

LOST HEAVEN MULTIPLAYER

Hosting Guide

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Overview

If you've just received licence and hosting packages, you'll learn some aspects of LH:MP hosting. Make sure you have your servers ready.

Installation

Moving to FTP

Move content of server package on your machine and simply allow execution of file called *server.exe*

Config file

Server configuration is stored in file *config.txt*. Syntax is very simple:

[variable] [value]

e.g.: servername TEST SERVER

Config also supports commentary, which is defined by semicolon (;). Server configuration currently supports:

- Servername – name of server.
- Maxplayers – maximum number of players allowed on server.
- Server_port – Port used for your server.
- Visible – 0: hide from masterlist, 1: show in masterlist.
- Gamemode – Loads gamemode created in *gamemodes* directory.

Server modifications

Gamemodes are located in folder *gamemodes*. Each gamemode has it's on folder. In this folder, there is file called *resources.txt*, which holds paths of used scripts. Hierarchy:

Gamemodes -> Test-> resources.txt -> Script1.nut
 ➔ Script2.nut