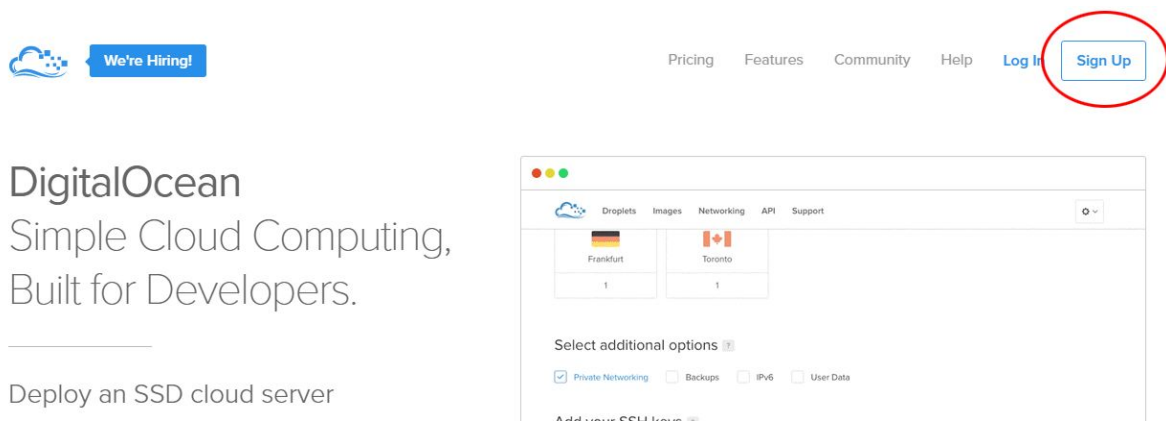


How to create a master server with “Multiplayer Add-on to YoYo RPG” and DigitalOcean

1# Go to <https://m.do.co/c/60302d933ffb>

2# Click 



3# Enter your mail and the password you want

Sign Up

MyMail@MyMail.com

.....

Sign Up

By signing up, you agree to the [Terms of Service](#)

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 mail:

 DigitalOcean <support@support.digitalocean.com>
till mig

16:18 (2 minuter sedan) ☆ ↶ ▾

🇺🇸 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/WyJhbmRyZWZlM1c3RvbGFAZ21haWwY29tliwxNDY0MjcYmZAZXQ%253D%253D-cb0f32f644e5e9c2924dc172829119748dd42d76

Happy coding!
Team DigitalOcean

4# 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

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

Create Droplets

Choose an image ?

Distributions

One-click Apps

 Ubuntu 14.04.4 x64	 FreeBSD Select Version	 Fedora Select Version	 Debian Select Version	 CoreOS Select Version	 CentOS Select Version
--	--	---	---	---	---

6# Choose ubuntu.

Choose an image ?

Distributions

One-click Apps


Ubuntu
14.04.4 x64 ▼


FreeBSD
Select Version

7# 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

8# Choose the location nearest you.

Choose a datacenter region

 New York 1 2 3	 Amsterdam 2 3	 San Francisco 1	 Singapore 1	 London 1	 Frankfurt 1
 Toronto 1					

9# Enter a server name like “GmnetMasterServer”

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
--	--

Create

10# Click

11# Wait until server is done:

Droplets

Search By Droplet Name

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

Droplets

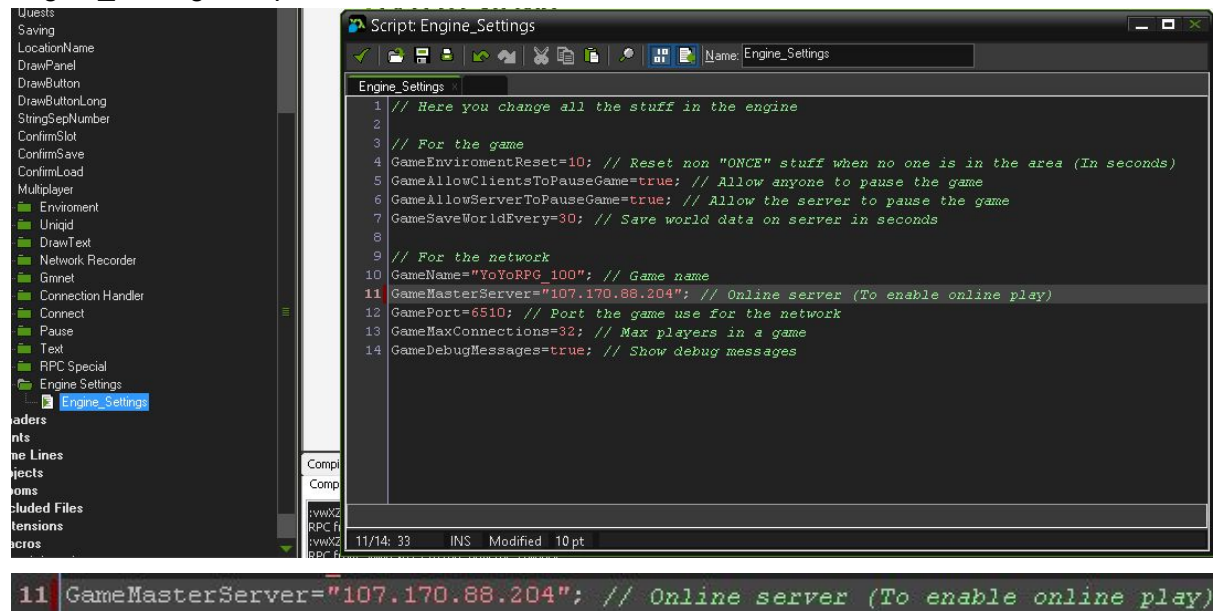
Search By Droplet Name

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

12# 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

13# Open the project and copy the address to the GameMasterServer variable in the Engine_Settings script:

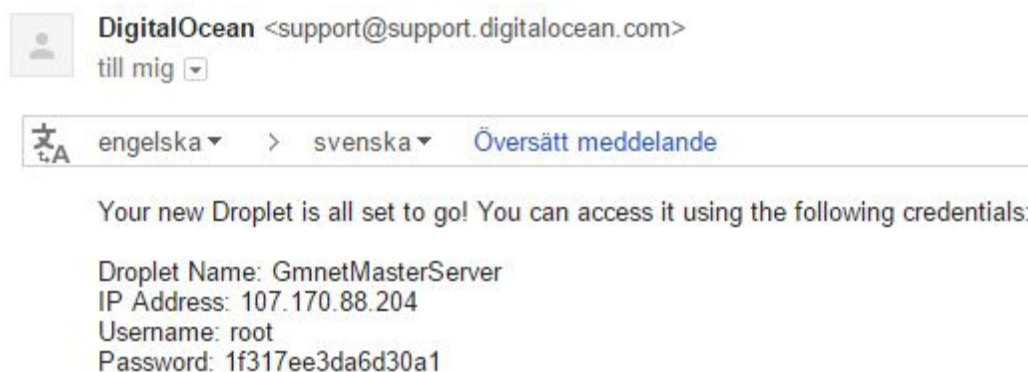


```
Script: Engine_Settings
Name: Engine_Settings

1 // Here you change all the stuff in the engine
2
3 // For the game
4 GameEnvironmentReset=10; // Reset non "ONCE" stuff when no one is in the area (In seconds)
5 GameAllowClientsToPauseGame=true; // Allow anyone to pause the game
6 GameAllowServerToPauseGame=true; // Allow the server to pause the game
7 GameSaveWorldEvery=30; // Save world data on server in seconds
8
9 // For the network
10 GameName="YoYoRPG_100"; // Game name
11 GameMasterServer="107.170.88.204"; // Online server (To enable online play)
12 GamePort=6510; // Port the game use for the network
13 GameMaxConnections=32; // Max players in a game
14 GameDebugMessages=true; // Show debug messages
```

11 GameMasterServer="107.170.88.204"; // Online server (To enable online play)

14# You now should have a new mail from digital ocean with the login name and password for your server. Now Go to your mail account.



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

Droplets

Sea

Img	Name	IP Address
 	GmnetMasterServer 512 MB Memory / 20 GB Disk / NYC2	107.170.88.204

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

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

[Add a Domain](#)
[Access Console](#)
[Resize Droplet](#)
[View Usage](#)
[Enable Backups](#)
[Destroy](#)

17# 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 (ECDSA)
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 AAAAEZVjZHNhLXNoVTI1bnZldHAgNTYAAAAIbnZldHAgNTYAAABBBIN7yb5PtCnEU12ugd054n0Ja5R/nQFB4MJMN4HXWot2qzMSM/21Ie+
p6a1suBQuxd11B6xJFSx9thvP9eUsQY= root@GmnetMasterServer
ssh-ed25519 AAAAC3NzaC1lZD11NTE5AAAAIMbdkTbx79wQbyX2QH0Af02CuUQs5IeInrEFCH3DeK0m root@GmnetMasterServer
ssh-rsa AAAAB3NzaC1yc2EAAAADAQABAAQCT10/0HpQWx8rdBspc8QA7aM0nu42o1Ru6S2DS1+jUzHVpNp/RQnao2RRKobuCG4Nb8h0Qxaz9I+T0NMoBvMM1rX+2L
Rx1yq6cfJ852oH2Q/uNnNSFaYnd1SrBb1GdY+2YhdacFn5IE1vURqpuSxY0thK7cGK1b31bnMqMhR7SkJumPPSHtSNK8+yr5GQBkGAdFtgYowd7i+HXuUWnsU1jnK8Fo
9xT9y0egvPPi30a3hgTS4vEVeU2FHjUuDuvtC2u6D125xSF07AD7Tfy4xSp3rdUA28yBuSTNUFU2NCu09E1UVs9ap1hBEaH2v55x1HXUUIVLfVUBQJe++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
```

18# Type "root" and click enter

```
9xT9y0egvPPi30a3hg1
t@GmnetMasterServer
-----END SSH HOST K
Cloud-init v. 0.7.5
root
```

19# 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.
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
```

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

Your new Droplet is all set to go! Y

Droplet Name: GmnetMasterServer
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:
```

21# 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 to 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: _
```

22# Ok. The console is now open. Write down your new password.

```
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.
```

23# Now we need to install Java on the server. Type and press enter: `sudo apt-get update`

```
root@GmnetMasterServer:~# sudo apt-get update_
```

After a while:

```
Get:33 http://mirrors.digitalocean.com trusty-backports/restricted amd64 Packages [28 B]
Get:34 http://mirrors.digitalocean.com trusty-backports/universe amd64 Packages [42.6 kB]
Get:35 http://mirrors.digitalocean.com trusty-backports/multiverse amd64 Packages [1,571 B]
Get:36 http://mirrors.digitalocean.com trusty-backports/main i386 Packages [13.1 kB]
Get:37 http://mirrors.digitalocean.com trusty-backports/restricted i386 Packages [28 B]
Get:38 http://mirrors.digitalocean.com trusty-backports/universe i386 Packages [42.7 kB]
Get:39 http://mirrors.digitalocean.com trusty-backports/multiverse i386 Packages [1,552 B]
Get:40 http://mirrors.digitalocean.com trusty-backports/main Translation-en [7,370 B]
Get:41 http://mirrors.digitalocean.com trusty-backports/multiverse Translation-en [1,215 B]
Get:42 http://mirrors.digitalocean.com trusty-backports/restricted Translation-en [28 B]
Get:43 http://mirrors.digitalocean.com trusty-backports/universe Translation-en [36.5 kB]
Hit http://mirrors.digitalocean.com trusty Release
Hit http://mirrors.digitalocean.com trusty/main Sources
Hit http://mirrors.digitalocean.com trusty/restricted Sources
Hit http://mirrors.digitalocean.com trusty/universe Sources
Hit http://mirrors.digitalocean.com trusty/multiverse Sources
Hit http://mirrors.digitalocean.com trusty/main amd64 Packages
Hit http://mirrors.digitalocean.com trusty/restricted amd64 Packages
Hit http://mirrors.digitalocean.com trusty/universe amd64 Packages
Hit http://mirrors.digitalocean.com trusty/multiverse amd64 Packages
Hit http://mirrors.digitalocean.com trusty/main i386 Packages
Hit http://mirrors.digitalocean.com trusty/restricted i386 Packages
Hit http://mirrors.digitalocean.com trusty/universe i386 Packages
Hit http://mirrors.digitalocean.com trusty/multiverse i386 Packages
Hit http://mirrors.digitalocean.com trusty/main Translation-en
Hit http://mirrors.digitalocean.com trusty/multiverse Translation-en
Hit http://mirrors.digitalocean.com trusty/restricted Translation-en
Hit http://mirrors.digitalocean.com trusty/universe Translation-en
Ign http://mirrors.digitalocean.com trusty/main Translation-en_US
Ign http://mirrors.digitalocean.com trusty/multiverse Translation-en_US
Ign http://mirrors.digitalocean.com trusty/restricted Translation-en_US
Ign http://mirrors.digitalocean.com trusty/universe Translation-en_US
Fetched 5,393 kB in 26s (203 kB/s)
Reading package lists... Done
root@GmnetMasterServer:~#
```

24# Type and press enter: `sudo apt-get install default-jre`

```
Ign http://mirrors.digitalocean.com trusty/restricted Translation-en_US
Ign http://mirrors.digitalocean.com trusty/universe Translation-en_US
Fetched 5,393 kB in 26s (203 kB/s)
Reading package lists... Done
root@GmnetMasterServer:~# sudo apt-get install default-jre
```

You will be asked if it's ok just type "y" and press enter.

```
libxxf86dga1 libxxf86vm1 lksctp-tools openjdk-7-jre openjdk-7-jre-head
policykit-1-gnome sound-theme-freedesktop tzdata-java udisks2 x11-com
x11-utils
0 upgraded, 163 newly installed, 0 to remove and 16 not upgraded.
Need to get 71.3 MB of archives.
After this operation, 209 MB of additional disk space will be used.
Do you want to continue? [Y/n]

0 upgraded, 163 newly installed, 0 to remove and 16 not upgraded.
Need to get 71.3 MB of archives.
After this operation, 209 MB of additional disk space will be used.
Do you want to continue? [Y/n] y
```

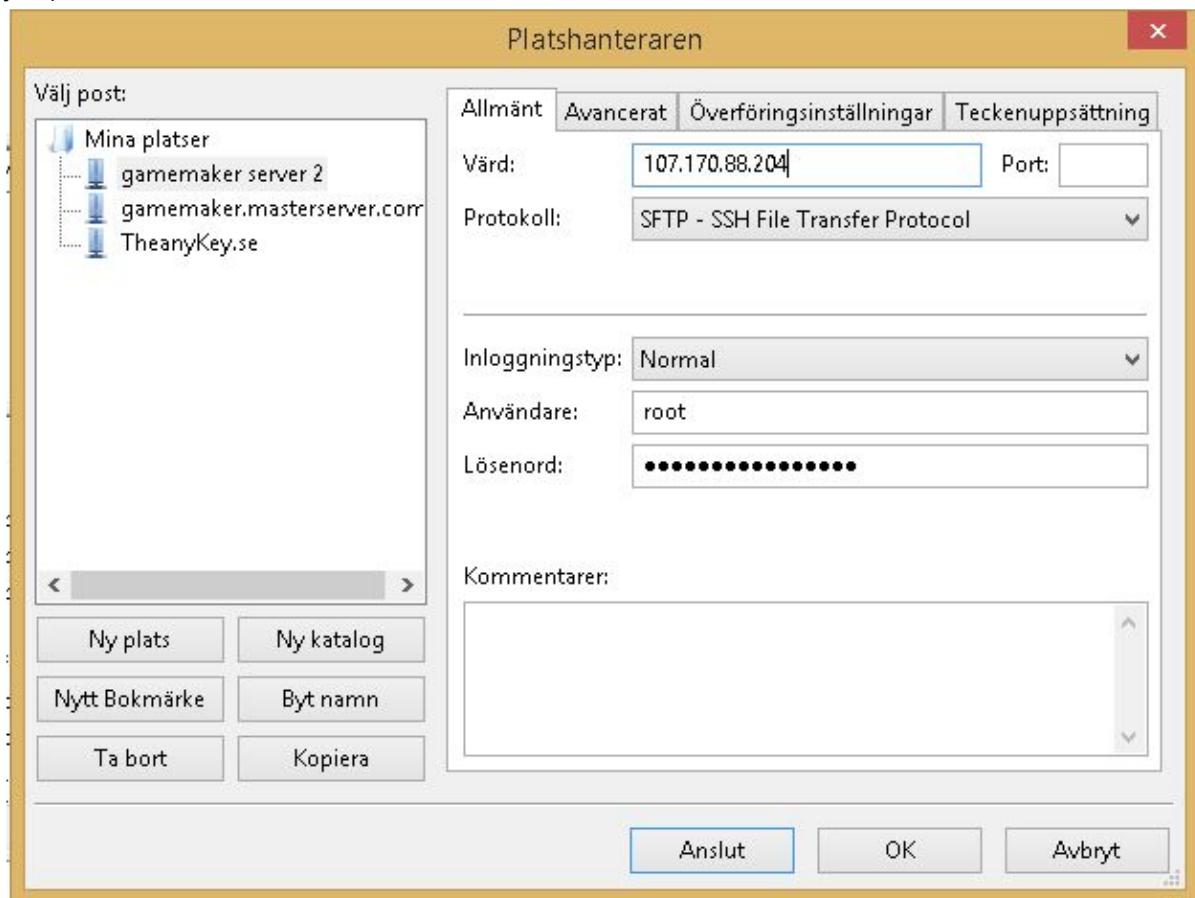
25# Wait until done:

```
Processing triggers for ca-certificates (20160104ubuntu0.14.04.1) ...  
Updating certificates in /etc/ssl/certs... 0 added, 0 removed; done.  
Running hooks in /etc/ca-certificates/update.d....  
done.  
done.  
root@GmnetMasterServer:~# _
```

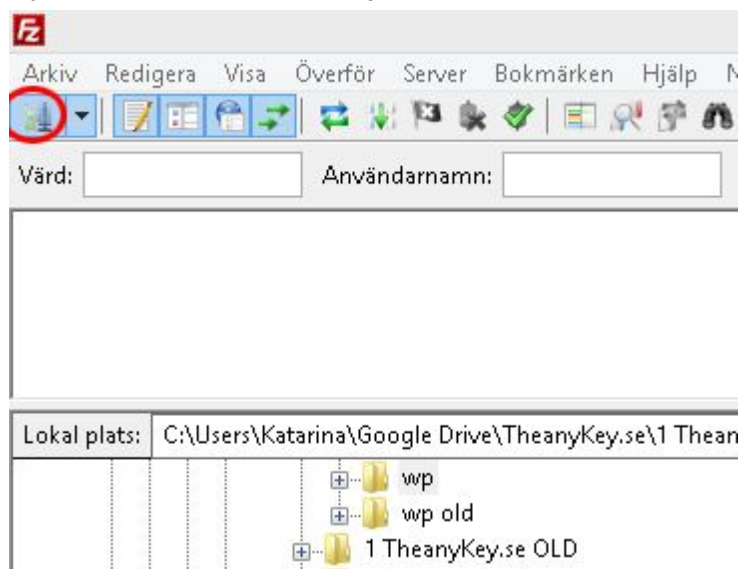
26# Now we need to upload the “gmnet_gate_punch.jar” file to the server. We need to download FileZilla here: <https://filezilla-project.org/download.php>



27# 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.



28# 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

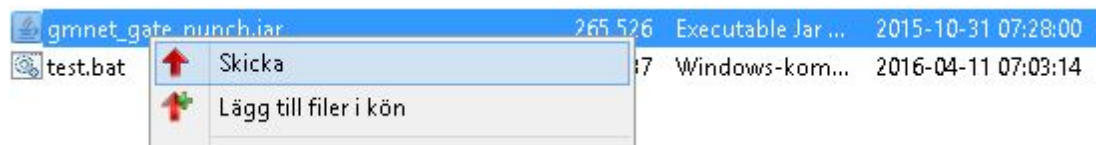
29# Click “Connect”. You will be prompted a message of an unknown key just check the box and click “OK”:



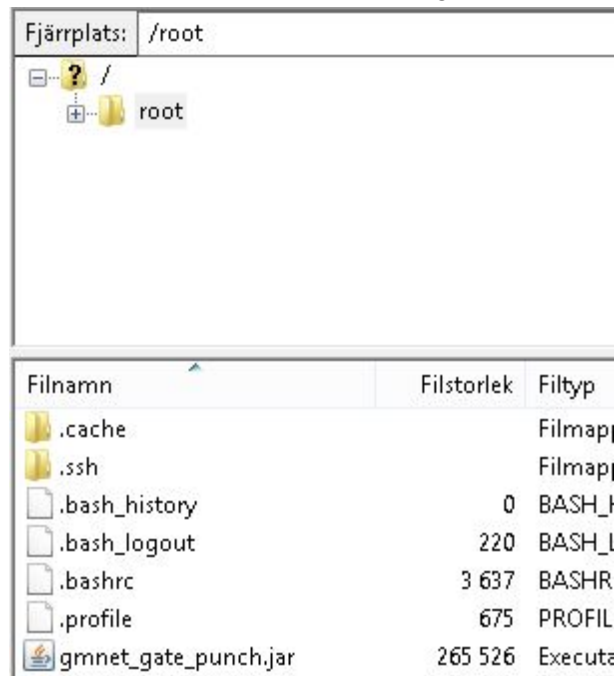
30# On the left side browse to your “gmnet_gate_punch.jar”. If you don’t have it download it from: https://gmnet-engine.org/gatepunch/gmnet_gate_punch.jar



31# Right click on "gmnet_gate_punch.jar" and click send/upload:



You will then see the file on the right side:



32# Go back to the digital ocean server window:

```
Setting up libatk-wrapper-java (0.30.4-4) ...
Setting up libatk-wrapper-java-jni:amd64 (0.30.4-4) ...
Processing triggers for libc-bin (2.19-0ubuntu6.7) ...
Processing triggers for ca-certificates (20160104ubuntu0.14.04.1) ...
Updating certificates in /etc/ssl/certs... 0 added, 0 removed; done.
Running hooks in /etc/ca-certificates/update.d....
done.
done.
root@GmnetMasterServer:~#
```

Start the gmnet master server by type in and press enter: `java -jar gmnet_gate_punch.jar`

```
Processing triggers for ca-certificates (20160104ubuntu0.14.04.1) ...
Updating certificates in /etc/ssl/certs... 0 added, 0 removed; done.
Running hooks in /etc/ca-certificates/update.d....
done.
done.
root@GmnetMasterServer:~# java -jar gmnet_gate_punch.jar
```

33# The server is now started. You can close the window and start use your own gmnet master server :-)

```
root@GmnetMasterServer:~# java -jar gmnet_gate_punch.jar
5/24/16 2:53 PM : GMnet GATE.PUNCH STARTED
5/24/16 2:53 PM : Starting UDP and TCP servers on port 6510
```

Extra:

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

```
root@GmnetMasterServer:~# java -jar gmnet_gate_punch.jar
5/24/16 2:53 PM : GMnet GATE.PUNCH STARTED
5/24/16 2:53 PM : Starting UDP and TCP servers on port 6510
^Croot@GmnetMasterServer:~#
```

You can get a list of commands by type: `java -jar gmnet_gate_punch.jar -help`

```
root@gamenaker:~# java -jar gmnet_gate_punch.jar -help
usage: java -jar gmnet_gatepunch.jar [--disable-lobby] [-h] [-l <FILE>]
      [--name <arg>] [-p <PORT>] [-q] [--testing] [-v] [--version]
Start GMnet GATE.PUNCH. The master server for GMnet PUNCH / GMnet ENGINE.
More information: http://gmnet.parakoopa.de Use GMnet GATE.TESTER to debug
your master server (http://gmnet.parakoopa.de/tester).
      --disable-lobby  Ignore all requests of listing the connected
                        servers.
      -h,--help        Print this help text.
      -l,--log <FILE>  Log output to this file. Will still log even if
                        'quiet' is set.
      --name <arg>     Name this master server (can be used with HTMT)
      -p,--port <PORT> Specify the TCP and UDP port this server will listen
                        on. Default: 6510
      -q,--quiet        Don't output anything to the console.
      --testing         Enable testing mode to use debugging tools such as
                        HTMT.
      -v,--verbose      Print and/or log all information.
      --version         Print version information and exit.
root@gamenaker:~#
```

To start the server with another port type: `java -jar gmnet_gate_punch.jar -port 6511`

If you get this message:

```
java.net.BindException: Address already in use
    at java.net.PlainSocketImpl.socketBind(Native Method)
    at java.net.AbstractPlainSocketImpl.bind(AbstractPlainSocketImpl.java:376)
    at java.net.ServerSocket.bind(ServerSocket.java:376)
    at java.net.ServerSocket.<init>(ServerSocket.java:237)
    at java.net.ServerSocket.<init>(ServerSocket.java:128)
    at org.parakoopa.gmnetgate.punch.Mediator.<init>(Mediator.java:218)
    at org.parakoopa.gmnetgate.punch.Mediator.main(Mediator.java:212)
```

You need to 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

java -jar gmnet_gate_punch.jar

You can give the master server max memory by typing:

java -Xmx512M -Xms512M -jar gmnet_gate_punch.jar

```
root@gamenaker:~# java -Xmx512M -Xms512M -jar gmnet_gate_punch.jar
5/26/16 4:07 PM : GMnet GATE.PUNCH STARTED
5/26/16 4:07 PM : Starting UDP and TCP servers on port 6510
```
