Valheim(Ubuntu).md 8/19/2023

Here is the source video

- Additional resource 1
- Additional resource 2

Update and upgrade system

```
sudo apt update
```

sudo apt upgrade

Add necessary repository and architecture

```
sudo add-apt-repository multiverse
```

sudo dpkg --add-architecture i386

sudo apt update

Install steamcmd

sudo apt install steamcmd

steamcmd +login anonymous +force_install_dir /home/user/steamcmd +app_update 896660 validate + exit

cd ./steamcmd/

Change name, world, and password

nano start_server.sh

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```
#!/bin/bash
export templdpath=$LD_LIBRARY_PATH
export LD_LIBRARY_PATH=./linux64:$LD_LIBRARY_PATH
export SteamAppId=892970

echo "Starting server PRESS CTRL—C to exit"

# Tip: Make a local copy of this script to avoid it being overwritten by steam.
# NOTE: Minimum password length is 5 characters & Password cant be in the server name.
# NOTE: You need to make sure the ports 2456—2458 is being forwarded to your server through your local router & firewall.
./valheim_server.x86_64 —name "Calebs Server" —port 2456 —world "Calebworld" —password "password1234"

export LD_LIBRARY_PATH=$templdpath
```

See if server starts

```
sh start_server.sh
```

Port forwarding

```
sudo apt install net-tools
```

ifconfig

sudo ufw allow 2456:2458/tcp

sudo ufw allow 2456:2458/udp

Setup Valheim service

sudo nano /etc/systemd/system/valheim.service

[Unit]

Description=Valheim Server

[Service]

User=username

WorkingDirectory=/home/user/steamcmd

ExecStart=/home/user/steamcmd/start_valheim.sh

Restart=always

[Install]

WantedBy=multi-user.target

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```
sudo systemctl daemon-reload
```

sudo systemctl enable valheim

```
sudo systemctl start valheim
```

sudo systemctl status valheim

Check logs to see if it's working

```
sudo journalctl -u valheim -f
```