



UT2004 InstaServer

Fast Unreal Tournament 2004 Dedicated Server Creation

Welcome to UT2004 InstaServer!

The Unreal Tournament 2004 InstaServer is designed to get you up and running with a dedicated server fast. This server is set up to run in quite a few different game modes. Based on our older LAN server in-a-box package, this release is updated with patches and retooled to work for online play.

WARNING: BE SURE TO CHANGE PASSWORDS AND CONFIGURE YOUR SERVER. ALL INSTALLS DEFAULT TO THE SAME PASSWORD. READ THROUGH THIS DOCUMENT. YOU HAVE BEEN WARNED.

Compatibility

The InstaServer has been configured to run as a Linux server, or as a windows server. We tested mostly with windows, but we did prepare Linux server compatibility. If you're unsure how to run Linux, don't waste your time trying to set up this in that environment. Most new version of Linux distros (example: CentOS 8+) do not support 32-bit libraries used by this game (without a lot of fighting)

What do I have to change for security?

First step is to open the file UT2004.ini in the System folder. Look for these sections.

(1) [Engine.GameReplicationInfo]

ServerName=PWC InstaServer ← **CHANGE THIS TO YOUR SERVER NAME**
ShortName=UT2 Server ← **CHANGE THIS TO A SHORTENED NAME**
ServerRegion=0
AdminName= ← **THIS SHOWS UP UNDER SERVER LISTING, PUT SOMETHING HELPFUL HERE.**
AdminEmail= ← **THIS SHOWS UP UNDER SERVER LISTING, PUT SOMETHING HELPFUL HERE.**
MessageOfTheDay=Welcome to our server | Good luck and play nice! ← **CHANGE IF YOU WANT**

(2) [UWeb.WebServer]

Applications[0]=xWebAdmin.UTServerAdmin
ApplicationPaths[0]=/ServerAdmin
Applications[1]=xWebAdmin.UTImageServer
ApplicationPaths[1]=/images
bEnabled=True
ListenPort=8080 ← **LETS YOU CONTROL THE GAME SERVER, CHANGE THIS PORT IF NEEDED.**

(3) [Engine.AccessControl]

AdminPassword=InstServ5893 ← **CHANGE THIS TO SOMETHING SECURE! PLEASE!!! %%%%**
GamePassword=
bBanByID=True
LoginDelaySeconds=0.000000
IPPolicies=ACCEPT;*



Want to change the server port?

Changing the server port is relatively easy but you need to remember all the spots.

- At the very top of the UT2004.ini file, there is a Port= in the [URL] section. Change that to what you want for a game server port. FYI whatever port you take make sure you have that port open, one port higher than that open, and one 10 higher open. For example. Default port 7777 will require 7778 and 7787 open (UDP all of them) with your firewalls.
- Go to [IpDrv.UdpGamespyQuery] section of UT2004.ini, adjust "OldQueryPortNumber=" to 10 ports higher than your server is.

```
[IpDrv.UdpGamespyQuery]
MinNetVer=0
OldQueryPortNumber=7787
bRestartServerOnPortSwap=True
bDebugPortSwaps=True
```

Redirect is Preconfigured.

To make sure this server works perfectly out of the box. All the files required by the server are uploaded to a special subfolder of our redirect server. Your players will be able to download required files very fast.

If you want to add more custom content to this server, you'll need to set up your own redirect server. Download the InstaServer compressed files package on our website and upload it to a folder on your web server, and update the [IpDrv.HTTPDownload] section of ut2004 with the URL to the folder. Make sure the folder has a trailing slash, and that the server supports standard HTTP connections without forcing it to HTTPS.

Tweaking votable game modes.

By default all the game modes we thought would be fun to play are included and votable by players in the vote screen. If you want to limit to certain game modes you can do this two ways. One way is to go to webadmin and go to mapvoting and remove the game modes you do not like. You can also do this by going into UT2004.ini and go down to [xVoting.xVotingHandler] section and delete the gameconfig lines you do not want. (you'll see below that file a bit there is a section for utcomp voting but that is disabled and those lines are NOT relevant).



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Booting the Server.

If you're running windows, go to system folder and find runserver.bat, and run that file.

If you're running linux, make sure you make ucc-bin executable (chmod +x ucc-bin) and run runserver.sh

Windows should be able to run the game without any additional files, however on linux you're going to need a few dependencies. If you're unsure how to do that, you'll be able to find some advice looking online. Each repo has different commands, and most new version of linux does not have the libraries required like CentOS 8+.

Banning Users.

Since the Unreal Tournament 2004 Official Master Server has been shut down there is no more validation for cd-keys. As long as the key fits a very basic check it will be approved and OpenSpy has no way to determine which keys are legit and which ones are not. Someone who gets banned can easily evade it, so just be aware it can be a fools errand to try.

Need more support?

If you need more support you may be able to get some by joining our discord.

<https://pwc-gaming.com/discord>