

Forum:[Hack Forums](#)

Thread: [Unturned : how to setup your own server.](#)

Hash G. - August 21, 2015, 5:57 am

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What is Unturned ?Introduction :

Unturned is a free-to-play sandbox game turned into the apocalypse genre. The game has of course a multiplayer mode where you will either try to survive to the living dead hords with your friends or kill every other players while preventing yourself to be killed. Over the course of your adventure you'll want and be able to create fortifications to protect yourself, live off the food you'll harvest, hunting and fishing, and of course eliminate the hords of living dead. Unturned is still in early stage of development hence the poor graphics and the bugs you may experience.

Downloading the game :

Unturned, as I said, is a free to play game. To download it you must first have [Steam](#) installed and a working account. Once you are logged in, just download it through the Store.

The minimum requirements are relatively low (W7, 2Ghz CPU, 4GB RAM), almost every computer can handle it. The game itself is about 200mb size so it should be fast to download it, depending of your connection of course.

Setup a server :Introduction :

If you already tried the game in singleplayer mode, you may find it boring. Playing it with friends is a lot more of fun whether it is in PvP (Player VS Player) or PvE (Player VS Environment). This guide will show you how to setup easily a working server for you and your friends.

Hamachi :

Everyone that wants to play on your server will have to download Hamachi. You can find a link [here](#). Choose the unmanaged setup and install it.

Once it is installed, start Hamachi and you'll create a new network: click on Network and on Create a new Network. Then input a name and password of your choosing.

Your friends who wish to join your server will have to install Hamachi as well and connect to your network : Network then Join an existing Network and they'll use the name & password you previously set.

You'll note that Hamachi networks allow only 5 users to come into it, including you. If you have more than 4 friends to play with it'll be quickly full. You'll have to create a new network and invite your other friends to this new network.

Basic server :

Browse your files to the Unturned game directory. If you didn't change it when installing the game it's on this location : C:\program Files (x86)\Steam\steamapps\common\Unturned\.

Create a new bat file and call it whatever you want. Mine is called `unturned_startup_server.bat`. In this file you'll type the following code : `start Unturned.exe -batchmode -nographics +secureserver/YourServerName.`

Now, let's start your batch file. A console will open with the game version, it may take some time to appear. Once you see the game version in the console, just type shutdown and press enter. The console will close.

Now open the folder `Servers\YourServerName\Server`. You'll see 4 dat files. Edit the `Commands.dat` with your favorite text editor (I use notepad++ but windows default editor can do it as well) and type this :

```
name ServerName
password YourPassword
map YourMap
port 25444
maxplayers 10
mode normal
```

Replace `ServerName`, `YourPassword` and the `MaxPlayers` by what you want. By default, the game has 2 maps : PEI & Yukon. Try both and see which one you want. If you don't know what to choose, I have a preference for PEI. You can change the difficulty as well, you have 4 choices of difficulty : bambi - normal - hard - gold. Gold is only accessible by premium users, I'll come back to this later.

[Example of my Commands.dat.](#)

Now go back to where your .bat is located and start it. You'll hopefully see a window like this opening. Else, you failed somewhere.

Successful window ([Click to View](#))

If you have the same thing as me, then your server is ready! Tell your friends to start the game and to click on Play, then Connect. In the IP field, they'll type your Hamachi IPv4 IP which looks like this : `xx.xx.xx.xx` (xx being a number).

They'll then enter 25444 as the port and the password you previously defined in the Commands.dat file (for me it's Archive).

Admin commands :

You can use the commands through the game (chat) or through the console (the bat file we created earlier). Though, to send command through the game (easier), you must first make yourself (or your friend) an admin. To do so, go in the console and type Admin SteamName. Once it's done you're able to send commands through the game chat.

To send command via the chat you must first type @ [at] before the command itself. So if you want to make another person an administrator through the chat you'll do @Admin SteamName.

You got it ? Perfect! I won't detail all the commands, you can find the whole list here :

http://untuned.wikia.com/wiki/Server_Commands. Don't forget to put an @ if you send it through the chat.

The more useful commands imho: Give : It'll just give you an item (or a number of items). The syntax is the following @give SteamName/ItemID/Number. To grab an item ID, you'll need the wiki : http://untuned.wikia.com/wiki/Item_IDs. And note that if you don't fill the number, it'll just give you one item. (@give SteamName/ItemID).

Vehicle : It's the same as give, but for vehicles. Very useful if you ask me. Syntax : @vehicle Steamname/VehicleID. The vehicle ID page : http://untuned.wikia.com/wiki/Vehicle_IDs.

Day & Night : It'll simply set the server time to day or night. Syntax : @day or @night.

Save : it'll save the map in case the server get shutdown for any reason. I suggest doing this every in-game day. Syntax : @save.

Shutdown : Simply shutdown the server. You'll still be able to restart it with the bat file. Syntax : @shutdown.

To stop the server you'll always use @shutdown else your map won't be saved and files can be corrupted.

Changing map :

If you want to change your map you have two options :

- Change to a default map (PEI or Yukon), just go in the commands.dat as I said earlier.
- If you want to change to a custom map (from the workshop), it become a bit more complicated.

You'll first download (subscribe) your map from the workshop. I chose, for example, "Canada".

Once it's downloaded, you'll browse to the following location : C:\program Files (x86)\Steam\steamapps\workshop\content\304930. If you have multiple folder, check them one by one until you find what your map is called (for me it's "Canada Updated" in the folder 502866783).

Once you found your map, you'll copy the parent folder (for me 502866783) and paste it here :

C:\program Files (x86)\Steam\steamapps\common\Untuned\Servers\ServerName\Workshop\Maps & here : C:\program Files

(x86)\Steam\steamapps\common\Untuned\Servers\ServerName\Workshop\Content

You'll then go in your commands.dat file and edit it to set Map to your custom map. For me it's map Canada Updated.

And you're done! Everyone that will connect to your server will automatically download the map.

Adding mods :

It's the same process as adding maps, but with mods. ?

Hash G. - August 21, 2015, 9:46 am

The map editor :Create map :

To create a map you'll click on Workshop, then on Editor. Name your map and click on Add. Once it's created, click on it and click on Edit.

Commands :Use the right click to move the camera.

To move press the right-click and use the WASD keys. Use Shift to go faster while moving.

You'll use the left click to navigate through menu and to select/deselect objects.

Use del to delete an element.

Shortcuts like Ctrl C, Ctrl V and Ctrl Z are available.

Then, just discover menus. You can do a totally customized map, don't forget it.

I didn't played a lot with the editor, so I'll just suggest you to checkout [this guide](#).

Edit map :

To edit a map you'll click on Workshop, then on Editor. Click on the map you wish to edit and click "Edit".Use the right click to move the camera.

To move press the right-click and use the WASD keys. Use Shift to go faster while moving.

You'll use the left click to navigate through menu and to select/deselect objects.

Use del to delete an element.

Shortcuts like Ctrl C, Ctrl V and Ctrl Z are available.

Unlock protected maps :

To unlock a protected map in order to edit it, you'll have to create a new map. Name it as you want. Then, browse your folders to this location : C:\Program Files (x86)\Steam\steamapps\common\Unturned\Maps. You'll see a folder which its name is the map's name you want to edit, and a folder which its name is the map you just created.

Copy all the files from the first folder except Level.dat to the second folder.

Go back on the game, you'll have the ability to edit your created map, which will be the exact same as the original.

Ressources :[Item ID's](#)

[Vehicle ID's](#)

[And just the wiki](#)

[This playlist to learn more about the game](#)

[This guy. He makes very good & detailed guides](#)

This is the end of this thread, if you have any questions feel free to PM me. :)

lenaos - August 21, 2015, 4:03 pm

Dividers ruin the appeal.

Hexicidal - August 21, 2015, 9:44 pm

I remember setting up my old computer back in the day to host RSPS. It's been roughly 12 years. That's just crazy.

HIGH PAID FELLA - August 22, 2015, 2:20 pm

I wouldn't recommend using Hamachi (unless it's for testing ONLY or play with friends you trust), the host would be at a security risk if he shares the server he hosts in the public.

Hash G. - August 22, 2015, 3:30 pm

(Aug 21, 2015 04:03 PM)Ren? Wrote: [\[CITE\]](#) Dividers ruin the appeal. Kinda yes, I removed it. Thanks for your input.

(Aug 22, 2015 02:20 PM)Asterea Wrote: [\[CITE\]](#) I wouldn't recommend using Hamachi (unless it's for testing ONLY or play with friends you trust), the host would be at a security risk if he shares the server he hosts in the public. I'll add a disclaimer. I prefer use Hamachi because it's much easier than portforwarding and redirecting DNS. Thanks for your input.

HIGH PAID FELLA - August 22, 2015, 4:49 pm

I might be a really, really hardcore perfectionist for saying it. But when you take screenshots of Windows applications you can maybe change the theme color of Windows to Archives' brown and then take them.

Hash G. - August 22, 2015, 5:36 pm

(Aug 22, 2015 04:49 PM)Asterea Wrote: [\[CITE\]](#) I might be a really, really hardcore perfectionist for saying it. But when you take screenshots of Windows applications you can maybe change the theme color of Windows to Archives' brown and then take them.

Alright, photoshopped it because I can't manage to find how personalize my windows color to hexadecimal (even with registry it's messed up and don't set the correct value when converted to decimal).

It doesn't looks too bad. :)

HIGH PAID FELLA - August 22, 2015, 6:21 pm

(Aug 22, 2015 05:36 PM)Hash G. Wrote: [\[CITE\]](#) Alright, photoshopped it because I can't manage to find how personalize my windows color to hexadecimal (even with registry it's messed up and don't

set the correct value when converted to decimal).
It doesn't look too bad. :)
It's fine dude, looks very good that way. Sorry >.<

Hash G. - *August 22, 2015, 6:23 pm*

(Aug 22, 2015 06:21 PM)Asterea Wrote: [\[CITE\]](#) It's fine dude, looks very good that way. Sorry >.<
Ahah no problem, every feedback is welcomed. Going to finish this server part tomorrow.

Hash G. - *October 1, 2015, 9:11 am*

Adam I finished that, can you delete every comment on it and move it to [The Gamers Lounge](#) ?
Thanks, and sorry for the time I have taken to make this.

Hash G. - *November 12, 2015, 10:53 am*

Oh this was moved. Just bringing it to the top as a very few people have seen it.