How to create a dedicated server

There is already a guide for that in the unreal engine wiki so all we need to do is follow this tutorial https://wiki.unrealengine.com/Dedicated_Server_Guide_(Windows_%26_Linux)

Until step 7 everything should be the same.

You can choose here the game mode that the server is going to play just make sure that the global default Server Game Mode is the correct one for that map, in this case we are going to use Conquest.
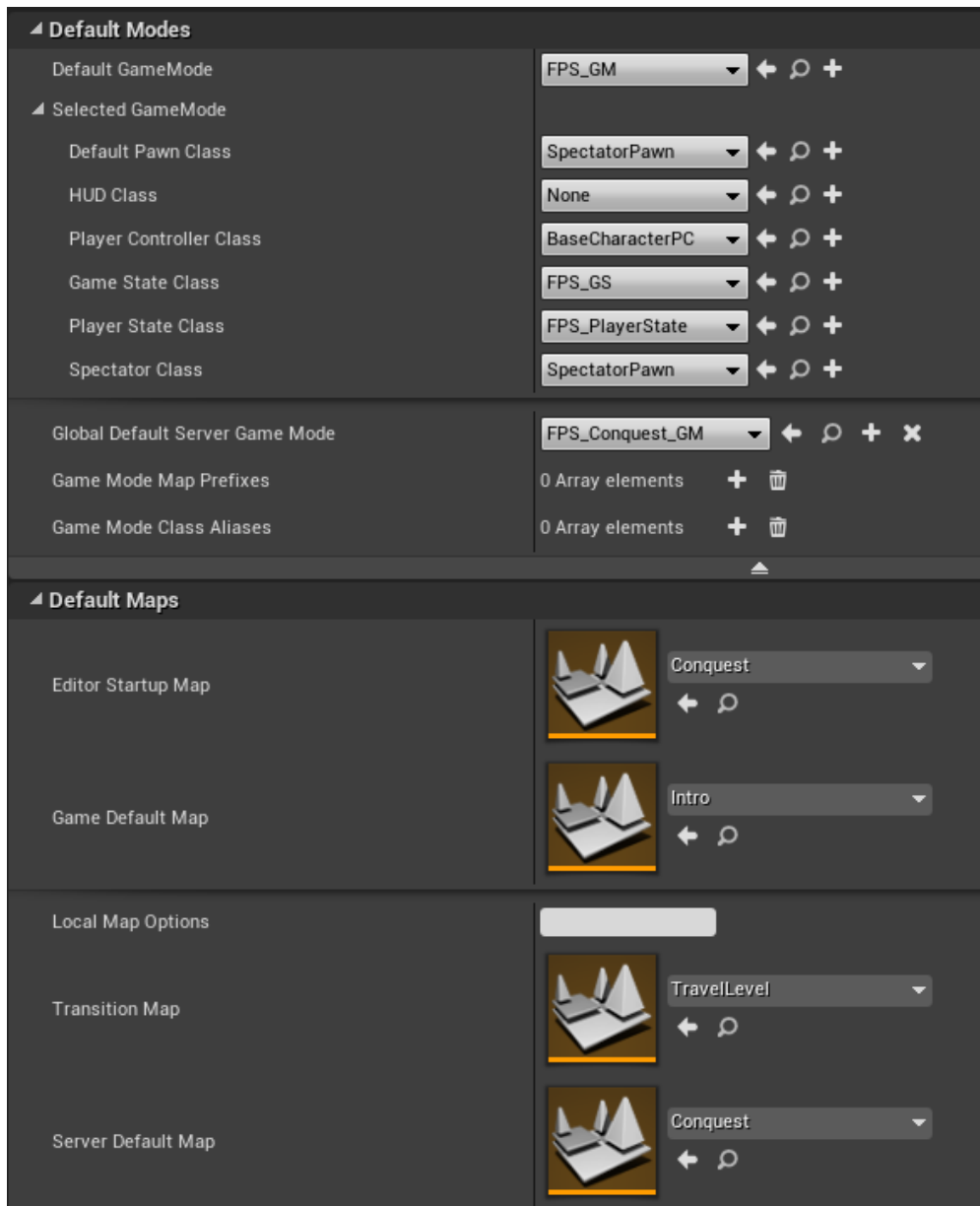

Project settings -> Maps & Modes

We are going to use the map intro for the test, so just open the Intro level and add this code in the Level Blueprint.
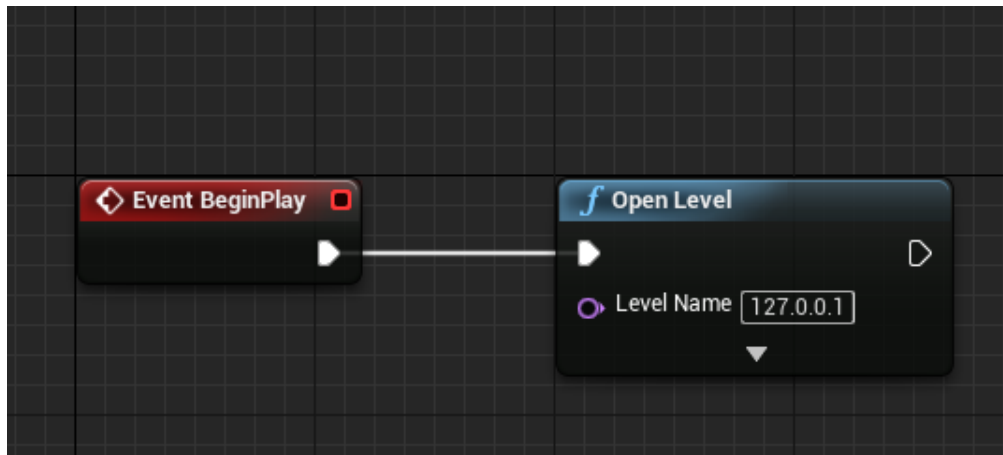
127.0.0.1 it's your local IP so this will work in every pc, in the epic guide there is a section to connect with friends if you want to go deeper.

The list of maps should look like this (step 8 the guide). I'm assuming this just makes the packaging a lot quicker, but you should add here all the maps that you are going to need in the packaged version.
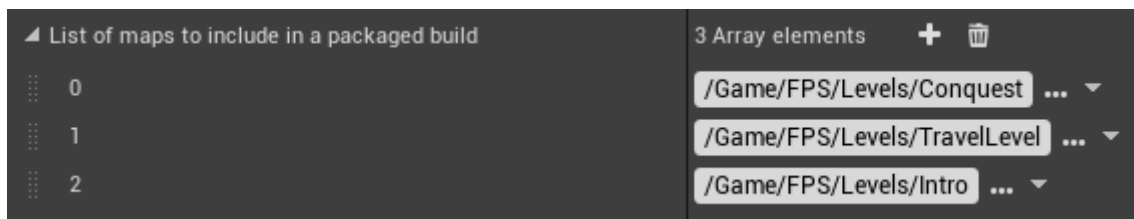

You should see something like this when the server is up and running

Right now, is waiting 5 secs to start the game, but you can change the code a little bit to wait for players to start o just start right away.

So, this is it, now you can leave the server running all day if you want, just keep in mind that the server will kick automatically players that are afk, there is a setting to change that in each game mode.
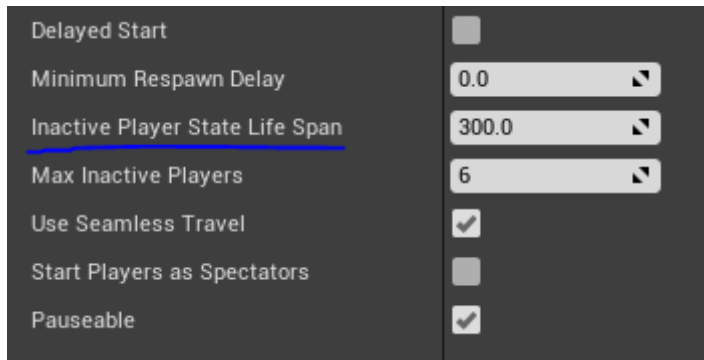

The best way to close the server is clicking control+c on the console window.

You will see in the server logs two warning, one about steam that you can ignore because we are not using steam for this test and another one about the save file, the save file is only for clients to save settings so doesn't matter either.

Can I add bots to the server?

Yes ofc, you can override the number of bots at the end of the game mode begin play. The function is called OverrideNumberOfBots
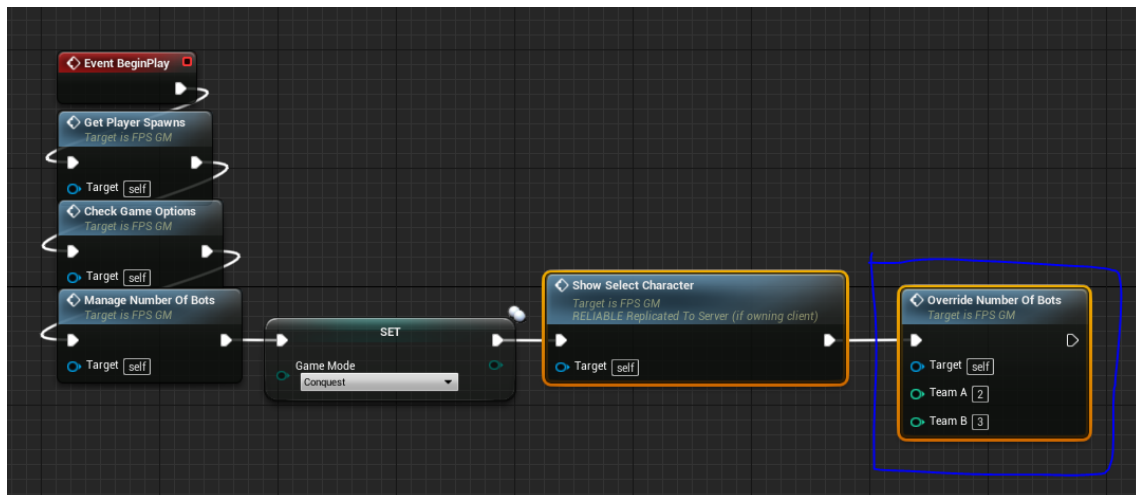
Can I make the server rotate map?

Yes, but you will have to add that code, right now is going to restart the map at the end of the round.