



# DEDICATED SERVER SOFTWARE DOCUMENTATION

**Release 8.0.2.0**

**December 3rd, 2018**

## RENT A DEDICATED SERVER

Alternatively pre-installed servers can be rented at the following GSPs (Game Server Provider):



[www.gameservers.com](http://www.gameservers.com)



[gameserver.gamed.de](http://gameserver.gamed.de)



[server.nitrado.net](http://server.nitrado.net)



[gameserver.4players.de](http://gameserver.4players.de)

**VERYGAMES**

[www.verygames.net](http://www.verygames.net)

## CHANGE LOG

- Added Map OGG-File Support (8.0.2.0)
- Improved Masterserver Support (8.0.2.0)
- Improved compatibility with Steam (8.0.1.0)
- Added Instagram, Twitch and Discord links (8.0.1.0)
- Initial Farming Simulator 19 version (8.0.0.0)

## SYSTEM REQUIREMENTS

- Microsoft Windows 7, Windows 8, Windows 10 and Windows Server 2008, 2012, 2016 with 64-bit architecture
- A separate Farming Simulator license is needed for each Dedicated Server. You can't play with the same license key as a client on a server.
- 2.4 GHZ CPU (Intel or AMD)
- 2 GB RAM
- 6 GB free hard disk space
- Fixed IP address and permanent Internet connection
- No graphics or sound card required

## SUPPORT

- Email Support: [support@giants-software.com](mailto:support@giants-software.com)
- Forum: [Official Support Forum](#)

## STEP-BY-STEP INSTALLATION

### 1. Game Installation

- Install the game.
- Download and install the latest game update.
- Start the game and enter your product key. On servers without graphics cards, an error message will appear: "Error: Shader Model 4.0 required". You can ignore this message. Close the game.
- Install and activate any available DLC packs (optional)

### 2. Dedicated Server

- Configure dedicatedServer.xml (optional).
- Launch dedicatedServer.exe.
- The program dedicatedServer.exe has a built-in web server application. No other applications such as Apache or IIS are required to run the Dedicated Server.

### 3. Accessing the Web GUI

- Open a web browser.
- Open the following URL: [http://\[SERVER\\_IP\]:8080](http://[SERVER_IP]:8080)  
Example: <http://192.168.0.100:8080>
- Log in with the automatically generated admin account. You will find this in the dedicatedServer.xml file.
- Open the file in a text editor. You will find your login information there. Example:

```
<initial_admin>  
    <username>admin</username>  
    <passphrase>BA8DBN7</passphrase>  
</initial_admin>
```

- Log in with "admin" and "BA8DBN7". You will have a different admin password.

#### 4. Starting the Game Server

- Start a new Dedicated Game Server by clicking the **START** button on the main page of the Web GUI.
- You can change the default settings for the game server in the web interface. To change the game server's settings, the dedicated game must be offline. Click the **STOP** button to return the game server to offline mode.

## TROUBLESHOOTING

### 1. Problems Connecting to the Web GUI

- Make sure that the Dedicated Server is running and that no errors are displayed in the console.
- Make sure that only one instance of the Dedicated Server is running.
- Make sure that you have entered the OP and PORT correctly in the web browser.
- Adding a new firewall rule:
  - Open Windows Server Manager.
  - Open "Server-Manager->Configuration->Windows Firewall with Advanced Security->Inbound Rules" on the left-hand side.
  - Click "New rule" on the right.
  - Select "Port" in the assistant and click "Next".
  - On the next page, choose "TCP" and "Specific remote ports".
  - Enter "8080" in the input box.
  - Click "Next".
  - On the next page, select "Allow the connection" and click "Next".
  - Make sure that "Domain", "Private" and "Public" are selected and click "Next".
  - Enter a name (e.g. GIANTS Dedicated Server) and click "Finish".
  - Restart the web server and try opening the web interface again.

### 2. Problem Starting the Game Server

The following errors are written in the log file.

*Error: Failed to assign process to job object*

*Warning: Unable to assign game server process to process group*

The game server starts but the Web GUI stays offline.

**Solution:** Make sure to start the Dedicated Server with administrator privileges.

### 3. Java Web/App Server is Already Running on Port 8080

- Close dedicatedServer.exe.
- Open dedicatedServer.xml with a text editor.
- Change `<webserver port="8080">` to `<webserver port="8090">`.
- Save and close the XML file.
- Add a new firewall rule for port 8090.
- Start dedicatedServer.exe again.

### 4. General Problems During Gameplay or when Joining a Game

If you encounter unexpected problems, for example:

- high latency and/or an unstable frame rate - "stuttering"
- connection losses
- unable to connect

you should first start the game without any modifications (mods), as both small and large errors are very often hidden in mods, which only then become noticeable in multiplayer mode. This means that even if all mods run smoothly in single-player mode, they can still cause unexpected issues in multiplayer mode. So you should first check if the error still occurs when playing the game without mods. You can then determine which mod is causing the error(s) by process of elimination (activating a further mod each time the game is started).

### 5. Proxies

Internet sites can be protected to a certain degree against DDoS attacks by proxy services such as CloudFlare. Most proxy services, however, including CloudFlare, prevent the upload of large files through their very short timeouts (under 10 seconds). We therefore advise against using such services.

## 6. The Game isn't Visible on Matchmaking Servers

Make sure the Matchmaking Server and game's language are the same. The language filter in the game itself can be set to "All languages" in the client.

### Configuration

Game	Farming Simulator 17 (1.4.2.0)
Server Game Name	<input type="text" value="Dedi Server"/>
Administrator Password	<input type="password"/>
Game Password	<input type="password"/>
Savegame Slot	<input type="text" value="SAVEGAME 2 - Empty"/>
Map (Empty Savegame)	<input type="text" value="Goldcrest Valley"/>
Difficulty (Empty Savegame)	<input type="text" value="Normal"/>
Dirt	<input type="text" value="Normal"/>
Port	<input type="text" value="10002"/>
Slots (Max. Players)	<input type="text" value="8"/>
Matchmaking Server	<input type="text" value="International"/>
Game Language	<input type="text" value="English"/>
Save Interval [min]	<input type="text" value="180.0000"/>
Web Stats Interval [sec]	<input type="text" value="360.0000"/>
Pause Game if Empty	<input checked="" type="checkbox"/>
Use UPnP	<input type="checkbox"/>
<input type="button" value="Save"/> <input type="button" value="Start"/>	

## 7. IP Address Selection

If multiple IP addresses are available the dedicated server will select the first active IP address. In versions prior to Windows Server 2016 and Windows 10, the order of adapters can be controlled from the Network Connections folder. Select the Advanced Settings menu item from the Advanced menu. Starting with Windows Server 2016 and Windows 10, the order of adapters is determined by the IPv4 route metric. To configure the metric feature:

- In Control Panel, double-click Network Connections.
- Right-click a network interface, and then click Properties.
- Click Internet Protocol IPv4 (TCP/IP), and then click Properties.
- On the General tab, click Advanced.
- To specify a metric, on the IP Settings tab, click to clear the Automatic metric check box, and then enter the metric that you want in the Interface Metric field.