know"
Enable the Web Control Panel if you want that, it is just web browser based alternative to Telnet, and really handy for local servers. It's a better practice to use telnet to manage remote servers, so disable it with "false"
- The default web interface port is 8080, you can change it to something else if you allow it. If you have more than one server then use different ports to each one, like 8090. Use a really good password if you are going to use the web control panel on remote servers!!!
- **TelnetEnabled "true"**
TelnetPort "8081"
TelnetPassword "password_only_admins_know"
You want to enable telnet for server console. My port is 8081 and my other server is in 8091, so be sure to use different ones when running more than one server. If you are running the server in your home, you probably can disable telnet and just use the web console. Either way, use a strong password!
- **AdminFileName "serveradmin.xml"**
Admin filename is default but if you run two servers on one box you will want to keep separate files for each one. If both servers write that file into the same folder, keep them differently named.
- **EACEnabled "false"**
EAC needs to be disabled, because Starvation is a modded server, it won't work otherwise. All clients need to disable it too.
- The rest of the settings are related to how you want the game to play, so those will not be covered here.

7. Start your first server

- Run **startdedicated.bat**, no need to modify it if you use serverconfig.xml file.
- If and when you get the Windows Firewall notice or any other security software notice, you must allow the process to run and access network.
- Use windows Task Manager on the server to see if 7DaysToDieServer.exe is running.
- Go to **C:\Users\Administrator\AppData\Roaming\7DaysToDie\Saves** folder and see it created the folder and files under the "Random Gen" folder. Your starvationserveradmin.xml file is created here too.
- If you want to reset your map and progress in game then just delete whole "yourgamename" folder under **Random Gen** after you stopped your server.
- Remember to backup this folder sometimes because world corruption can happen for many reasons!!!
- Now you can try to log on your server, it should work and you can see it from server console.
- You can use Task Manager to kill your server but I recommend you use the console or telnet to connect to your server and click the shutdown button or if telnet then use the **shutdown** command from there.
- You may need to use shutdown command twice, first typing might give error like this "**** ERROR: unknown command '*****'"

Don't try to load Starvation before this vanilla setup works and you can play it without errors!

8. Install Starvation

- Stop your server, checking Task Manager to confirm.
- Extract the Starvation mod .zip file you downloaded from github and copy all files **and overwrite** when asked, to your server root game directory: **c:\SteamCMD\Starvation** in this case.
- There should be **c:\SteamCMD\Starvation\Mods\SDX** folder if you did the copying correctly.
- Copy putty.exe to **c:\SteamCMD\Starvation** folder if you downloaded that optional file.

9. Running Starvation Server

Server startup will take much longer with Starvation loaded so just wait and use "Task Manager" to monitor it using more and more ram. Eventually, you will see the web console start on the port you assigned it, or if using Telnet, Putty will connect eventually.

10. Router/Firewall settings

Every firewall or router is different to configure but the basics are same for every device. And remember those software firewalls too, it's easy to forget to configure that after hardware is configured! I run first server as 26910 and second on 26920. I use these firewall rules to allow traffic to my server, use a range of 10 ports for each server, as server mods like Allocs need their own ports so this reserves plenty.

tcp/26910, single port

tcp/26920, single port (only needed for the second server installation in our example)

udp/26910 - udp/26919 , the range of ports covering first server, if 2 servers then you would use **26910-26929**

I won't cover static public IP addresses, using a public DNS name, or NAT configs in this doc, but if you use those be sure to set those up properly. Public ip's that don't change are nice but you can manage without that if you just communicate with other players where to connect or just make your server public on the 7D2D system. You can use service like <http://www.whatsmyip.org/> with browser to check what's your current public ip. You can also test if your ports are open by trying to connect using putty, put your server address, put your server port and select telnet as protocol, then connect. It should just flash and close. Check your server connection log if there are lines for you trying to connect.

I hope this guide helped you get your server up and running. Feel free to ask questions on the forums, or in Starvation Discord chat.

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