

# Running and connecting to your own Liberty Unleashed 0.1 Server

## Downloading the server

To download the server go to;

<http://www.liberty-unleashed.co.uk/Downloads/LUserver.zip> (Windows users)

<http://www.liberty-unleashed.co.uk/Downloads/LUserver.tar.gz> (Linux users)

Once it has downloaded you can then extract the zipped folder.

## Configuring your server

The next step is to configure your server for use, the first thing you need to do is open up the file named 'server.conf' in notepad, wordpad or any commonly used text editor, you can then edit various different settings, check the wiki for more information on the options that you can change.

Next we need to configure the actual config of the server, this can be found in /LU/content.xml. Right click this file and then choose edit, this will open up the xml file in your default text editor.

The options that you are able to edit are clearly commented in the file and it is up to you what you include/change/remove.

### Colours

You can set custom RGB colours for use within your server, these are then used when setting up the skins and classes, they can also be used by various different script objects.

To add a custom red colour what we would do is type `<colour r="255" g="0" b="0"/>`.

The 'r', 'g' and 'b' values can range from 0 to 255, with 255 being the strongest variation of that colour.

### Vehicles

Vehicles are an important part of any server and are very useful to make your way around the map, you can place up to 2500 vehicles in your content.xml.

To add a vehicle to your server you would do `<vehicle x="0.00" y="0.00" z="0.00" angle="0.00" model="0" col1="-1" col2="-1"/>`.

You would replace x y z with the position of the vehicle, angle with which way you wish the vehicle to face, model with the vehicle model (can be found on the wiki) and then col1 and col2 with a colour ranging from 0 - 75, if you specify -1 then it will give the vehicle a random colour.

### Objects

If you wish for custom objects to be placed into your server then you need to add these to the content.xml as well, this can be done by adding the following;

```
<object x="0.0" y="0.0" z="0.0" rx="0.0" ry="0.0" rz="0.0" model="0"/>
```

Once again you replace x, y, z with the position that you are wanting to place the objects at, rx, ry and rz will specify the rotation of the object and finally model is what the object is, once again a full list can be found on the wiki.

## Pickups

You are also able to add pickups to your server, these can be weapon pickups, cash pickups or a pickup with a specified ID.

To add a pickup to the server we would add the following to the content.xml file.

```
<pickup x="0.0" y="0.0" z="0.0" model="0"/>
```

Once again replace x, y and z with the position that you want and then the model with the pickup you want, once again a full list is available on the wiki.

## Spawn screens

We are also able to add custom spawn screens, these are useful for roleplay servers that wish to show a different spawn screen depending on the selected class.

To add a spawn screen we need to add the following to content.xml.

```
<spawnscreen x="1499.57" y="-209.46" z="55.0" angle="349.99" camx="1499.57" camy="-206.88" camz="55.0" camlookx="1499.57" camlooky="-209.46" camlookz="55.0" />
```

Once again you need to modify the x, y, z to the location that you want the skin to be shown at, angle is where they will be facing. The camx, camy, camz is where the camera will be placed. Finally the camlookx, camlooky and camlookz are where the camera will be facing, this is typically the same values as the x, y and z settings.

## Classes

Classes are an important part of the content.xml as they are what defines the skins/character models that are used in the server.

To add a new skin into the server, we need to add the following to our content.xml.

```
<class team="0" skin="0" colour="0" x="0.0" y="0.0" z="0.0" angle="0.0" sscreen="0"/>
```

The team value can be changed to determine whether they are on a team or not, skin is the skin ID that will be used, once again a full list is on the wiki. The colour is the ID of one of the colours that were specified earlier on in the content.xml, with the first being colour 0. x, y, z is where they will spawn and the angle is where they will face. Sscreen specifies which spawn screen will be shown when they are selected.

## Weapons

We are also able to add weapons to the different classes that we have, to do this we add the following into the content.xml.

```
<weapon class="0" model="0" ammo="0"/>
```

The class determines which skins will have the following weapon, we can specify just one or multiple classes (class="0-4,5,8-9"). The first class entry in your content.xml is class ID 0. The model is the weapon that will be used, once again a full list is available on the wiki, finally ammo is pretty self explanatory.

## Scripts

This is where we can specify which scripts are loaded when the server starts, to specify a script **folder** to load we would add the following.

```
<script folder="script"/>
```

All script folders must be located in the /scripts folder.

## Adding a script

Adding a script to your server is simple, make sure that the script is inside a folder in the /scripts directory. You must then specify this folder via the content.xml under 'Scripts'. If you don't have a 'script.xml' then you need to create one inside the script folder that you are trying to load.

```
<script file="script.nut" client="0"/>
```

If the script is for the client then we would set the client value to "1", in this case it is a server script and so it is set to "0".

## Running your server

Now that you have got everything sorted out we can now run the server, this is fairly straight forward and all we need to do is run 'Server.exe'. If you are asked if you wish to run the software or allow it through the firewall then accept and a console window will pop up giving the information about your server that you need, if there are any errors it will let you know.

## Connecting to your server

Connecting to your server is probably the easiest part, make sure the server is running and open your LU Browser. From there we can check that the GTA3 path is set and that we have a name. To do this go to Tools->Settings. Fill out the username box to specify which nick to use in-game, then click browse and locate your GTA3 install path. This is

typically 'C:/Program Files/Rockstar Games/Grand Theft Auto III' then click ok.

Next thing to do is to close the settings box and make sure that you are on the 'favourites tab', once you are you can go to Server->Add server. A dialog box will come up asking for the IP of the server, in this case it is 'localhost'. Then you just need to click ok and it will show up in your favourites list. Then all you need to do is double click on your server and LU will load up and connect to the server that you just configured.

Congratulations, you have just set-up and connected to your Liberty Unleashed 0.1 server.

## **Allowing other users to connect to your server**

If you wish for other people to connect to your server then you need to make sure that you have forwarded your specified port (default 2301), UDP only, on your router, check out <http://www.portforward.com> for help on this.

Once you are sure you have done this then visit <http://www.whatsmyip.org>, this will tell you the IP that you are currently using. Then run your server and it should appear on the 'internet' list in the browser. Alternatively you can give your friends your IP and tell them to add it to their favourites list.

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### Useful Links:

Wiki - [http://liberty-unleashed.co.uk/LUWiki/Main\\_Page](http://liberty-unleashed.co.uk/LUWiki/Main_Page)

Forum - <http://forum.liberty-unleashed.co.uk/index.php>

This document was created by Force with the intent on helping those who are unsure on how to go about setting up a server, this is only a basic overview, more help is available on the Liberty Unleashed wiki.