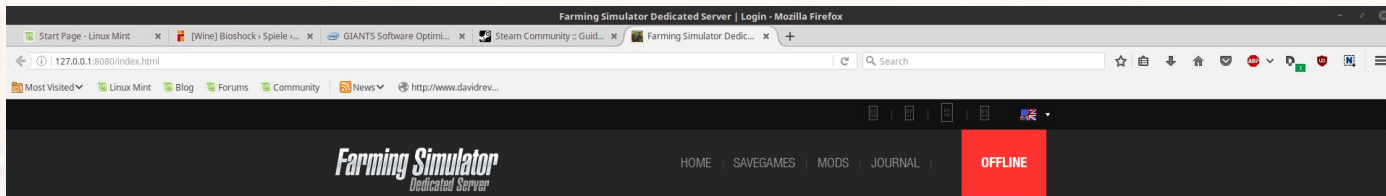




Landwirtschafts- Simulator **17**

Dedicated Server mit WINE auf
Linux

Unser Ziel



Login to Dedi Server

Please enter your login credentials

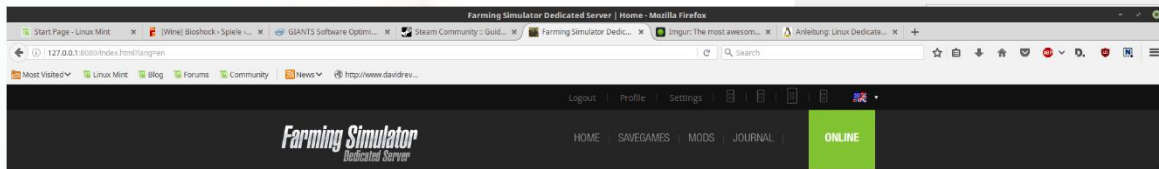


```
schroeffu@greenbubble: ~/wine/drive_c/Program Files (x86)/Farming Simulator 2017
File Edit View Search Terminal Help
schroeffu@greenbubble: ~/wine/drive_c/Program Files (x86)/Farming Simulator 2017 $ wine dedicatedServer.exe
fixme:module:load_library unsupported flag(s) used (flags: 0x00000000)
fixme:module:load_library unsupported flag(s) used (flags: 0x00000000)
fixme:module:load_library unsupported flag(s) used (flags: 0x00000000)
fixme:module:load_library unsupported flag(s) used (flags: 0x00000000)
fixme:module:load_library unsupported flag(s) used (flags: 0x00000000)
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fixme:module:load_library unsupported flag(s) used (flags: 0x00000000)
fixme:module:load_library unsupported flag(s) used (flags: 0x00000000)
GIANTS Dedicated Server/7.0.1.0
Initializing mod download manager... (0.25) #fixme:module:load_library unsupported flag(s) used (flags: 0x00000000)
5
fixme:ntdll:WtLockFile I/O completion on lock not implemented yet
fixme:module:load_library unsupported flag(s) used (flags: 0x00000000)
Build initial mod meta cache... (1.19) ms
fixme:toolhelp:CreateToolhelp32Snapshot Unimplemented: heap list snapshot
fixme:toolhelp:Heap32listFirst: stub

URL(s): http://127.0.0.1:8080

Please refer to config file for initial admin password.
Press 'CTRL-C' to stop the server...
```

It's supposed to be a rainy day here tomorrow. Good thing that everyone's got something planned already, don't you?
19 hours ago



Resource Monitor



Notifications

- Server log files contain errors
- Download the latest mods here
- Dedi mobile app enabled (Pin Code: 14677389)

Players Online

| Name | Playing Time | Admin |
|-----------------------------|--------------|-------|
| Currently no players online | | |

Configuration

Game server started

| | |
|------------------------|--------------------------------|
| Game | Farming Simulator 17 (1.2.0.0) |
| Server Game Name | Dedi Server Linux |
| Administrator Password | N7QVRAEL |



Überblick Software

- Debian 8
- Benötigte Software
 - Linux Server (VPS/Root)
 - Putty (Windows)
 - Terminal (Linux)
 - X-Forwarding
 - Xming (Windows)
 - WINE stable latest
 - FarmingSimulator.exe - keine Steam Version!
- Optionale Software
 - tmux

Dedicated Server Files

- Kaufen & Downloaden von www.farming-simulator.com
- Hochladen auf den Server
 - Spiel-EXE
 - Patch-EXE(s)
- User anlegen
 - `adduser ls17server`

Putty/XMing einrichten

- **Putty**

- Connection > SSH > X11 > Enable X11 forwarding

- **X-Forwarding**

- /etc/ssh/sshd_config ggf. anpassen
 - X11Forwarding yes
 - X11UseLocalhost no
- apt install xauth

- **X-Ming**

- Downloaden - starten - fertig (nur Windows)
- Linux: ssh -X user@server



- **X-Forwarding testen**

- xclock/xterm installieren
- xclock/xterm testen

WINE installieren @Debian 8

- WINE stable

- WINE stable - nicht dev
- Backport verwenden bei Debian
- Ubuntu-Server: Kein Bestandteil dieses Tutorials

- Backport WINE stable installieren

- Warnung! Es darf NICHTS deinstallieren wollen.
- Backports-Lösung funktioniert (Debian 8.6)
 - Anekdote: «OH SHIT!?! Alles gelöscht!», parallel installierter PLESK Server demontiert

- <https://wiki.debian.org/Wine>

LS 17 installieren

- X-Forwarding gewährleisten
- LS 17 auf Linux installieren
 - wine FarmingSimulator17.exe
 - Starten, Serial eingeben
 - Patch(s) installieren
 - dedicatedServer.exe starten
 - dedicatedServer.xml ggf. editieren (Port 8080)
 - dedicatedServer.xml Passwort entnehmen
- Workaround local loopback Interface
 - ifdown lo
 - dedicatedServer.exe starten
 - ifup lo

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