"Valheim Dedicated Server" Instruction Manual

Running a dedicated server is a great way to provide a persistent world in which you and your friends can play anytime. Setting up a dedicated server requires some cursory scripting knowledge and, more importantly, knowing how to set up your router to allow data to be sent to and from the server and its connected clients.

This guide will help you script the server application but due to the multitude of router and modem types in use today, and differing internet connection setups, we can't provide any detailed instructions on how to configure your router. Please refer to your router manual or ISP.

Downloading the Dedicated Server program from Steam

1. In the Steam Library, click the top left dropdown menu and make sure the 'Tools'-checkbox is filled.
2. Scroll down to 'Valheim Dedicated Server' and click 'Install'.

Running the Dedicated Server

Before running the Server, you have to manually enter some relevant information in the 'start_headless_server.bat'-file (Linux: 'start_server.sh').

We recommend that you make a copy of this file and enter the required information in the copy instead of the original, since the original file will be reset each time it is updated in Steam (requiring you to re-enter your information). Just be aware that you won't be able to launch the copy from Steam, since that shortcut only points to the original filename.

⚠️ *PLEASE NOTE: The most important thing is to make sure that the Server uses a Port Range that has access to the Internet. This is done by 'Port Forwarding', please refer to your Router manual for details on how to do this. The default Port Range that the Server uses is 2456-2458.*

1. Navigate to the installation folder. To find the installation folder, right-click the 'Valheim Dedicated Server'-entry in your Steam Library and choose 'Manage/Browse local files'.
2. Right-click 'start_headless_server.bat' (your copy *or* the original) and choose 'Edit' to open the file in Notepad (Linux: open a terminal in the server directory and run the bash script: "./start_server.sh").
3. The following properties are the ones we are interested in, they are all located on line 7 which starts with the text `start valheim_server…`.

`-name "My server"`	Enter the name of your server that will be visible in the Server list.
`-port 2456`	Choose the Port which you want the server to communicate with. Please note that this has to

	correspond with the Port Forwarding settings on your Router.
`-world "Dedicated"`	A World with the name entered will be created. You may also choose an already existing World by entering its name.
`-password "Secret"`	Sets the password.

`-savedir [PATH]`	Overrides the default save path where Worlds and permission-files are stored.
	
	Default path
	WINDOWS:
	`"../%USERPROFILE%/AppData/LocalLow/IronGate/Valheim"`
	LINUX:
	`"~/.config/unity3d/IronGate/Valheim"`

4. Once you're done setting up (don't forget to save the file) you can start the Server either by launching it directly in Windows or via Steam. If you get a Windows Firewall-popup please fill all checkboxes to allow the Server to communicate with the Internet.

5. When the Server program shows the message '`Game server connected`' the Server is up and running, ready to accept connections.

Stopping the Dedicated Server

1. When you wish to stop running the server, **it is important that you close it by pressing CTRL+C in the Command-window**. If you close it by clicking the X in the window frame the Server may keep running in the background, we don't really know!

Administrating the Server and setting permissions

You can edit three separate text-files to set 1) who has admin privileges, 2) who is banned from your server, and 3) who is permitted on your server.

These three files, located in the default save path, are called 'adminlist.txt', bannedlist.txt', and permittedlist.txt'. Add Steam IDs (one per line) to set desired roles.

Please note that adding a person on the permitted list will ban everyone else from the server.

In-Game: Admin console commands (`F5` to bring down console)

`Kick PLAYERNAME`	Kicks a player from the Server.
`Ban PLAYERNAME`	Bans a player from the Server.
`Unban PLAYERNAME`	Unbans a player.

| Banned | Lists all banned players. |