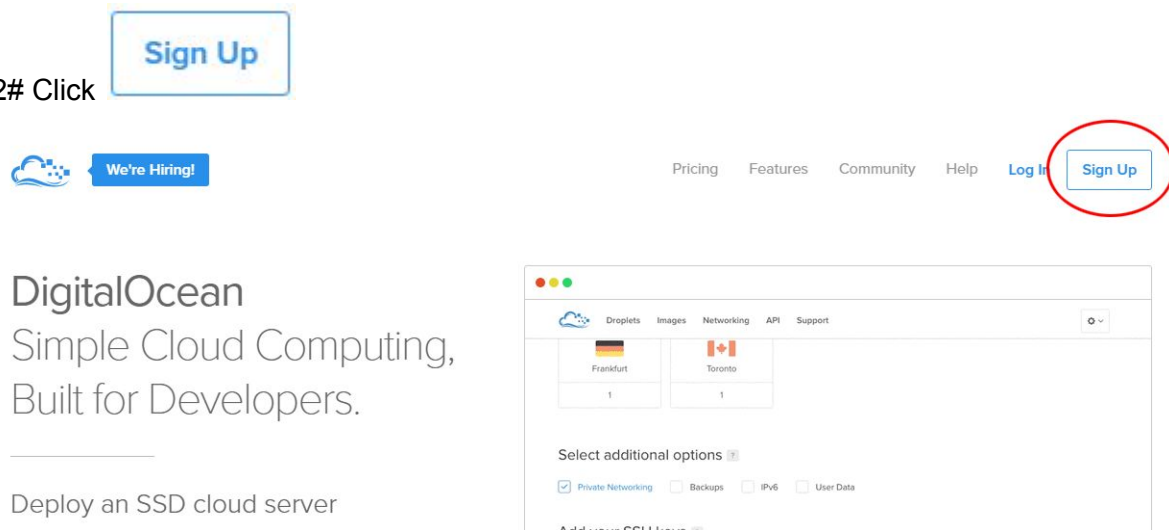


How to create the new NodeJS online server for GMnet pro on DigitalOcean

1# Go to <https://m.do.co/c/559729d7f896>

2# Click



3# Enter your mail and the password you want

A screenshot of the DigitalOcean 'Sign Up' form. The form is titled 'Sign Up' and contains two input fields: one for email (containing 'MyMail@MyMail.com') and one for password (containing six dots). Below the input fields is a large green 'Sign Up' button. At the bottom of the form, there is a link to the 'Terms of Service'. The entire form is enclosed in a blue border.

4# Confirm your email address. Go to your email account and click on the link in the confirmation mail.

Welcome to DigitalOcean! Please confirm your email.



Confirm Email

If you didn't receive your confirmation email, please check your spam folder.

Resend



Update Billing

You will need to update your billing profile before you launch your first droplet.

Get Started



Create Droplet

Select your droplet size, location, distribution, and launch in 55 seconds!

Create Droplet

In the confirmation email:

 **DigitalOcean** <support@support.digitalocean.com> 16:18 (2 minuter sedan) ☆ ↶ ▾
till mig ▾

engelska ▾ > svenska ▾ Översätt meddelande Inaktivera för: engelska ×

Thanks for signing up for DigitalOcean! Please click the link below to confirm your email address.

https://cloud.digitalocean.com/account_verification/email/WyJhbmRyZWZlM11c3RvbGFAZ21haVwuY29tliwxNDY0MjcyMzAzXQ%253D%253D--cb0f32f644e5e9c2924dc172829119748dd42d76

Happy coding!
Team DigitalOcean

5# Setup the payment plan. You can use a card or paypal. If you use Paypal you must add \$5 to activate your account. You can use the \$5 on the server you create later. It may take up to 5 minutes if you use Paypal to activate the account.

Payment Methods

Please enter your preferred payment method below. You can use a credit card or prepay through PayPal.

Credit Card

PayPal

Add Credit Card

YOUR DETAILS

First Name	Last Name
Phone Number	Street Address
City	State
Postal Code	United States ▼

6# Go to the page: <https://cloud.digitalocean.com/droplets/new>

 [Droplets](#) [Images](#) [Networking](#) [Monitoring](#) [API](#) [Support](#)



Create Droplets

Choose an image 

[Distributions](#) [One-click apps](#)

 Ubuntu 16.04.3 x64 ▼	 FreeBSD Select version ▼	 Fedora Select version ▼	 Debian Select version ▼	 CoreOS Select version ▼	 CentOS Select version ▼
--	--	---	---	---	---

7# Click on “one-click apps”

Create Droplets

Choose an image 

[Distributions](#) [One-click apps](#)

 Ubuntu 16.04.3 x64 ▾	 FreeBSD Select version ▾	 Fedora Select version ▾	 Debian Select version ▾	 CoreOS Select version ▾	 CentOS Select version ▾
--	--	---	---	---	---

8# Scroll down and find: “NodeJS 6.9.5 on 14.04” (Don’t take “NodeJS 6.11.0 on 16.04”)

 LAMP on 16.04	 LEMP on 14.04	 LEMP on 16.04
 Magento 2.0.7 CE on 14.04	 MEAN 0.5.0 on 16.04	 MEAN on 14.04
 MediaWiki on 14.04	 MongoDB 3.2.7 on 14.04	 MongoDB 3.4.5 on 16.04
 Mumble Server (murmur) on 14.04	 MySQL on 16.04	 NodeJS 6.11.0 on 16.04
 NodeJS 6.9.5 on 14.04	 ownCloud 9.1.4/NextCloud_11.0.1 ...	 PHPMyAdmin on 14.04

9# Choose \$5 server

Choose a size

\$5/mo
\$0.007/hour

512 MB / 1 CPU
20 GB SSD Disk
1000 GB Transfer

\$320/mo
\$0.476/hour

10# Choose the location nearest you.

Choose a datacenter region


New York

123


Amsterdam

23


San Francisco

1


Singapore

1


London

1


Frankfurt

1


Toronto

1

11# Enter a server name like “GMnetOnlineServer”

Finalize and create

How many Droplets?

Deploy multiple Droplets with the same [configuration](#).

—

1 Droplet

+

Choose a hostname

Give your Droplets an identifying name you will remember them by. Your Droplet name can only contain alphanumeric characters, dashes, and periods.

GmnetMasterServer

12# Click

Create

13# Wait until server is done:

Droplets

Search By Droplet Name			
Img	Name	IP Address	Created ▲
	GmnetMasterServer 512 MB Memory / 20 GB Disk / NYC2		

Droplets

Search By Droplet Name			
Img	Name	IP Address	Created ▲
	GmnetMasterServer 512 MB Memory / 20 GB Disk / NYC2	107.170.88.204	Go change the world! More ▼

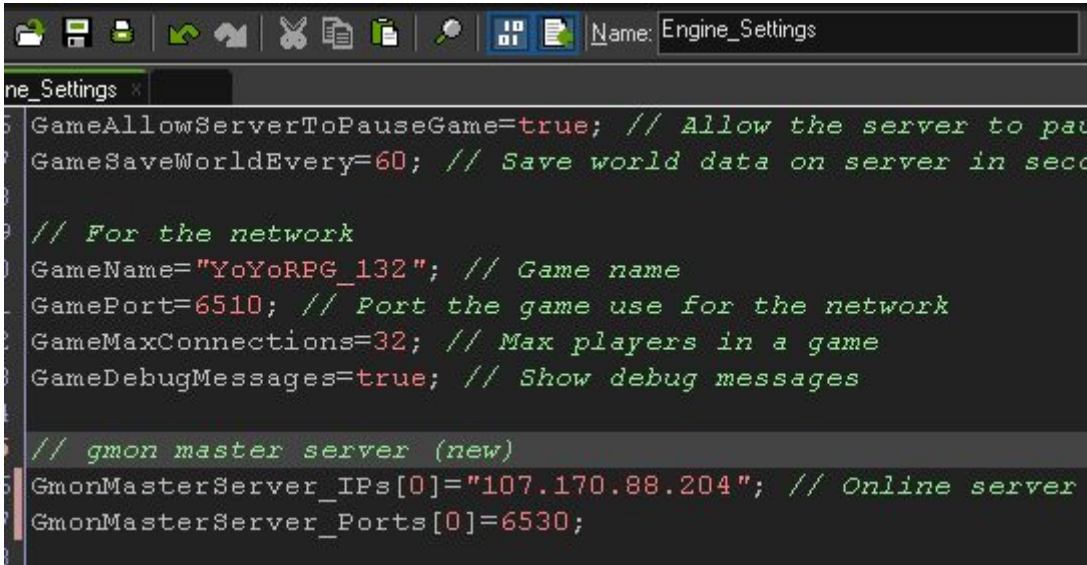
14# Copy the IP address of the master server. This is the address you use in the gmnet engine.

Img	Name	IP Address	Created ▲
	GmnetMasterServer 512 MB Memory / 20 GB Disk / NYC2	107.170.88.204	Go change the world! More ▼

15# Paste the ip to the scripts>Engine Settings>Engine_Settings script.

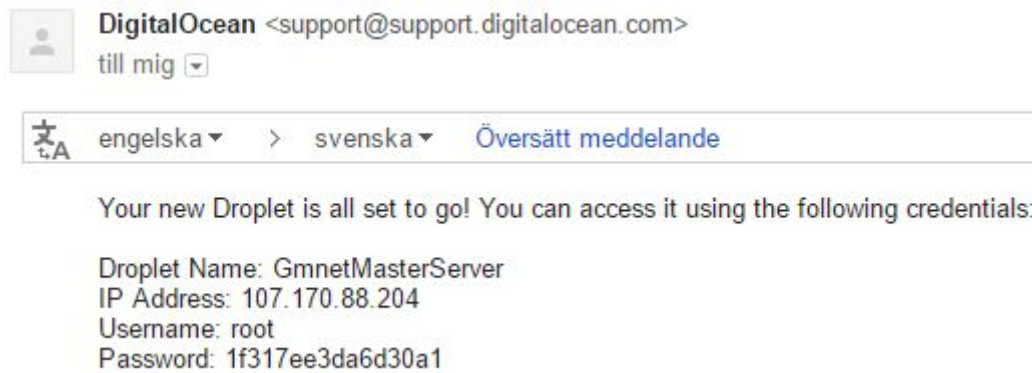
GmonMasterServer_IPs[0]="107.170.88.204"

GmonMasterServer_Ports[0]=6530;

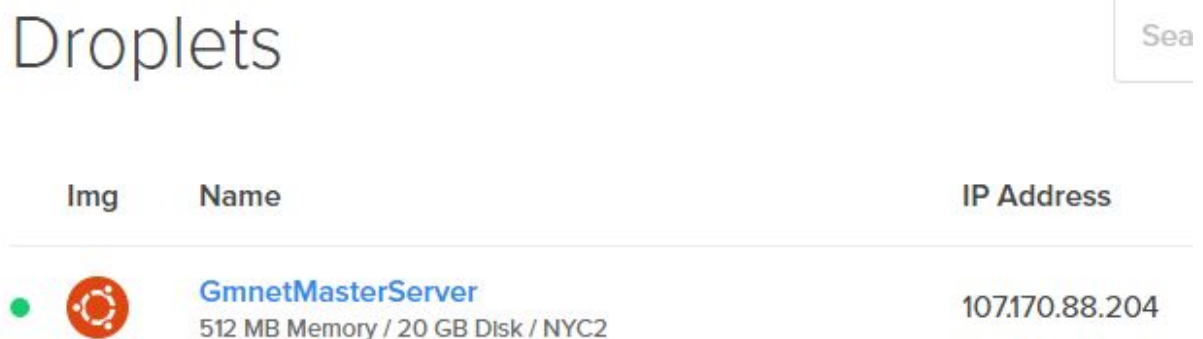


```
GameAllowServerToPauseGame=true; // Allow the server to pause the game
GameSaveWorldEvery=60; // Save world data on server in seconds
// For the network
GameName="YoYoRPG_132"; // Game name
GamePort=6510; // Port the game use for the network
GameMaxConnections=32; // Max players in a game
GameDebugMessages=true; // Show debug messages
// gmon master server (new)
GmonMasterServer_IPs[0]="107.170.88.204"; // Online server
GmonMasterServer_Ports[0]=6530;
```

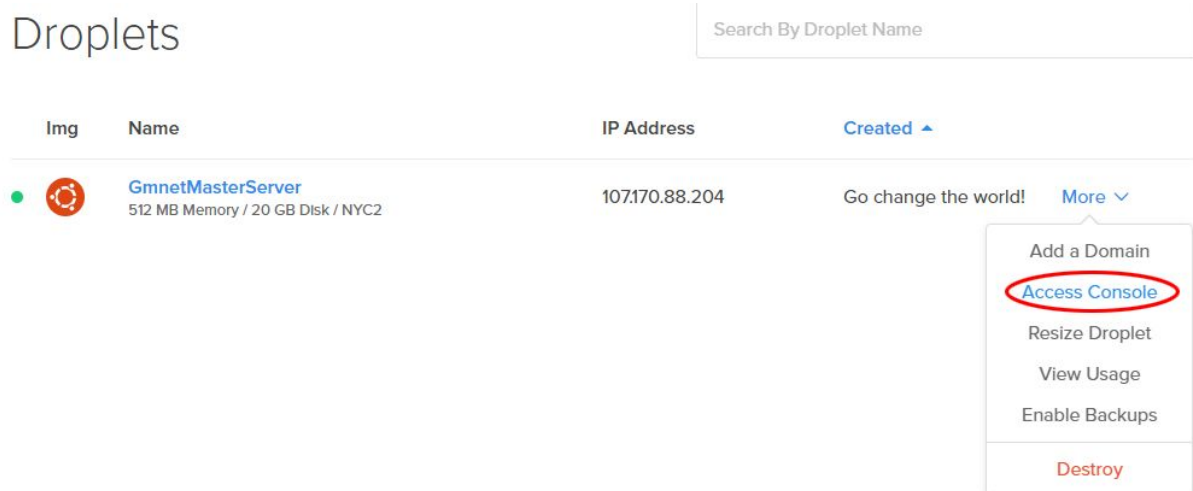
16# You now will have a new mail with the login name and password for your server. Now go to your mail account.



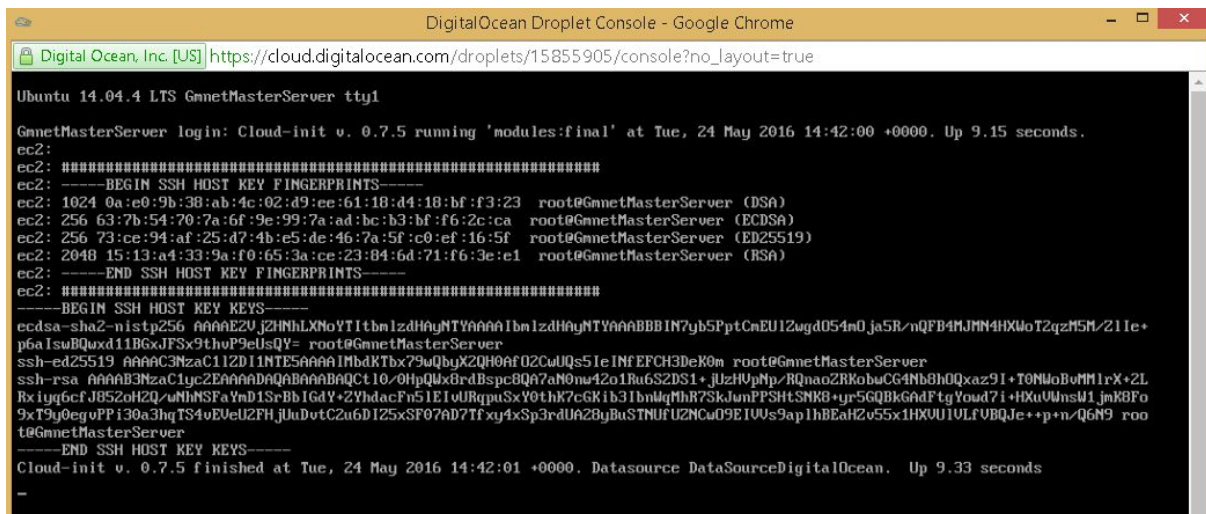
17# Go to <https://cloud.digitalocean.com/droplets>



18# Click [More ▾](#) and then on [Access Console](#)



19# A window will appear:



```
DigitalOcean Droplet Console - Google Chrome
https://cloud.digitalocean.com/droplets/15855905/console?no_layout=true

Ubuntu 14.04.4 LTS GmnetMasterServer tty1

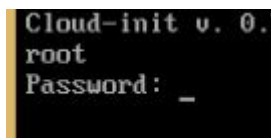
GmnetMasterServer login: Cloud-init v. 0.7.5 running 'modules:final' at Tue, 24 May 2016 14:42:00 +0000. Up 9.15 seconds.
ec2: #####
ec2: -----BEGIN SSH HOST KEY FINGERPRINTS-----
ec2: 1024 0a:e0:9b:38:ab:4c:02:d9:ee:61:18:d4:18:bf:f3:23 root@GmnetMasterServer (DSA)
ec2: 256 63:7b:54:70:7a:6f:9e:99:7a:ad:bc:b3:bf:f6:2c:ca root@GmnetMasterServer (ECDSA)
ec2: 256 73:ce:94:af:25:d7:4b:e5:de:46:7a:5f:c0:ef:16:5f root@GmnetMasterServer (ED25519)
ec2: 2048 15:13:a4:33:9a:f0:65:3a:ce:23:84:6d:71:f6:3e:e1 root@GmnetMasterServer (RSA)
ec2: -----END SSH HOST KEY FINGERPRINTS-----
ec2: #####
ec2: -----BEGIN SSH HOST KEY KEYS-----
ecdsa-sha2-nistp256 AAAAEZUjZHNhLXNoYTItbmlzdHh0MTYAAAAIbm1ldHh0MTYAAAAABBBIN7yb5PptCnEU12wgD054n0Ja5R/nQFB4MJMM4HXWoT2qzM5M/Z1le+
p6a1swBQuxd11BGxJFSx9thvP9eUsQY= root@GmnetMasterServer
ssh-ed25519 AAAAC3NzaC1lZDI1NTE5AAAAIMbdKTbx79wQbyX2QH0af02CwUqs5IeInfEFCH3DeK0n root@GmnetMasterServer
ssh-rsa AAAAB3NzaC1yc2EAAAADAQABAAQCT10/0HpQUx8rdBspc8QA7aM0nu42o1Ru6S2DS1+jUzHUpNp/RQnao2RRKobuCG4Nb8h0Qxaz9I+T0NWoBuMM1rX+2L
Rx1yq6cfJ852oH2Q/vNHNsfaynd1SrBb1GdY+2YhdacFn51E1uJRqpuSxY0thK7c6K1b3IbnMqMhR7SkJmPPSHtSNK8+yr5GQBkGndFtgYowd7i+HXuUUnsU1jmKBFo
9xT9y0egvPPi30a3hqTS4vEueU2FHjUuVdtC2u6D125xSF07Ad7Tfy4xSp3rdUA28yBuSTNUfU2NCu09E1UVs9ap1hBEaH2v55x1HXUUIULfVUBQJe++p+n/Q6N9 roo
t@GmnetMasterServer
-----END SSH HOST KEY KEYS-----
Cloud-init v. 0.7.5 finished at Tue, 24 May 2016 14:42:01 +0000. Datasource DataSourceDigitalOcean. Up 9.33 seconds
-
```

20# Type "root" and click enter



```
9xT9y0egvPPi30a3hqT
t@GmnetMasterServer
-----END SSH HOST K
Cloud-init v. 0.7.5
root
```

21# Enter the password from the mail earlier. **Note that you will never see when you type in the password. This is for security reasons.** Then press enter.



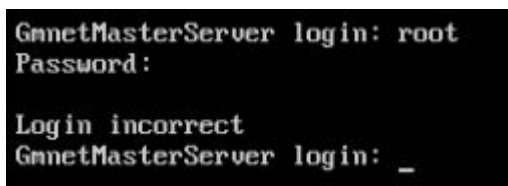
```
Cloud-init v. 0.7.5
root
Password: _
```

Droplet Name: GmnetMasterServer
IP Address: 107.170.88.204
Username: root
Password: 1f317ee3da6d30a1



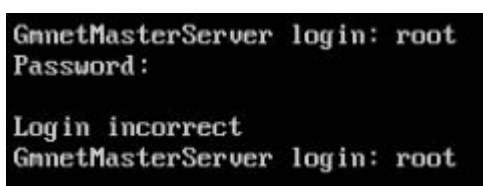
```
Ubuntu 14.04.4 LTS GmnetMasterServer tty1
GmnetMasterServer login: root
Password: _
```

If you fail you need to enter root again:



```
GmnetMasterServer login: root
Password:

Login incorrect
GmnetMasterServer login: _
```



```
GmnetMasterServer login: root
Password:

Login incorrect
GmnetMasterServer login: root
```

22# You now need to enter the same password again. Press enter.

Your new Droplet is all set to go! Y

Droplet Name: GmnetMasterServe
IP Address: 107.170.88.204
Username: root
Password: 1f317ee3da6d30a1

For security reasons, you will be re
that will be easy for you to remem
memorable sentence (e.g. "I was

```
Ubuntu 14.04.4 LTS GmnetMasterServer tty1
GmnetMasterServer login: root
Password:
You are required to change your password immediately (root enforced)
Changing password for root.
(current) UNIX password:
```

23# Now enter a new password you like with letters **and** numbers. **You won't see what you type so type carefully.**

```
GmnetMasterServer login: root
Password:
You are required to change your password immediately (root enforced)
Changing password for root.
(current) UNIX password:
Enter new UNIX password:
```

Enter it again:

```
GmnetMasterServer login: root
Password:
You are required to change your password immediately (root enforced)
Changing password for root.
(current) UNIX password:
Enter new UNIX password:
Retype new UNIX password:
```

It may be too simple. Then just enter a longer with more letters **and** numbers.

```
GmnetMasterServer login: root
Password:
You are required to change your password immediately (root enforced)
Changing password for root.
(current) UNIX password:
Enter new UNIX password:
Retype new UNIX password:
Bad: new password is too simple
Enter new UNIX password: _
```

24# Ok. The console is now open. Write down your new password on a safe place.

```
Ubuntu 14.04.4 LTS GmnetMasterServer tty1

GmnetMasterServer login: root
Password:
You are required to change your password immediately (root enforced)
Changing password for root.
(current) UNIX password:
Enter new UNIX password:
Retype new UNIX password:
Bad: new password is too simple
Enter new UNIX password:
Retype new UNIX password:
Welcome to Ubuntu 14.04.4 LTS (GNU/Linux 3.13.0-85-generic x86_64)

* Documentation:  https://help.ubuntu.com/

System information as of Tue May 24 10:41:54 EDT 2016

System load: 0.0           Memory usage: 9%    Processes:      53
Usage of /:  6.4% of 19.56GB Swap usage:   0%    Users logged in: 0

Graph this data and manage this system at:
  https://landscape.canonical.com/

The programs included with the Ubuntu system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*/copyright.

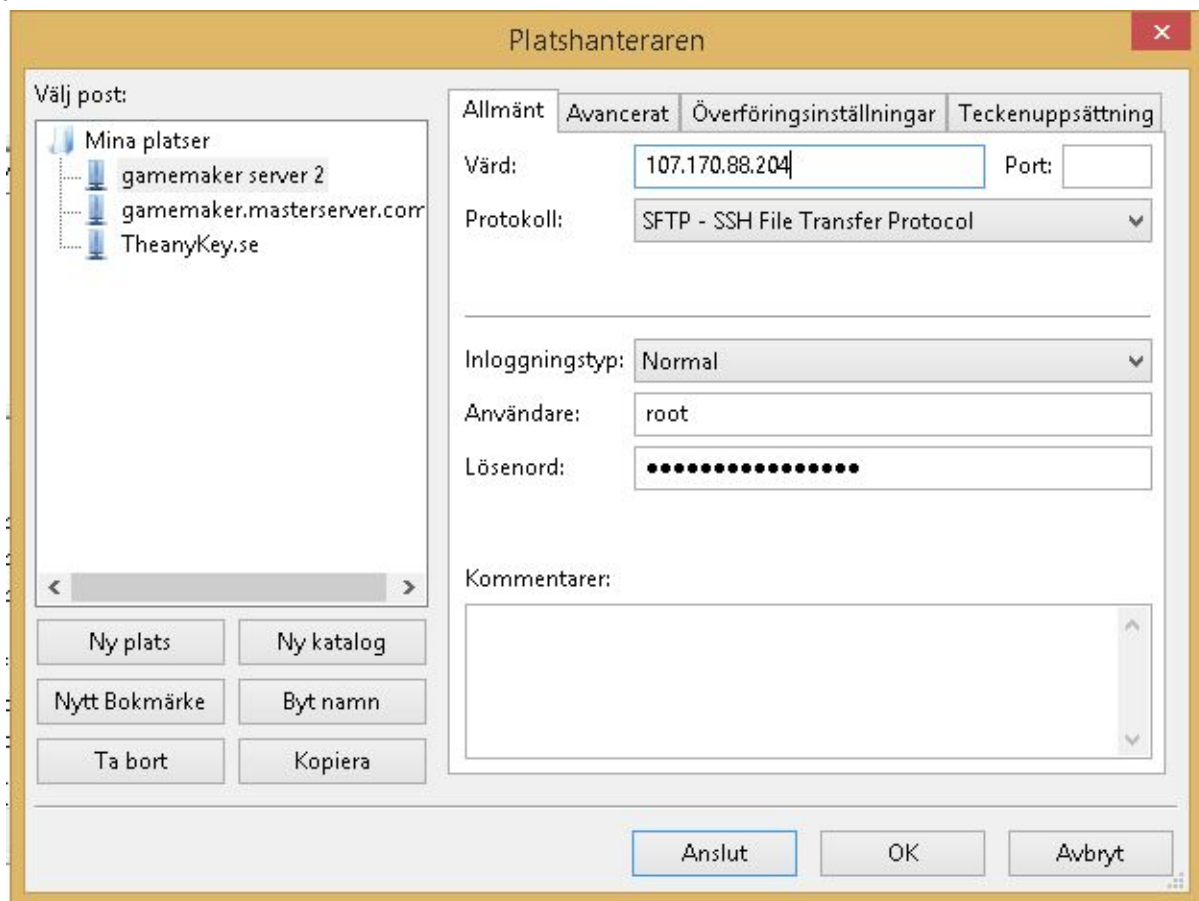
Ubuntu comes with ABSOLUTELY NO WARRANTY, to the extent permitted by
applicable law.
```

25# Now we need to upload the server files. We need to download FileZilla here:

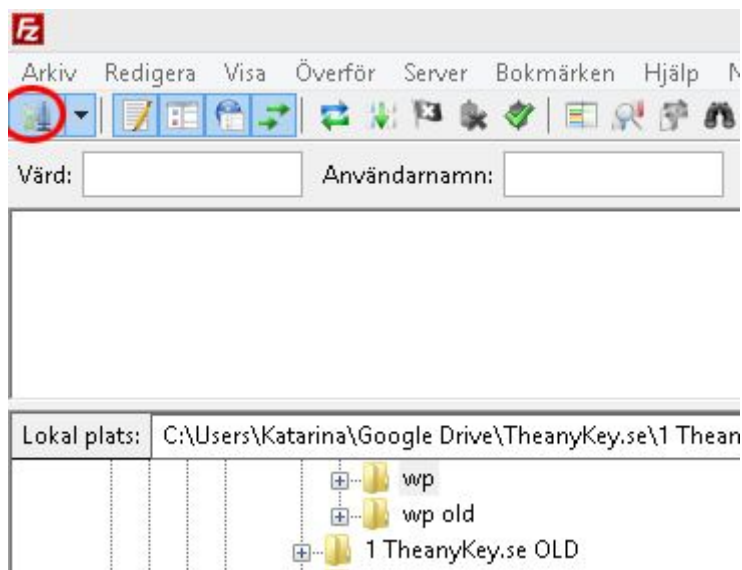
<https://filezilla-project.org/download.php>



26# After you install FileZilla start it. This window will start (It will be completely empty for you):



If you don't see this window just click  in the left corner.



27# Type in the host IP:

Host Port:

Set the protocol:

Protokoll:

Enter root as username:

Type
Username

Enter your new password for the server (From step 21#)

Password

28# Click "Connect". You will be prompted a message of an unknown key just check the box and click "OK":



29# On the left side browse to your GMnet online server files. You can find the files in the included files\MultiplayerAddOn\Online_new\online_server. They may be in a zip file. If so unzip them into the same folder.

Local site: E:\GameMaker\YoYoRPGMultiplayer\Bit\datafiles\MultiplayerAddOnToYoYoRPG\Online_new\			
- Bit .git - background - Configs - datafiles - MultiplayerAddOnToYoYoRPG - Online_new - online_server - relay_server - Online_old			
Filename	Filesize	Filetype	Last modified
..			
extra_functions.js	2 118	JS-fil	8/12/2017 11:05:08...
gmnet_online_server.js	4 431	JS-fil	8/12/2017 11:05:08...
run.bat	34	Windows-kom...	8/12/2017 11:05:08...
send_callbacks.js	2 783	JS-fil	8/12/2017 11:05:08...
server_functions.js	13 364	JS-fil	8/12/2017 11:05:08...

30# Right click on all the .js files and left click upload:

The screenshot shows a file manager interface with a table of files. Four JavaScript files are selected and highlighted in blue. A context menu is open over the selected files, showing options like 'Upload', 'Add files to queue', 'Open', 'Edit', 'Create directory', 'Create directory and enter it', 'Refresh', 'Delete', and 'Rename'. Below the file list, there is a summary bar indicating 'Selected 4 files. Total size: 22 696 bytes'. At the bottom, there are tabs for 'Queued files', 'Failed transfers', and 'Successful transfers'.

Filename	Filesize	Filetype	Last modified
..			
extra_functions.js	2 118	JS-fil	8/12/2017 11:05:08...
gmnet_online_server.js	4 431	JS-fil	8/12/2017 11:05:08...
run.bat	34	Windows-kom...	8/12/2017 11:05:08...
send_callbacks.js	2 783	JS-fil	8/12/2017 11:05:08...
server_functions.js	13 364	JS-fil	8/12/2017 11:05:08...

Selected 4 files. Total size: 22 696 bytes

Server/Local file	Direction	Remote file	Size	Priori
-------------------	-----------	-------------	------	--------

Queued files | Failed transfers | Successful transfers

You will then see the file on the right side:

The screenshot shows a remote site viewer interface. The 'Remote site:' field is set to '/root'. Below this, there is a tree view showing the root directory. The main area displays a list of files in the root directory. The file '.profile' is selected and highlighted in blue. Below the file list, there is a summary bar indicating 'Selected 1 file. Total size: 675 bytes'.

Remote site: /root

/? /

root

Filename	Filesize	Filetype
.profile	675	PROFILE
extra_functions.js	2 118	JS-fil
gmnet_online_server.js	4 431	JS-fil
send_callbacks.js	2 783	JS-fil
server_functions.js	13 364	JS-fil

Selected 1 file. Total size: 675 bytes

31# Go back to the console window:

```
Thank you for using DigitalOcean's NodeJS Application

-----
To delete this message of the day: rm -rf /etc/update-motd.d/99-one-click

The programs included with the Ubuntu system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*/copyright.

Ubuntu comes with ABSOLUTELY NO WARRANTY, to the extent permitted by
applicable law.

root@GMnetOnlineServer:~#
```

PUBLIC IP ADDRESS	GATEWAY:	NETMASK:	
138.68.152.172	138.68.150.1	255.255.240.0	65535

32# Type: `node gmnet_online_server.js`

Press enter to start the server: (You may need to wait about 45 seconds before the server start)

```
root@GMnetOnlineServer:~# node gmnet_online_server.js
Server is listening at port : 6530
Server ip : 0.0.0.0
Server is IP4/IP6 : IPv4
```

You can now close the console window and start use your new GMnet online server.

Extra info:

To stop the server use Ctrl+C (Hold Ctrl and press the C key)

```
root@GMnetOnlineServer:~# node gmnet_online_server.js
Server is listening at port : 6530
Server ip : 0.0.0.0
Server is IP4/IP6 : IPv4
^C
root@GMnetOnlineServer:~#
```

If you get a message that the address is already in use try reboot:

Type:

sudo reboot

```
root@gamenaker:~# sudo reboot_
```

After reboot you need to login so type:

root

press enter

enter your password and press enter

```
gamenaker.masterserver.com login: root
Password:
```

You are now ready to start the server again with
node gmnet_online_server.js