

Shard Configuration

Server.ini

The server.ini is where the individual shards that comprise a cluster load their server side configurations from. The server will look in `<persistent_storage_root>/<conf_dir>/<cluster>/<shard>/` for the existence of this file. [Official Reference](#)

An example of the file for the master shard:

```
[NETWORK]
server_port = 11000

[STEAM]
authentication_port = 8766
master_server_port = 27016

[SHARD]
bind_ip = 0.0.0.0
master_ip = 0.0.0.0
cluster_key = shardpassword1234
name = Master
is_master = true
```

Network

Name	Default	Options	Description
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server_port	10999	Any integer	The UDP port that this server will listen for connections on. If you are running a multi-level cluster, this port must be different for each server on the same machine. This port must be between 10998 and 11018 inclusive in order for players on the same LAN to see it in their server listing.
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Steam

Name	Default	Options	Description
authentication_port	8766	Any integer	Internal port used by steam. Make sure that this is different for each server you run on the same machine.
master_server_port	27016	Any integer	Internal port used by steam. Make sure that this is different for each server you run on the same machine.

Shard

Name	Default	Options	Description
bind_ip	127.0.0.1	Public or Private IP	This is the network address the master server will listen on for other shard servers to connect to. Set this to 127.0.0.1 if all of your servers in your cluster are on the same machine, or 0.0.0.0 if the servers in your cluster are on different machines. This only needs to be set for the master shard.
master_ip	none	Public or Private IP	This is the I.P. address that a non-master shard will use when trying to connect to the master shard. If all servers in a cluster are on the same machine, set this to 127.0.0.1

Name	Default	Options	Description
cluster_key	none	Anything	This is a password used to authenticate a slave server to the master.
name	none	Anything	This is the name of the shard that will show up in log files. It is ignored for the master server, which always has the name [SHDMASTER].
is_master	none	true, false	Sets a shard to be the master shard for a cluster. There must be exactly one master server per cluster. Set this to true in your master server's server.ini, and false in every other server.ini.

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