

*Sting's*

*Really Really  
Useful Guide To Setting Up*

*TinNS*

(TinNS is not Neocron Server)

*Version 0.1a  
Based on TinNS revision 8*

**Warning:** Using TinNS is against the rules of ReaKKtor. If you play Neocron you agree not to use or develop private servers based on the game, for so long as you play. The developers of TinNS will not be held responsible should you find your account terminated.

TinNS is a public domain project, developed purely for educational purposes.

Note: These guidelines are based on the experiences I have of setting up my server.

#### Initial setup:

Ideally you will need a dual boot system, with a version of windows on one partition. I have not tested TinNS with any versions of windows other than XP Pro and 2000 Server/Professional. I would naturally assume any recent version of linux will do (and as linux is available free, why would you not use a recent version?).

Install a copy of Neocron 1 onto your windows partition, and connect to a working server to update to patch 200. After this it is an idea to create a directory specifically for the patches that TinNS will pass to clients. I would suggest making a new directory within your Neocron folder and copying all your patches into it (this is not to be confused with the standard patches directory!). Then comes the boring part. Rename each patch file in this directory, to begin with an "s" instead of a "c". For example, patch 200 is called cp000200.pat. This will become sp000200.pat in your new folder.

Once this is done, boot up in linux, and download the latest source version of TinNS using svn. At the command prompt (you may have to open a terminal window, depending on your version of linux), type:

```
svn co http://svn.linux-addicted.org/repos/tinns example
```

This will then ask you for the login and password needed. Enter "anonymous" for both. Once you have entered this information the TinNS source code will be downloaded to the directory specified (the above command would create a directory called "example" and copy the source code there). Once you have the source code, you only need to:

```
cd example  
make tinns
```

This should create the executable program. Once this is done, and assuming no errors have occurred, it is time to edit your config file. Using your favourite linux editor (vi, tex, or even one of the X editors like Kate), open the file **config.xml** (to be found in the database folder. It will initially look like this:

```

<pretender>
  <!-- general server options -->
    <option name="server name" value="Irata"/>
    <option name="server ip" value="127.0.0.1"/>
    <option name="server version" value="200"/>
    <!-- max number of clients. default 128, min 1, max 2048 -->
    <option name="maxclients" value="32"/>
    <!-- how many slots are reserved for gamemasters. default 10 -->
    <option name="gm slots" value="2"/>
    <!-- location of the neocron client -->
    <option name="client path" value="./client"/>
    <!-- locations of def files -->
    <option name="defs path" value="./client/defs"/>
    <!-- set this to 1 if you'd like to enable automatic account creation -->
    <option name="auto accounts" value="1"/>

  <!-- patchserver options -->
    <!-- port the patchserver listens on. default 8040 -->
    <option name="patchserver port" value="8040"/>
    <!-- where the patch files are stored -->
    <option name="patches path" value="./patches"/>
    <!-- which path to use for file requests -->
    <option name="file path" value="."/>
    <!-- how many simultaneous file transfers are allowed -->
    <option name="max file xfers" value="5"/>
    <!-- how much data to send per patchserver packet in bytes.
         min 64, max 4082, default 512 -->
    <option name="patch packet size" value="512"/>

  <!-- info server options -->
    <!-- port the infoservert listens on. default 7000 -->
    <option name="infoserver port" value="7000"/>

  <!-- game server options -->
    <!-- port the gameserver listens on. default 12000 -->
    <option name="gameserver port" value="12000"/>

  <!-- remote console options -->
    <option name="rconsole enabled" value="1"/>
    <option name="rconsole port" value="8042"/>
</pretender>

```

You will want to personalise your server, so change the server name value from "Irata" to something more original. This will be the name players see when they choose your server.

You will need to change the "server ip" to the external address of your internet connection.

Change the "client path" value to your installed Neocron directory. For example, mine now points to "windows/C/Program Files/Neocron"

Point the "defs path" to the client path, but add "/defs" to the end.

Change the "patches path" to match the path where you stored the new server patches (the ones now beginning sp000\*\*\*.pat).

You can (probably) ignore the "file path" value for now. This is for when a client has corrupted files, and needs to download individual files. However, it currently does not seem to work properly.

Finally, with luck, we are ready to go.

Using the command line (terminal), change directory to your TinNS directory, and then type:

```
./tinns
```

This should give you a screen full of messages, like below:

```
09/01 18:06:15 Starting Pretender...
09/01 18:06:15 Loading configuration file...
09/01 18:06:15 My name is 'Pluto', and my address is 10.10.1.10
09/01 18:06:15 Initializing gamedefs...
09/01 18:06:15 Loaded 453 world defs, 0 error(s).
09/01 18:06:16 Loaded 32 subskill defs, 0 error(s).
09/01 18:06:16 Loaded 5 skill defs, 0 error(s).
09/01 18:06:16 Loaded 27 charkind defs, 0 error(s).
09/01 18:06:16 Loaded 891 char defs, 0 error(s).
09/01 18:06:16 Loaded 21 faction defs, 0 error(s).
09/01 18:06:16 Loaded 1 hack defs, 0 error(s).
09/01 18:06:16 Loaded 1741 items defs, 0 error(s).
09/01 18:06:16 Initializing database...
09/01 18:06:16 Loading accounts...
09/01 18:06:16 Loaded 2 accounts
09/01 18:06:16 Loading player chars...
09/01 18:06:16 Loaded 2 player chars
09/01 18:06:16 Max clients: 32 / GM slots: 2
09/01 18:06:16 Starting remote console...
09/01 18:06:16 Starting infoservert on port 7000...
09/01 18:06:16 Starting patchserver on port 8040...
09/01 18:06:16 Starting gameserver on port 12000...
09/01 18:06:16 Waiting for clients
```

At this point you should now be ready to connect and test everything.