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Step 1: Requirements

Recommended soft requirements:

- Microsoft Windows Server 2008 R2
- Microsoft SQL Server 2008 R2 (English)
- Microsoft .NET Framework 3.5 (and above)

Minimal system requirements*:

Processor: 2.4 GHz (x2)

• RAM: 2 GB

• System type: 32 or 64 bit

Recommended system requirements*:

• Processor: 3.5 GHz (x2)

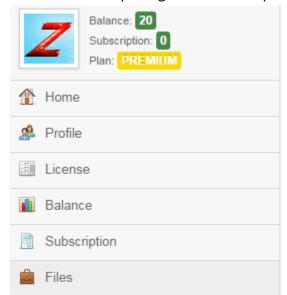
RAM: 4 GB

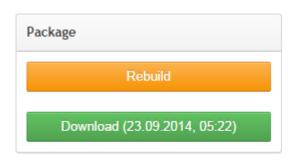
System type: 32 or 64 bit

st Requirements for one gamerserver project, requirements may change depending on number of gamerservers

Step 2: Preparing

1. Download latest package from control panel

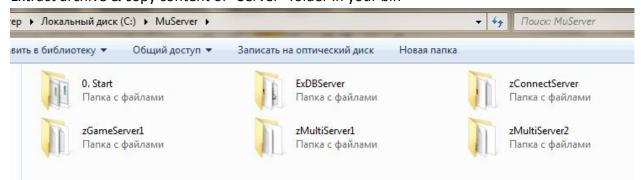




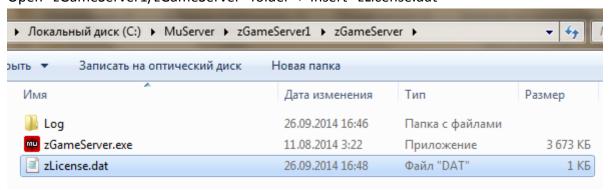
2. Download "zLicense.dat" from control panel



3. Extract archive & copy content of "Server" folder in your bin



4. Open "zGameServer1/zGameServer" folder -> Insert "zLicense.dat"



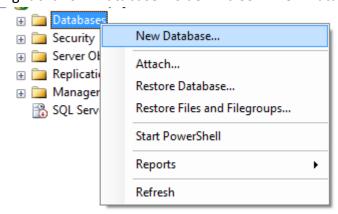
Step 3: Database

A. Creation

1. Open SQL Server Management Studio



2. Right click on "Database" folder in tree -> New Database

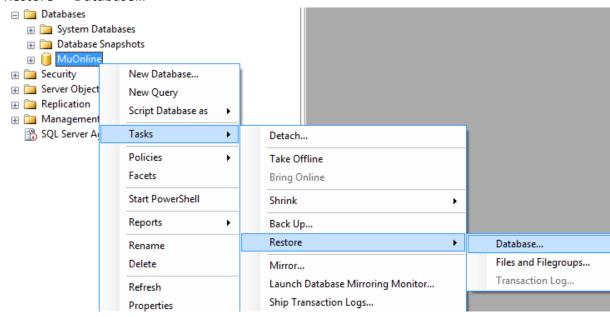


3. Fill name row & click "OK"

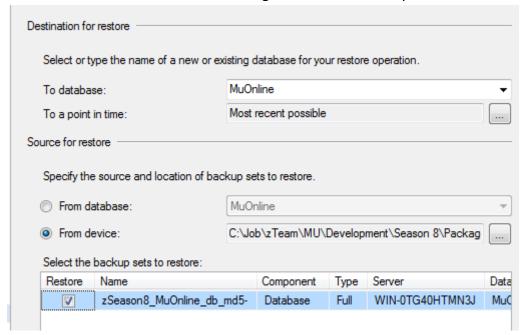


B. Restoring

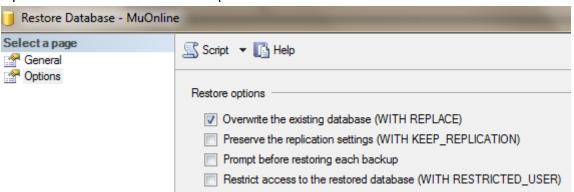
1. Right click on "Database" in tree -> Right click on "database name" -> Tasks -> Restore -> Database...



2. Select "device" how source for restoring -> Browse -> Select your MuOnline.bak

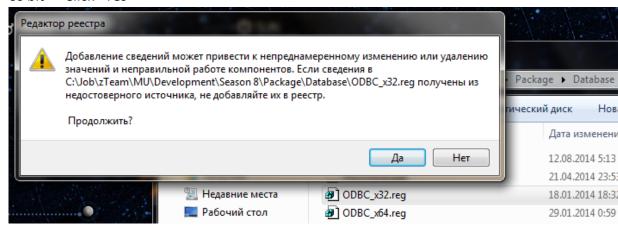


3. Options tab -> Check Overwrite option & click "OK"



C. ODBC

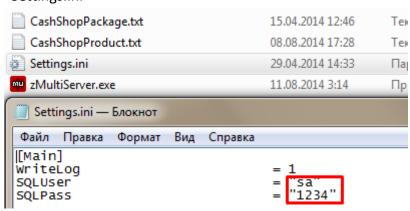
1. Browse package archive -> "Database" folder -> Double click on .reg file with same os bit -> Click "Yes"



Step 4: Configuration

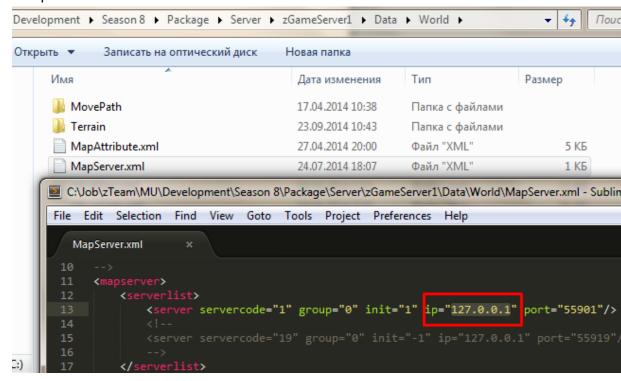
A. Change SQL connect

 Browse "zMultiServer1" & "zMultiServer2" -> Change sql connect information in "Settings.ini"

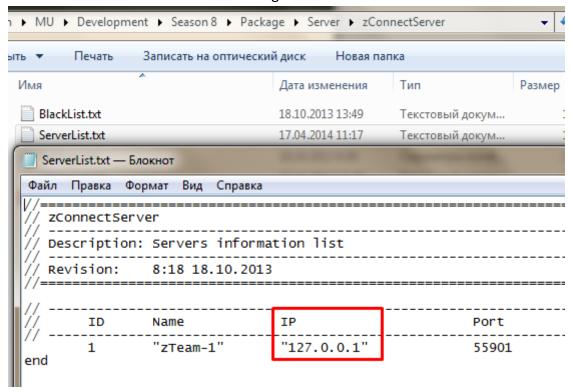


B. Change server IP

 Browse "World" folder (from zGameServer1/Data) -> Change IP address in "MapServer.xml"



2. Browse "zConnectServer" folder -> Change IP address in "ServerList.txt"



C. Change client IP

 Browse "Tools" folder -> Open "zConfigurator.exe" -> Select "Your client folder"/Data/Custom/Common.z -> Change IP address & save file

