# A Quick Guide To Ship Simulator 2008 Server Setup

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The following guide is intended to allow you to setup a basic Ship Simulator 2008 server. Once you have your basic server set-up, you can experiment with settings by following instructions in the official Server manual.

For anyone using a Broadband Router, please be sure to check the router guide before proceeding.

Your Basic Screen

When you first run the server software, you will see a very simple screen, similar to the one below:
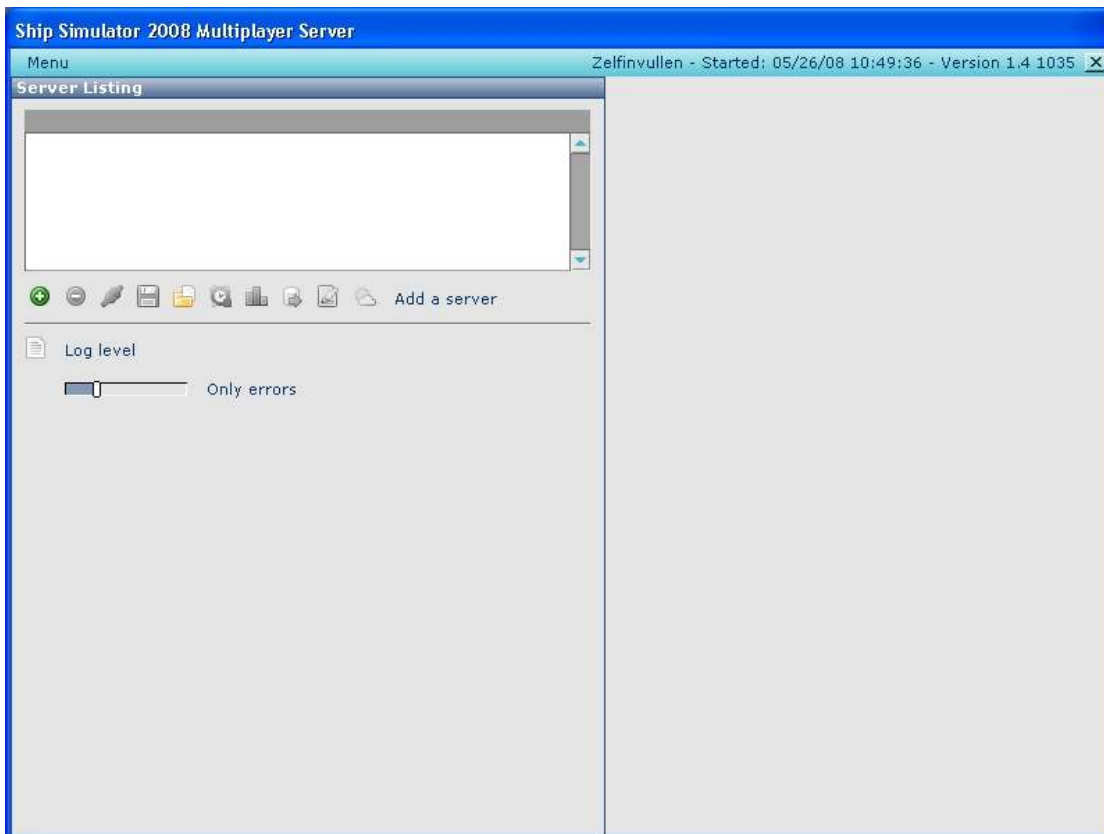
We won't be concentrating on every option here. For the purposes of this guide, we will just setup a server, and run it.

Add A Server

The icon on the far left is to **Add a server**, click that to open the following dialog box:

I've already entered some details here, just to show you how it all works. It's up to you what the **Name** and **Details** of the server will be. Choose your Environment by clicking on it, and choose your Ships by clicking them and selecting **Make ship available**, you will see the ship appear in the box on the right, labelled **Ships available on this server**.

Choose whether you would like **Damage** enabled on the server, and when ready, click **OK**.

Weather Settings

It's a good idea to setup the weather before starting your server, but this can also be changed whilst the server is running. Click the icon to the far right to setup weather, and you will see the following screen:

This is the **Presets** screen. You can add a preset to the server by clicking on it, and then clicking **Add preset to server.** You will see the preset appear in the box on the right, labelled **Presets for this server**. You can **Apply** any loaded **preset** on your server at any time (even whilst the server is running), you can also add another preset if you wish.

The other options available, will allow you to fine-tune your weather settings, and even save your own presets for use on another server.
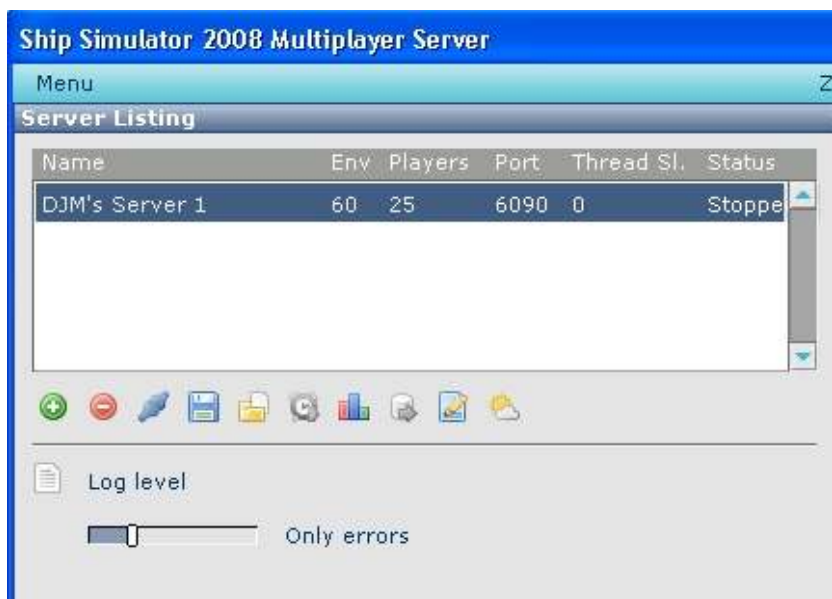
This is the Static Settings screen:
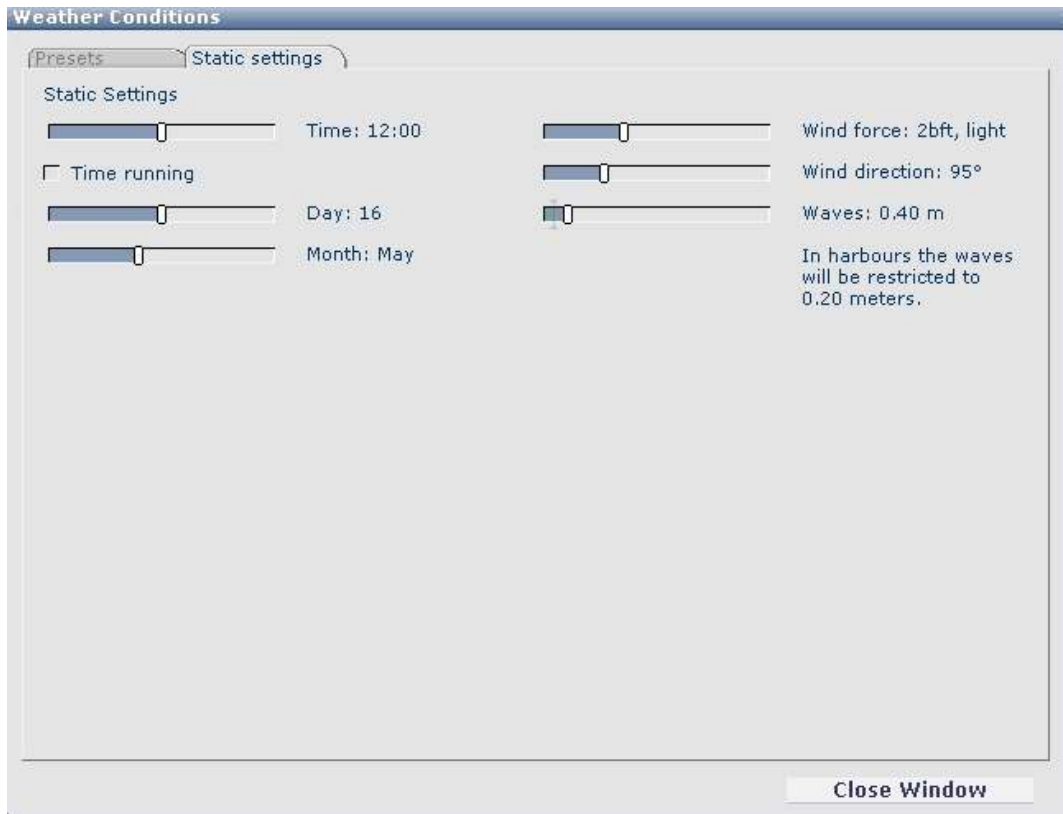
This screen will allow you to adjust wave settings, Month, time etc. The best option here is to experiment with settings, to see what works for you ;-)

Starting The Server

You will see your server listed at the top of the screen, in **Server Listing**:

The third icon along the list below the server listing is to **Start Server**. Click that to see the following dialog box:

Public allows you to broadcast your server to the in-game server listing in Ship Simulator. Deselecting this option allows you to run a Private server (for friends), you will need to supply your IP address for anyone to join a Private server. **Local only** allows you to run a LAN server (this is also good for testing your server setup before you go Public with it). Choosing too high a number on **Max. Players** can cause problems, depending on your internet connection. Try to choose a suitable number, and if you have problems with lag, lower the number.

A note on **Port** numbers if you use a Broadband Router:

If you alter the Port number, or you run more than one server (they will have different ports), you will need to add these ports to your routers port forwarding setup. Use the following procedure as an example:

Port Number	Protocol
6091	UDP
6092	UDP
6095	UDP

It may be a good idea to add a 'range' of ports, you are covered for multiple servers then (that's what I do) ;-)

Once you've setup your starting options, click **Start**. VOILA!! Your server is now running, congratulations!

Other options available, like Server Messages are self-explanatory, so there's really no need to cover them here. Advanced options are covered by the Server Manual, so be sure to check that if you need further help. We are always available to take questions in Technical Support if necessary, so if you're really struggling, please feel free to ask :-)