

DigitalOcean & Godot Server Cheat Sheet

Beginner-Friendly Guide with Notes

1. SSH into Droplet:

```
ssh root@your_droplet_ip # Connect to your server
```

2. Update & Install Tools:

```
apt update && apt upgrade -y # Update packages  
apt install unzip wget tmux htop -y # Install essentials
```

3. Firewall Setup (UFW):

```
ufw allow ssh # Keep SSH open  
ufw allow 7777/tcp # Game TCP port  
ufw allow 7777/udp # Game UDP port  
ufw enable  
ufw status
```

4. Upload Files from Local (PowerShell):

```
scp "C:\path\to\server.zip" root@IP:/root/
```

5. Unzip & Set Permissions:

```
unzip -o server.zip  
chmod +x server.x86_64 server.sh
```

6. Run Server (Foreground):

```
./server.x86_64 --headless --server --port 7777 | tee server.log
```

7. Run in Background:

```
nohup ./server.x86_64 --headless --server --port 7777 > server.log 2>&1 &
```

8. tmux (Keep Process After Logout):

```
tmux new -s godot_server  
./server.x86_64 --headless --server --port 7777 | tee server.log  
Detach: Ctrl+B then D | Reattach: tmux attach -t godot_server
```

9. Logs:

```
tail -f server.log # Live view  
grep "dice_broadcast" server.log # Search logs
```

10. Process Control:

```
ps aux | grep server.x86_64 # Find process  
kill -9 <PID> # Kill process
```

11. Monitor System:

```
htop # CPU/RAM  
df -h # Disk space  
free -m # Memory
```

Quick tmux Commands:

```
tmux ls          # List sessions
tmux attach -t name # Reattach
tmux kill-session -t name # Kill session
```