

Server User Manual

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Contents

1	Introduction	1
2	Installation	1
3	Using the System	1
3.1	Selecting an Interface	2
3.2	Getting the relevant IP address	2
3.2.1	“Not connected” shows in the IP Address Field	3
3.3	Setting a Port	3
3.3.1	“Port is in use”	4

1 Introduction

This is the manual for the AWS2014 server side, if you are reading this you must be interested in hosting your own AWS server, and this manual will show you how.

2 Installation

No installation is needed to run the AWS server, just a python environment and a UNIX-like system.

Make sure you have a python 2 environment by typing

```
$ python -V
```

If it comes back with

```
Python 2.7.[Anything]
```

you have a good environment and are good to go.

Simply start the server with

```
$ python aws_server.py
```

3 Using the System

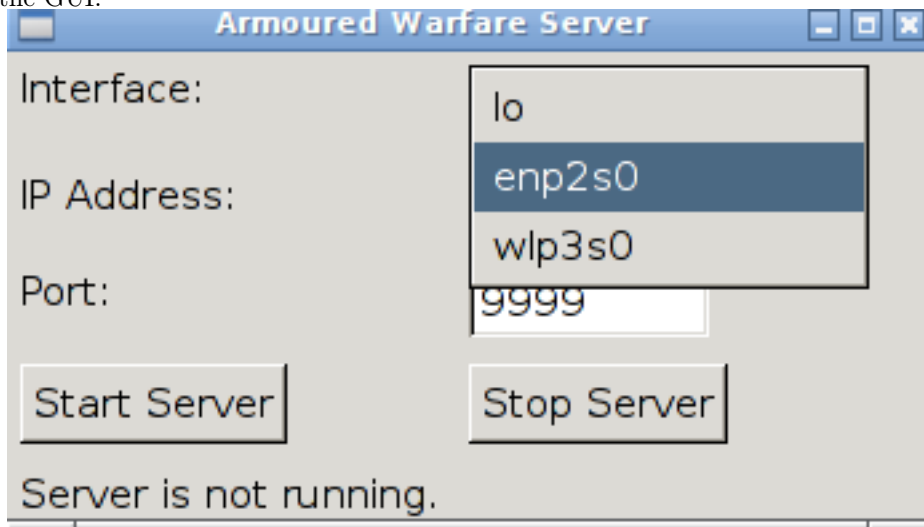
Once the system is booted, you will be presented with a GUI with multiple elements that will be explained below.

3.1 Selecting an Interface

In order to host the server, you require a network interface to bind to. This will vary from system to system, on UNIX systems you can use

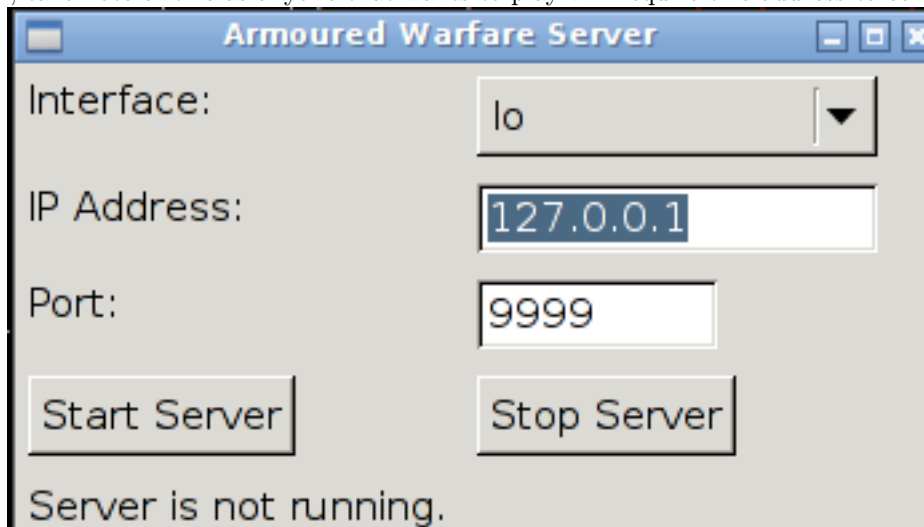
```
$ ip addr
```

to check the connected interfaces (i.e. WLAN, ethernet, etc). You can select any interface from the list shown in the GUI.



3.2 Getting the relevant IP address

Once you have selected an interface, the IP address associated with that interface will appear in the "IP Address" box, take note of this as anyone that wants to play will require this address to connect.



3.2.1 “Not connected” shows in the IP Address Field

If you see the following message:



The selected interface (in this case, ethernet) is not connected to any network. Attempting to host a server on a non-connected address will not work.

In the case of this message, please select another interface that is connected to a network.

3.3 Setting a Port

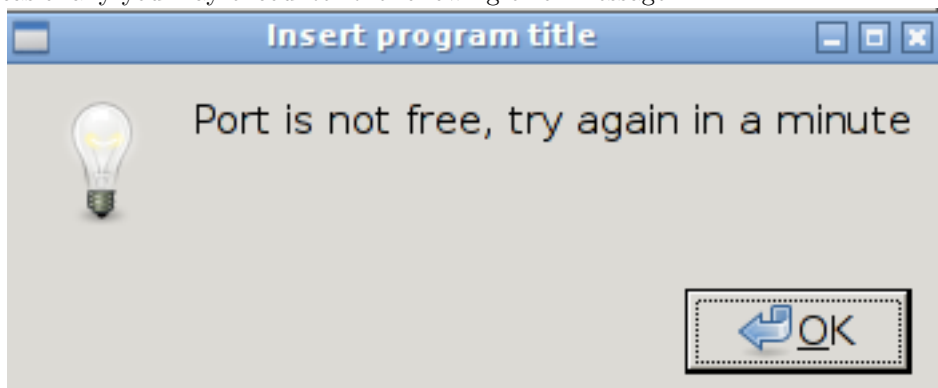
After you have selected an interface and got the IP address, you can select a port. This can really be anything you like, but with the following restrictions:

1. Make the port number at least 1000, ports 0 - 999 are often used for system internal processes.
2. Use a port number less than 65535 - this is the maximum allowable port on current systems.



3.3.1 “Port is in use”

Occasionally you may encounter the following error message:



This means that the last server has not yet unbound from the port and a new server cannot bind. Usually leaving the program 2 minutes should give the server chance to unbind and all should work again.