**Setting up a FiveM server in 2020**

A step-by-step guide on setting up FXServer in 2020

**Running an FXServer**

FXServer is the name of the current CitizenFX server version. This page shows you how to run it.

Having trouble running your server? Visit [server issues](https://docs.fivem.net/docs/support/server-issues), use the Discord [#fxserver-support](https://discord.gg/UwvVgsJ) channel or create a topic in the [Server Discussion](https://forum.fivem.net/c/server-development/server-discussion) sub-category on the forum.

**Windows server**

Prerequisites

1. [Visual C++ Redistributable 2019](https://aka.ms/vs/16/release/VC_redist.x64.exe) or newer.
2. [Git](https://git-scm.com/download/win) to assure a correct installation.

Installation

1. Create a new directory (for example D:\FXServer\server), this will be used for the server binaries.
2. Download the latest master branch build for Windows from the [artifacts server](https://runtime.fivem.net/artifacts/fivem/build_server_windows/master/).
3. Extract the build into the directory previously created.  
   3b. Use any archiving tool (such as WinRAR or 7-Zip).
4. Clone [cfx-server-data](https://github.com/citizenfx/cfx-server-data) in a new folder outside of your server binaries folder, for example, D:\FXServer\server-data.  
   4b. git clone https://github.com/citizenfx/cfx-server-data.git server-data
5. Make a **server.cfg** file in your server-data folder (copy the [example server.cfg](https://docs.fivem.net/docs/server-manual/setting-up-a-server/#servercfgexample) file below into that file).
6. Generate a license key at [https://keymaster.fivem.net](https://keymaster.fivem.net/).
7. Set the license key in your server.cfg using sv\_licenseKey "licenseKeyGoesHere".
8. Run the server from the server-data folder. For example, in a plain Windows command prompt (cmd.exe) window:
9. cd /d D:\FXServer\server-data
10. D:\FXServer\server\FXServer.exe +exec server.cfg

(the /d flag is only needed when changing directory to somewhere on a different drive)

**Linux server**

1. Create a new folder (for example mkdir /home/username/FXServer/server), this will be used for the server binaries.
2. Download the latest master branch build for Linux from the [artifacts server](https://runtime.fivem.net/artifacts/fivem/build_proot_linux/master/)(copy the URL for the latest server version and use wget <url> to download it).
3. Extract the build to the directory that was previously created, using cd /home/username/FXServer/server && tar xf fx.tar.xz (you need to have xz installed, on Debian/Ubuntu this is in the xz-utils package).
4. Clone [cfx-server-data](https://github.com/citizenfx/cfx-server-data) in a new folder outside of your server binaries folder.  
   4b. For example git clone https://github.com/citizenfx/cfx-server-data.git /home/username/FXServer/server-data
5. Make a **server.cfg** file in your server-data folder (copy the [example server.cfg](https://docs.fivem.net/docs/server-manual/setting-up-a-server/#servercfgexample) file below into that file).
6. Generate a license key at [https://keymaster.fivem.net](https://keymaster.fivem.net/).
7. Set the license key in your server.cfg using sv\_licenseKey "licenseKeyGoesHere".
8. Run the server from the server-data folder.  
   8b. bash /home/username/FXServer/server/run.sh +exec server.cfg

Common issues

* If you don't get any ‘resources found’, and it says ‘Failed to start resource’, you didn't ‘cd’ to the right folder.
* If no resources get started, and you can't connect, you didn't add +exec.
* If you get ‘no license key was specified’, one of the above things applies.

server.cfg

An example server.cfg follows.

*# Only change the IP if you're using a server with multiple network interfaces, otherwise change the port only.*

endpoint\_add\_tcp "0.0.0.0:30120"

endpoint\_add\_udp "0.0.0.0:30120"

*# These resources will start by default.*

ensure mapmanager

ensure chat

ensure spawnmanager

ensure sessionmanager

ensure fivem

ensure hardcap

ensure rconlog

ensure scoreboard

*# This allows players to use scripthook-based plugins such as the legacy Lambda Menu.*

*# Set this to 1 to allow scripthook. Do note that this does \_not\_ guarantee players won't be able to use external plugins.*

sv\_scriptHookAllowed **0**

*# Uncomment this and set a password to enable RCON. Make sure to change the password - it should look like rcon\_password "YOURPASSWORD"*

*#rcon\_password ""*

*# A comma-separated list of tags for your server.*

*# For example:*

*# - sets tags "drifting, cars, racing"*

*# Or:*

*# - sets tags "roleplay, military, tanks"*

sets tags "default"

*# A valid locale identifier for your server's primary language.*

*# For example "en-US", "fr-CA", "nl-NL", "de-DE", "en-GB", "pt-BR"*

sets locale "root-AQ"

*# please DO replace root-AQ on the line ABOVE with a real language! :)*

*# Set an optional server info and connecting banner image url.*

*# Size doesn't matter, any banner sized image will be fine.*

*#sets banner\_detail "https://url.to/image.png"*

*#sets banner\_connecting "https://url.to/image.png"*

*# Set your server's hostname*

sv\_hostname "FXServer, but unconfigured"

*# Nested configs!*

*#exec server\_internal.cfg*

*# Loading a server icon (96x96 PNG file)*

*#load\_server\_icon myLogo.png*

*# convars which can be used in scripts*

set temp\_convar "hey world!"

*# Uncomment this line if you do not want your server to be listed in the server browser.*

*# Do not edit it if you \*do\* want your server listed.*

*#sv\_master1 ""*

*# Add system admins*

add\_ace group.admin command allow *# allow all commands*

add\_ace group.admin command.quit deny *# but don't allow quit*

add\_principal identifier.fivem:1 group.admin *# add the admin to the group*

*# Hide player endpoints in external log output.*

sv\_endpointprivacy true

*# enable OneSync with default configuration (required for server-side state awareness)*

onesync\_enabled true

*# Server player slot limit (must be between 1 and 32, unless using OneSync)*

sv\_maxclients **32**

*# Steam Web API key, if you want to use Steam authentication (https://steamcommunity.com/dev/apikey)*

*# -> replace "" with the key*

set steam\_webApiKey ""

*# License key for your server (https://keymaster.fivem.net)*

sv\_licenseKey changeme