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Valheim dedicated server steam setup

Self-Hosted Dedicated Server Guide by Namischa and collaborators This guide helps you set up one or multiple dedicated servers for your Valheim game, also applicable to V Rising. You'll need basic networking knowledge, router admin panel access, and Windows firewall expertise. This guide is specifically designed for Windows 10+ users. Before starting, ensure you have a notepad editing tool like Notepad++ and enabled file extension editing in Windows File Explorer. Here's an overview of the steps to set up your Valheim Dedicated Server: 1. Create World 2. Install Valheim Dedicated Server Tool 3. Port Forward (forward ports 2456, 2457, and 2458; specify UDP protocol) 4. Firewall Exceptions 5. Copy/Move World Files Over 6. Log-In Locally 7. Log In Remotely 8. Host Multiple Servers (optional) 9. Auto World Back-Up (optional) 10. Sub Domain Connection (optional) 11. Common Issues (FAQ) This comprehensive guide covers setting up a Valheim Dedicated Server, inviting friends, and hosting other worlds. By following these steps, you'll avoid monthly subscription fees for server hosting. ****Important**** Some Internet Service Providers may disable port forwarding; contact your ISP to enable this feature. On your router, your machine's name might be displayed instead of its IP address. Check your PC's name by searching "About your PC" in Windows and looking for "Device name" under "Device specifications". To get Valheim Dedicated Server, go to Steam Library and search for it. You can also download it using SteamCMD (more on that later). Open Steam and go to Library; select Tools in the dropdown box; search for Valheim Dedicated Server and install it. Once installed, you'll need to edit some files to set up a server for your friends. To find these local files, open Steam, go to Library, right-click Valheim Dedicated Server, select Manage, and then Browse Local Files. You'll see several files, including a .pdf from the developers and start_headless_server.bat (important). Now you need to edit some files to properly set up the server. First, you can download Valheim Dedicated Server using SteamCMD or skip straight to editing the file section. Copy the update.bat file into your new Valheim Dedicated Server folder which you directed in the installation code earlier. This file is for future updates from developers. The next step applies regardless of whether you got the Valheim Dedicated Server through SteamCMD or from your Steam Library. You'll need to edit start_headless_server.bat - specifically, the parameters in the valheim_server line (Line 9) that say "My server", "Dedicated", and "secret". Change these words within quotes. Start by making a copy of start_headless_server.bat and renaming it to start.bat to keep the original file safe. Open start.bat with Notepad++. You'll see some code there; edit the parts under valheim_server, specifically those labeled "My server", "Dedicated", and "secret". Make sure to change only what's in quotes. @echo offset SteamAppId=892970 echo "Starting server PRESS CTRL-C to exit" REM Tip: Save this script locally to avoid steam overwriting it.REM NOTE: Minimum password length is 5 characters & Password cant be in the server name.REM NOTE: Make sure ports 2456-2458 are forwarded on your local router & firewall.valheim_server -nographics -batchmode -name "My server" -port 2456 -world "Dedicated" -password "secret" The -world value doesn't affect how others see the server, it's what appears in Steam is based on the -name. Choose something memorable but suitable for your server. Use an existing world name to launch it from singleplayer or previous hosting using in-game hosting. When done, it should look like this: valheim_server -nographics -batchmode -name "Sam's Awesome Server" -port 2456 -world "Valhalla" -password "CleverPassword" You need a password for your server, which can't be the same as the server or world name and must be at least five characters long. It's a good idea to make them all unique. Once done, save the file and close Notepad++. Double-click start.bat to begin setting up your Valheim Dedicated Server. This process might take some time depending on your machine. After that, you and your friends need to add your server to Steam's server list, which can be a bit tricky. To connect to your Steam Server, follow these steps: Open Steam and navigate to View > Servers. In the Favorites tab, click Add server by IP address or right-click inside the list and select Add server by IP address. Enter your internal IP address followed by a colon (:) and the port number listed in the start.bat file. For example: 192.168.1.7:2456. Find your internal IP address by opening Command Prompt and typing ipconfig. To join a server, double-click on it and enter the password specified in the start.bat file. You will need to re-enter the password when Valheim launches. If you want to invite friends who are not on the same network, they need to use your external IP address instead of your internal one. To find your external IP, type "what is my IP" into Google and copy the displayed public IP address. Add the port number from the start.bat file to create a line like 123.456.789.101:2456. Then, have them open Steam, select View > Servers, click the Add server button, and input the external IP address followed by a colon (:) and the correct port, without spaces. Given article text here IP address details for Valheim Dedicated Server setup ----- To connect to a dedicated server through Steam, follow these steps: Firstly, the IP address should be added to the Favorites list, which can be found in the "Add your Valheim Dedicated Server to Steam's Server list" section. Upon successful addition, users can join by double-clicking the server and entering the password listed in the start.bat file. They must re-enter the password when Valheim launches and their character has been selected. However, if this method doesn't work, friends may be able to locate the server using the in-game search function, which requires searching under "Community" instead of "Friends." Using the first part of the server name can help refine search results. Issues with the Valheim Dedicated Server ----- Sometimes, the dedicated server fails to appear or displays an error message stating "< not responding >". In such cases, waiting for a few minutes may resolve the issue. Clicking another tab (like History or Friends) and then back to Favorites can sometimes cause the server to reappear before it disappears. Users should double-click the server before it vanishes, enter the password in start.bat, and click Connect. Troubleshooting ----- Common issues with setting up a Valheim Dedicated Server include: Incorrect port numbers or forwarding settings in the router. Unchecked Windows Defender Firewall permissions for Valheim. By attempting these solutions or searching online for additional fixes, users can troubleshoot common issues with their dedicated server setup. To host other worlds in a Valheim Dedicated Server, follow these steps: Firstly, locate the world files by searching %AppData% or typing it into Run. These are found inside the AppData location on your PC, not within the Valheim Steam folder. You should see all created worlds with .db and .fvl files. To host a world, edit the start.bat file using Notepad++. Change the -world parameter to match the world's title in the worlds folder. Save and close Notepad++. Double-clicking the start.bat file will fetch the matching world. If hosting a friend's world, have them send you the .db and .fvl files via email, Google Drive, Dropbox, or FTP. Save these files inside the worlds folder and edit the start.bat file as above. For more guidance on setting up a Valheim Dedicated Server, visit our guides and walkthroughs page, which includes console commands and scripting information. To set up a Valheim Dedicated Server, follow these steps: 1. Download the Dedicated Server program from Steam and install it. 2. In the Steam Library, click on the top left dropdown menu and select 'Tools' to enable the checkbox. 3. Scroll down to 'Valheim Dedicated Server' and click 'Install'. Before running the server, edit the 'start_headless_server.bat' file (on Linux, use 'start_server.sh') with your server settings: - Create a copy of the original file and enter your information there. - Make sure to save the changes. Note: If using Steam backend, ensure the server uses an accessible port range. Use 'Port Forwarding' in your router manual for details. To find the installation folder, right-click the 'Valheim Dedicated Server' entry in your Steam Library and choose 'Manage/Browse local files'. Then, edit the 'start_headless_server.bat' file to set your server settings. After editing, save the file and start the server. If you get a Windows Firewall popup, allow the server to communicate with the internet. Once connected, the Server program will show 'Game server connected', indicating it's up and running. To stop the server, press CTRL+C in the Command-window or close it by clicking the X in the window frame. User IDs must be input one per line to define desired roles. The Platform User ID can be retrieved from the Server log or within the game using F2 panel, formatted as [Platform].[User ID]. Note that adding a person to the permitted list will kick everyone else off the server. In-Game: Admin console commands (F5 to bring down console) Kick PLAYERTNAME - Boots a player off the Server. Ban PLAYERTNAME - Banned a player from the Server. Unban PLAYERTNAME - Removes a ban on a player. Banned - Lists all banned players. Required packages The Linux Steam client shares many library requirements with Valheim dedicated server. In addition to the standard, the following packages are required: libatomic1 libpulse-dev libpulse0 Running via Docker The dedicated server has minimum library versions of GLIBC 2.29 and GLIBCXX 3.4.26. If your Linux installation uses older library versions, one alternative is to run the server through Docker. Most distributions come with a Docker package; for several distros, installation instructions can be found here. Ensure the docker daemon is running and that the user operating the dedicated server has access to Docker, typically by joining the 'docker' group. The following command should succeed - ensure associated servers are active if you see this: \$ docker ps Error: Cannot connect to the Docker daemon at unix:///var/run/docker.sock. Is the docker daemon running? Also, make sure the logged-in user is part of the 'docker' group if you see this: \$ docker ps Permission denied while trying to connect to the Docker daemon socket at unix:///var/run/docker.sock: Get http://%2Fvar%2Frun%2Fdocker.sock/v1.24/containers/json: dial unix /var/run/docker.sock: connect: permission denied Using the Docker script The dedicated server comes with a docker_start_server.sh script, located in the same directory as start_server.sh. Run the docker_start_server.sh and pass the server startup-script to run - either your copy or start_server.sh. \$./docker_start_server.sh start_server.sh The script will execute a boot-trap sequence where it builds the container environment for the first time, which takes a few minutes. Consecutive runs will start right away. Game data is stored in the Docker volume named DOCKER_DATA_VOLUME in the docker_start_server.sh script. By default, game data is saved in a volume named valheim_server_data. If you want to store that information in your user's filesystem, change valheim_server_data to the path where the data should be stored. DOCKER_DATA_VOLUME=\${HOME}/valheim_storage will save the data in your home-directory under the folder valheim_storage. Make sure to create the directory if it doesn't already exist before executing the script. The worlds, administ.txt, bannedlist.txt, and permittedlist.txt are all located inside this directory. The server is stopped the same way as when running the script directly on the host machine. List of console commands: -name "My server" - Enter the name of your server that will be visible in the -valheim Choose the port you want the server to communicate with. Note that this should match your Router's Port Forwarding settings. By default, Valheim uses ports 2456 and 2457. -world "dedicated" - A world will be created based on the name entered. You can also choose an existing world by its name. -password "secret" - Set the password for your server. -savedir [path] - Overrides the default save path, where Worlds and permission files are stored. Default paths are: • Windows: "%USERPROFILE%\AppData\LocalLow\IronGate\Valheim" • Linux: "~/.config/unity3d/IronGate/Valheim" -public 1 - Make your server visible in the browser. Set to 0 to make it invisible and only joinable via the 'Join IP' button. -logfile "d:\log.txt" - Sets the location for saving log files. -saveinterval 1800 - Changes how often the world saves, in seconds. Default is 30 minutes (1800 seconds). -backups 4 - Sets how many automatic backups are kept. The first is 'short', and the rest are 'long'. By default, one backup is 2 hours old, and three are 12 hours apart. -backupshort 7200 - Sets the interval between the first automatic backups. Default is 2 hours (7200 seconds). -backplong 43200 - Sets the interval between subsequent automatic backups. Default is 12 hours (43200 seconds). -crossplay - Runs the server on the Crossplay backend, allowing users from any platform to join. -instanceid "1" - If hosting multiple servers with the same port from the same MAC address, write a unique ID for each server. -preset hard - Sets the world modifier preset. This will overwrite any previous modifiers. Valid values are Normal, Casual, Easy, Hard, Hardcore, Immersive. Hammer. -modifier raids none - Sets the chosen world modifier with value. If combined with a preset, set it last. Valid modifiers and values are Combat: veryeasy, easy, hard, veryhard; DeathPenalty: casual, veryeasy, easy, hard, hardcore; Resources: muchless, less, more, muchmore, most; Raids: none, muchless, less, more, muchmore. -setkey nomap - Sets a world modifier checkbox key. Valid values are nobuildcost, playerevents, passivemobs, nomap

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