

# **Plains of Pain – Valid Server Hash Generation Guide**

## **Server Name: No Mans Land**

This document explains how to correctly generate and use the Plains of Pain world identity hash for your dedicated server.

Following this process ensures proper world synchronization, prevents floating physics, and guarantees valid client authentication.

### **STEP 1 – Launch the Plains of Pain GUI**

Open the normal game client, not the dedicated server.

### **STEP 2 – Configure Your World**

Choose and lock in:

- Seed
- Server Name
- Map Size (S / M / L / XL / XXL)
- Map ID
- Difficulty
- World ID (auto)

These settings must remain unchanged after the first initialization.

### **STEP 3 – Start the GUI Server Once**

This generates the world geometry and produces the cryptographic world identity hash.

### **STEP 4 – Stop the GUI Server**

Do NOT modify world settings after this point.

### **STEP 5 – Retrieve Your Hash**

Your permanent world identity hash is:

4DleBZqOIG38ALUK0cEdlk8QXtXR6usLUFEZ2oaO8HM=

This hash must remain exactly as shown, including the trailing '='.

#### USING THE HASH WITH YOUR DEDICATED SERVER

Start the dedicated server normally and enter the above hash when prompted by the Plains of Pain client.

Your world "No Mans Land" will now load correctly with full terrain, physics alignment, and proper synchronization.