

2- You need to add this parameter to the server launch arguments

-UseRedisForRemoteFileManagerStorage. This can be done by adding the argument to BaseServerArgs

Edit project X

Atlas Id

Friendly Name

Cells X Y CellSize
in Unreal Units

Column UTC Offset

Additional CmdLine Params:

TransitionMinZ (ex: -12000)

Mod Ids (Use comma as separator between the Ids)

Map Image URL (optional: If you want to use URL instead of UE4)

Overall World Image URL (optional: Base URL for http hosted map images)

MetaWorldURL (optional: URL for clients to download cluster IPs)

AuthListURL

Atlas Password

Main Region Name

Override ShooterGameMode DefaultGame.ini Values

	Key	Value
▶	MaxSettlementF...	99999
*		

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Server Spooling Up/Down Schedule

Schedule Downloading

BaseURL

Filename

Schedule Uploading

S3 Access Key

S3 SecretKey

S3 Bucket

S3 Region

BaseServerArgs

KeysServiceBaseURL=atlasdedicated.com -xblivetoken=p://everything.atlasdedicated.com -Cert=atlasdedicated -CertificateDir="C:\AtlasTools\Certs\atlasdedicated\" -XboxSandboxID=HGLCGZ.0 -WinLiveMaxPlayers=150 -IP=%MACHINEIP% -log -server -culture=en -NoCrashDialog -ForceServerHostingForMapImgs -UseRedisForRemoteFileManagerStorage

New Database Settings

	Name	URL	Port	Password
S3 URL <input type="text"/>	DB Entry 1: Default	127.0.0.1	6379	foobared
KeyId <input type="text"/>	DB Entry 2: TribeDB	127.0.0.1	6379	foobared
SecretKey <input type="text"/>	DB Entry 3: TravelDataDB	127.0.0.1	6379	foobared
BucketName <input type="text"/>	DB Entry 4: TerritoryDB	127.0.0.1	6379	foobared
Region <input type="text"/>	DB Entry 5: LogDB	127.0.0.1	6379	foobared
	DB Entry 6: TradeDB	127.0.0.1	6379	foobared
	DB Entry 7: MonumentDB	127.0.0.1	6379	foobared
	DB Entry 7: FileManagerDB	127.0.0.1	6379	foobared

Tribe Log Config

Shared Log Config

Travel Data Config

Ship Bottle Data

Use PVE ServerConfiguration ☐

Use UTC Time ☒

Day-0

Use Server Auto Restart ☒ Restart Time (UTC)

globalGameplaySetup:

((QuestEntries=((QuestID=0,CompletedIcon=Texture2D'/Game/Atlas/UI/Icons/Icon_PowerStonesQuest_Complete.Icon_PowerStonesQuest_Complete',UncompletedIcon=Texture2D'/Game/Atlas/UI/Icons/Icon_PowerStonesQuest_Uncomplete.Icon_PowerStonesQuest_Uncomplete',QuestName="Voyage of

Edit

Cancel

S3:

1- To Use S3 simply add the S3 Credentials to the project settings

Edit project X

Atlas Id

Friendly Name

Cells X Y CellSize
In Unreal Units

Column UTC Offset

Additional CmdLine Params:

TransitionMinZ (ex: -12000)

Mod Ids (Use comma as separator between the Ids)

Map Image URL (optional: If you want to use URL instead of UE4)

Overall World Image (optional: Base URL for http hosted map images)

MetaWorldURL (optional: URL for clients to download cluster IPs)

AuthListURL

Atlas Password

Main Region Name

Override ShooterGameMode DefaultGame.ini Values

	Key	Value
▶	MaxSettlementPl...	99999
*		

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Server Spooling Up/Down Schedule

Schedule Downloading

BaseURL

Filename

Schedule Uploading

S3 Access Key

S3 SecretKey

S3 Bucket

S3 Region

BaseServerArgs

```
KeysServiceBaseURL=atlasdedicated.com -xblivetoken=rp//everything.atlasdedicated.com -Cert=atlasdedicated -CertificateDir="C:\AtlasTools\Certs\atlasdedicated\" -XboxSandboxID=HGLCGZ.0 -WinLiveMaxPlayers=150 -IP=%MACHINEIP% -log -server -culture=en -NoCrashDialog -ForceServerHostingForMapImgs -UseRedisForRemoteFileManagerStorage
```

New Database Settings

S3 URL

KeyId

SecretKey

BucketName

Region

	Name	URL	Port	Password
DB Entry 1:	Default	127.0.0.1	6379	foobared
DB Entry 2:	TribeDB	127.0.0.1	6379	foobared
DB Entry 3:	TravelDataDB	127.0.0.1	6379	foobared
DB Entry 4:	TerritoryDB	127.0.0.1	6379	foobared
DB Entry 5:	LogDB	127.0.0.1	6379	foobared
DB Entry 6:	TradeDB	127.0.0.1	6379	foobared
DB Entry 6:	MonumentDB	127.0.0.1	6379	foobared
DB Entry 7:	FileManagerDB	127.0.0.1	6379	foobared

globalGameplaySetup:

```
((QuestEntries=((QuestID=0,CompletedIcon=Texture2D'/Game/Atlas/UI/Icons/Icon_PowerStonesQuest_Complete.Icon_PowerStonesQuest_Complete',UncompletedIcon=Texture2D'/Game/Atlas/UI/Icons/Icon_PowerStonesQuest_Uncomplete.Icon_PowerStonesQuest_Uncomplete',QuestName="Voyage of
```

Tribe Log Config ☐ Shared Log Config ☐

Travel Data Config ☐ Ship Bottle Data ☐

Use PVE ServerConfiguration ☐

Use UTC Time ☒

Day-0

Use Server Auto Restart ☒ Restart Time (UTC)

Edit

Cancel

2- Then click on the Ship Bottle Data button and the prefix info.

Edit project

Atlas Id: 1202965888

Friendly Name: [PTR][NA] Polly's Crack

Cells X: 13 Y: 13 CellSize: 1400000
In Unreal Units

Column UTC Offset: 51.0

Additional CmdLine Params:

TransitionMinZ: 0 (ex: -12000)

Mod Ids: (Use comma as separator between the Ids)

Map Image URL: http://cdn.atlasdedicated.com/RookieCove_UpperMid.jpg (optional: If you want to use URL instead of UE4)

Overall World Image: http://cdn.atlasdedicated.com/OverworldMap.jpg (optional: Base URL for http hosted map images)

MetaWorldURL: https://cdn.atlasdedicated.com/

AuthListURL:

Atlas Password:

Main Region Name: Mytroa

BaseServerArgs: KeysServiceBaseURL=atlasdedicated.com -xblive\Certs\atlasdedicated\ -XboxSandboxID=HGLCC ForceServerHostingForMapImgs -UseRedisForRe

S3 URL:

KeyId:

SecretKey:

BucketName:

Region:

Tribe Log Config Shared Log Config

Travel Data Config Ship Bottle Data

Use PVE ServerConfiguration: ☐

Use UTC Time: ☒

Day-0: 03-07-2020 12:00:00 PM

Use Server Auto Restart: ☒ Restart Time (UTC): 06:00 PM

Override ShooterGameMode DefaultGame.ini Values

Key	Value
MaxSettlementR...	99999

Server Spooling Up/Down Schedule

Schedule Downloading

BaseURL:

Filename:

Schedule Uploading

S3 Access Key:

S3 SecretKey:

S3 Bucket:

S3 Region:

Ship In A Bottle Data Config

S3 Key Prefix:

HTTP Backup URL:

HTTP API Key:

Save Cancel

DB Entry 4: TerritoryDB 127.0.0.1 6379 foobared

DB Entry 5: LogDB 127.0.0.1 6379 foobared

DB Entry 6: TradeDB 127.0.0.1 6379 foobared

DB Entry 6: MonumentDB 127.0.0.1 6379 foobared

DB Entry 7: FileManagerDB 127.0.0.1 6379 foobared

globalGameplaySetup:

```
((QuestEntries=
((QuestID=0,CompletedIcon=Texture2D'/Game/Atlas/UI/Ic
ons/Icon_PowerStonesQuest_Complete.Icon_PowerStones
Quest_Complete',UncompletedIcon=Texture2D'/Game/Atla
s/UI/Icons/Icon_PowerStonesQuest_Uncomplete.Icon_Po
werStonesQuest_Uncomplete'.QuestName="Voyage of
```

Edit Cancel

Finally for both options after the above steps you will need to export, so that info get parsed to ServerGrid.ServerOnly.json