Setting up a server from a fresh installation of Linux   
Using the automated installer script   
Grab a copy of the installer script:   
wget [https://raw.githubusercontent.com/kyle95wm/dwc\_network\_installer/master/install.sh](http://jump2.bdimg.com/safecheck/index?url=rN3wPs8te/pX/RXZrrwmgz1HhLKFfuYdBR6elVnGSRMPTZwDs+V1I5j9L4by8Q3VJBmPwQeuZlw6lvb2XMnCBq2+j8BlbRhlPCSHnSWKuXolEPEaqSU9ARnWkf+7jm8DxrpO8T4C7yIXAqEStRyVlchMZgfTf+uS)   
Flag the script as executable:   
chmod +x install.sh   
And run the script:   
sudo ./install.sh   
Note: The script needs to run as root, as it has the capability to install various software necessary to run the server. It must also be run in your pwd (present working directory) otherwise the script will not let you run it. Your OS must support apt as a package manager for the script to run as well.   
Note: Before attempting to run the master\_server.py do an "ls -l" outside of the directory "dwc\_network\_server\_emulator" and see if the git is being owned by root. If it IS you'll have to change this so that it is owned by you by typing:   
sudo chown yourusername:yourusername dwc\_network\_server\_emulator/ -R   
What this will do is recursively make every file inside of that directory owned by you and the group you're in (usually your username)   
NOTE 2: The script is being maintained by me (kyle95wm) so please go to the dwc\_network\_installer repo and post any issues you may have, or suggestions for new enhancements to the script.   
Installing manuallyInstalling the Prerequisites   
First make sure everything is up-to-date:   
sudo apt-get updatesudo apt-get upgrade   
Once you've gotten your updates and upgrades out of the way, you need to install a few packages:   
sudo apt-get install git python-2.7 python-twisted apache2 dnsmasq   
Note: Depending on your Linux distribution, you may need one or more different commands here. The above line should work on Ubuntu, and can be used with very minor modifications on Debian (remove the -2.7 on python). The important thing is that you end up installing:   
Apache   
Dnsmasq   
Python version 2   
The Twisted framework for Python   
Git   
Downloading the Server Scripts   
Once the installation is completed go to your home directory by just typing:   
cd   
Then clone this repository:   
git clone [http://github.com/polaris-/dwc\_network\_server\_emulator.git](http://jump2.bdimg.com/safecheck/index?url=x+Z5mMbGPAucgiKmFMUWRgDUPfDt9SdSeRbdBxnM006YcshyWSo23CTKIi2pyXq9JllKpkh/mlFg33Eto0aCm1ptvJAzezI2vZuLXXQ5XbrITGYH03/rkg==)   
This downloads a copy of the current state of the server scripts. It'll create a directory with the same name of the repository, so enter that with:   
cd dwc\_network\_server\_emulatorSetting up Apache   
First, we'll set up Apache to forward all relevant requests to our server. There are some pre-made config files that you can use. Copy them to your Apache's sites-available dir by typing:   
sudo cp tools/apache-hosts/\* /etc/apache2/sites-available   
After that, to prevent a problem with Apache complaining about not being able to find the server's fully qualified domain name, we need to add a line into Apache's config file. Open it by typing:   
sudo nano /etc/apache2/apache2.conf   
Add the following line at the bottom of the file. Warning, this is case-sensitive!   
ServerName localhost   
Exit by pressing CTRL+X, then confirm your edits with Y and Enter.   
Next, we'll enable the config files we copied over before. To do that, type:   
sudo a2ensite   
It'll give you a list of choices and ask you which to enable. Unless you have any specific reason not to, you can most likely just enable all of them by answering with:   
\*   
Then, type:   
sudo a2enmod proxy proxy\_http   
This enables the reverse proxy functionality of Apache, which is needed for it to forward requests to and answers from our server.   
Once all that is done, we can restart Apache with:   
sudo service apache2 restart   
It should silently restart without errors.   
Setting up Dnsmasq   
Edit Dnsmasq's config file with:   
sudo nano /etc/dnsmasq.conf   
Add the following line somewhere in the file, preferably below the provided example:   
address=/nintendowifi.net/[IP]   
Instead of [IP] you should use your server's IP, either the local one if you just want to use the server within your LAN, or your actual external IP if you want people from the internet to connect to it.   
For example, if your server's IP was 192.168.0.15, you'd write:   
address=/nintendowifi.net/192.168.0.15   
You can find out your local IP by typing:   
hostname -I   
Depending on your network and router, it may make sense to configure a static IP for your server. How you set this depends on your Linux distribution. On Debian or Ubuntu the relevant file to edit is /etc/network/interfaces.   
Once you're done setting up, restart Dnsmasq with:   
sudo service dnsmasq restart   
It should restart silently without errors.   
Create Admin Credentials   
One last thing you can do before starting the server is create some administrator credentials so you can remotely login and perform actions such as banning. This is optional. To do so, create a file called adminpageconf.json next to the server script files.   
cd ~/dwc\_network\_server\_emulatornano adminpageconf.json   
The file should look like this:   
{"username":"yourusernamehere","password":"yourpasswordhere"}   
Change this to whatever you want (as in, change the "yourusernamehere" and the "yourpasswordhere").   
Start the Server   
Finally, start the server by typing:   
cd ~/dwc\_network\_server\_emulatorpython master\_server.py   
Now you can try connecting to your server with any supported game! To do so, you must set your own server's IP (the one we previously used in the Dnsmasq configuration) as the Primary DNS Server in your DS' or Wii's Internet configuration.   
Do note that you cannot connect to your own sever with a profile created on the official servers or any other server, and you cannot connect to any other server with a profile created on your server. You must delete your save file and/or the DS WFC profile every time you switch server.   
If you run into issues, please ask in the #altwfc IRC channel in Rizon.   
转载于Admiral H. Curtiss的github项目

# Troubleshooting

barronwaffles edited this page on 16 Mar · [50 revisions](https://github.com/polaris-/dwc_network_server_emulator/wiki/Troubleshooting/_history)

### Pages 17



* [**Home**](https://github.com/polaris-/dwc_network_server_emulator/wiki)
* [**AR Codes**](https://github.com/polaris-/dwc_network_server_emulator/wiki/AR-Codes)
* [**Compatibility**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Compatibility)
* [**Creating a pkmnFoundations (GTS and Battle Video) server**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Creating-a-pkmnFoundations-(GTS-and-Battle-Video)-server)
* [**Home (Bahasa Indonesia)**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Home-(Bahasa-Indonesia))
* [**Home (Brazilian Portuguese)**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Home-(Brazilian-Portuguese))
* [**Home (German)**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Home-(German))
* [**Home (Polish)**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Home-(Polish))
* [**Home (Русский)**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Home-(%D0%A0%D1%83%D1%81%D1%81%D0%BA%D0%B8%D0%B9))
* [**Home (中文)**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Home-(%E4%B8%AD%E6%96%87))
* [**List of Servers**](https://github.com/polaris-/dwc_network_server_emulator/wiki/List-of-Servers)
* [**Nintendo DS Download Content**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Nintendo-DS-Download-Content)
* [**Setting up a server from a fresh installation of Linux**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Setting-up-a-server-from-a-fresh-installation-of-Linux)
* [**Setting up Custom Domains for your DWC Server**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Setting-up-Custom-Domains-for-your-DWC-Server)
* [**Troubleshooting**](https://github.com/polaris-/dwc_network_server_emulator/wiki/Troubleshooting)
* [Show 2 more pages…](https://github.com/polaris-/dwc_network_server_emulator/wiki/Troubleshooting)

[Add a custom sidebar](https://github.com/polaris-/dwc_network_server_emulator/wiki/_new?wiki%5Bname%5D=_Sidebar)

##### Clone this wiki locally



[**Clone in Desktop**](github-windows://openRepo/https:/github.com/polaris-/dwc_network_server_emulator.wiki)

**Other languages:** [中文](https://github.com/polaris-/dwc_network_server_emulator/wiki/Troubleshooting-%28%E4%B8%AD%E6%96%87%29), [Русский](https://github.com/polaris-/dwc_network_server_emulator/wiki/Troubleshooting-%28%D0%A0%D1%83%D1%81%D1%81%D0%BA%D0%B8%D0%B9%29)

### Error Codes

* **20100**: Connection to the Access Point succeeded, but connection to the Wi-Fi Connection servers couldn't be established. Either you forgot to set the DNS and are trying to connect to the now-defunct official servers, or the custom server is currently down for maintenance. May also be a result of not properly patching your game to remove the SSL checks.
* **23400**: Apache Security is not allowing Whitespace. To server admins: Add this to your apache2.conf file - HttpProtocolOptions Unsafe
* **23404**: Internal server error - To server admins: This usually means that Apache's virtual hosts aren't found on the server (or if nas\_server.py is using port 80 when Apache is also using it) - naswii is returning HTTP 404
* **23500**: Internal server error - To server admins: This might mean you haven't enabled Apache's proxy modules. On Ubuntu, try running sudo a2enmod proxy\*
* **23502**: Game server offline but reachable outside of game (i.e web server is up)
* **23800**: Game not supported on your desired server. Some servers restrict what games are allowed. You must contact the server owner to determine what games are officially supported. You may also consult the List of Servers page.
* **23888**: Console registered successfuly - awaiting activation. Some servers may have this feature enabled as a defence mechanism to thwart abusive users from circumventing bans. It may take 24 hours or longer for your console to activate. This is a MANUAL activation process, and is not automatic.
* **23913**: User ID creation denied for banned user
* **23914**: Banned - Access to the server is denied. Your console is banned
* **23915**: Banned - Too many changes to console identifiers. You may only use ONE (1) MAC address per Wii console. \*\* This is a VaronFi specific error code and is not present on any other server \*\*
* **23917** - Banned - Access to the server is denied for all related consoles and profiles.
* **23921** - Login denied - Console is not known \*\* This error should never appear \*\*
* **51300-51399**: The console is unable to connect to the access point. Double-check the settings and try again.
* **52100-52103**: The console can't contact the server. It could be a problem with your internet or the server could be temporarily offline.
* **52200-52203**: This error seems to appear when attempting to connect to the server multiple times without properly disconnecting first. Reboot your console and try again.
* **60000**: Error relating to your user profile. Most likely, you're trying to connect to the custom server using save data that still has your Friend Code from the official server stored in it. On the DS, you should be able to fix this by deleting your NWFC Configuration as described [here](https://github.com/polaris-/dwc_network_server_emulator/wiki/Home), on the Wii you either have to delete your save file for the game you're trying to connect with or manually remove friend code information by editing your save file. This may improve in the future.
* **61020**: Profile Server unreachable. Probably not a problem on your end.
* **61070**: Profile Server unreachable
* **84020**: QR Server unreachable. Probably not a problem on your end.
* **86420**: A direct connection was attempted with another player but the connection failed. Possible reasons could be firewall, ports or latency.
* **91010**: The server has been shut down or restarted for maintenance. This error can also mean you were kicked from the server
* **94020**: To server admins running Nginx: There is a bad config regarding URL redirects. Fix the URL redirects or delete them.
* **98020**: The gamestats server is not implemented. If you have well-documented packet captures from the official WFC, you should [file an issue](https://github.com/polaris-/dwc_network_server_emulator/issues) with them and perhaps a volunteer programmer can implement it. For the time being, the game is unsupported.
* **61010**: Game Unsupported. This usually means that the game the user is trying to play isn't whitelisted on your server.

### Port Forwarding

The following ports are required for the server to connect to the servers or to make your own server reachable from the outside. Please remember to also open the following ports on your Computer's Firewall.  
**TCP**  
Allow traffic to all destinations on ports: 53, 80, 443, 8000, 9000, 9002, 9998, 27500, 27900, 27901, 28910, 29900, 29901, and 29920. Additionally open ports 9001 for internal stats page and 9009 for admin page for viewing list of registered consoles/profiles and for banning users.  
**UDP**  
Allow all traffic to all destinations (all ports 2 thru 65535). (Necessary for peer-to-peer connections and game play).