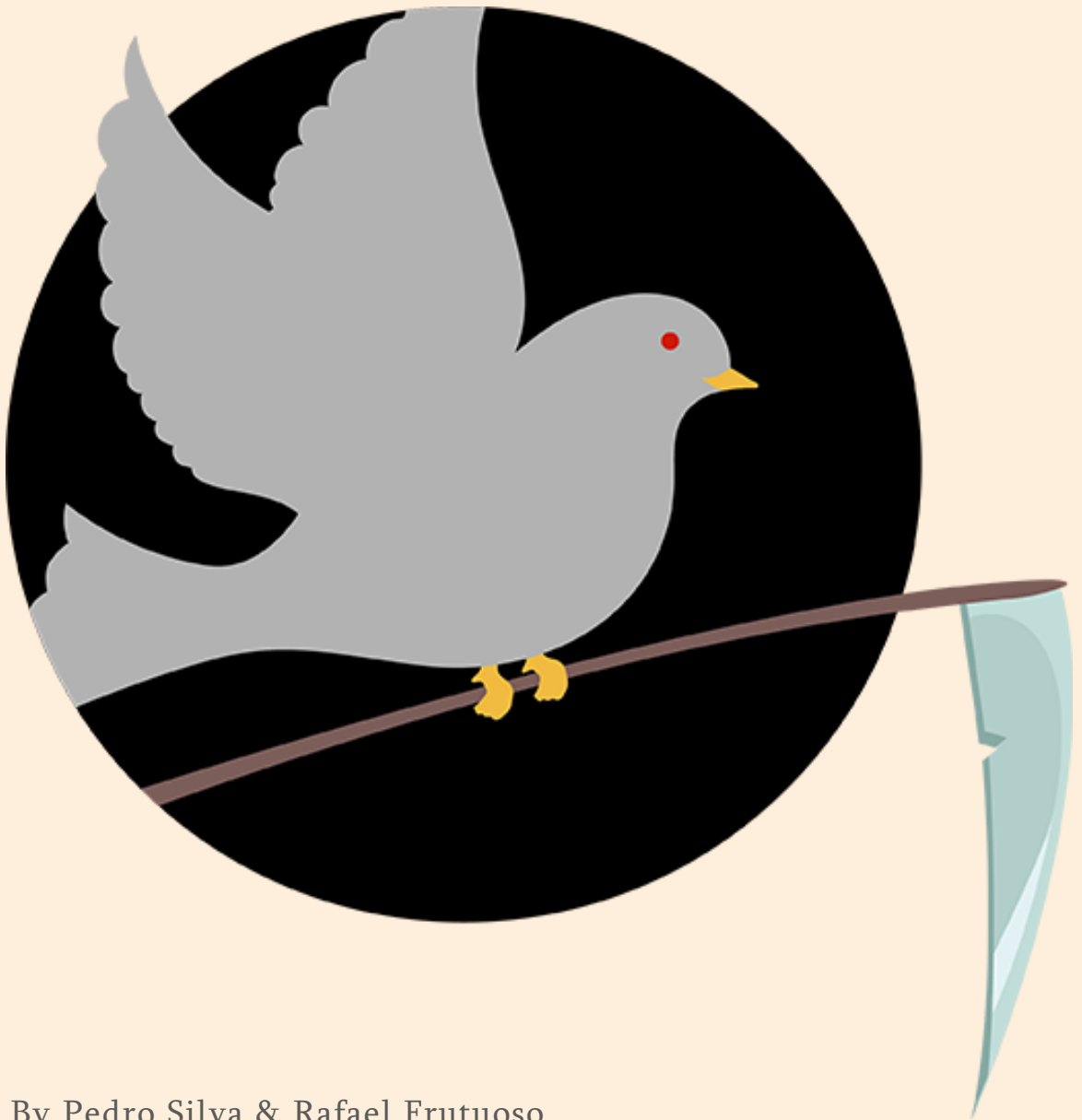# MORTE LIBERANTIS

Server Instructions

By Pedro Silva & Rafael Frutuoso

The Server (instructions)

Since the server is in TypeScript it is needed to download the necessary npms for it. Here is the link for the download:

https://www.npmjs.com/package/typescript

Since The multiplayer match making component is using a RabbitMQ server, in order to make it run you have to install the server on pc to run it locally.

https://www.rabbitmq.com/getstarted.html

If you wish to expose the server to local network, please follow these instructions:

https://stackoverflow.com/questions/26811924/spring-amqp-rabbitmq-3-3-5-access-refused-login-was-refused-using-authentica/26820152

You will also have to change some code in a C# script in the game source:

Script name: RabbitMqServisse.cs

Line: 72, function createConnectionFactory

Change to your own parameters: factory.UserName = "guest";

                                      factory.Password = "guest";

 Change to your ip: factory.HostName = "localhost";