

# trueServe - brief instruction on environment configuration Router & Server prerequisites for trueServe761b8

(by BooxieMalone – editing & screenshots by Froo/Frootee - members of [www.united3dartists.com](http://www.united3dartists.com))

## Foreword

Dear trueServe User.

This 3-step brief instruction is meant for beginners. The goal is to guide you through creating suitable base conditions in your machine, to prepare it for running an internet connected trueServe successfully.

Detailed discussion of router configuration is not covered, since the GUI interface and functionality vary by router brand and model. So you will need your Router Manual, your Internet-Service-Provider-Information and the trueServe Manual. A working internet connection is assumed.

Attention: Please do not change your system, if you have no idea what you're doing and if you feel overstrained to do that. Better ask a qualified person for help in this case.

You should at least have a basical understanding of TCP/IP. My suggestions are examples. In view of my statements, everything & every address may be changed to your needs, but be aware:

**I'll not be responsible, if your settings lead to malfunction!**

Please also note: My realizations up to now are empirical. All known servers, which were running successful, were internally equipped with a static IP-System. But this is not necessarily a stringent condition. If you successfully configure your trueServe PC with an internal dynamic IP address, please let us know.

Regards

-BM.

## Contents

1st Step - Router .....	2
2nd Step - Server .....	2
3rd Step - Antivirus Firewall .....	11
12 Points Quickstep Checklist (Advancers) .....	12

## 1st Step - ROUTER

Go into the router setup and “open doors for the internet“, means open one or several ports in the router firewall.

- Release access to at least one communication port 1109,
- Protocol is UDP

and assign this port to either your computername/serveraddress/application (or IP address, depends on possible settings)

If needed release access to further communication ports 1110, 1111, 1112-1115 (1109-1115 is the default in trueServe, but not all are needed to open up initially)

The management port 2001 is not needed over internet, if managed locally. Otherwise open this one too.

1a) If your network is controlled by a DHCP-Server (that's a function in your router) usually there is a possibility to choose "assign always the same IP" (equal to fixed IP). If this is not assignable ... goto 1b)

1b) Switch off DHCP - (Dynamic Host Core Protocol - dhcp assigns each device a unique IP address automatically if set to ON)

Assign your router and your computer each a fixed IP manually (called static network addresses).

Lets say your router address is 192.168.002.001 (short 192.168.2.1),

then your computer should get the "2" or another number out of "2-254" in the last triplet.

(Numbers 0 & 255 are reserved for broadcasts - Subnetmask is 255.255.255.0 if asked for)

Keep the first three triplets of the IP like found in your router! Those four triplets are your private network address, comparable to normal addresses like „country . city . street . housenumber“ of your devices.

(There must not be 2 devices with the same number in your network)

## 2nd Step - SERVER (with trueServe761b8 installed)

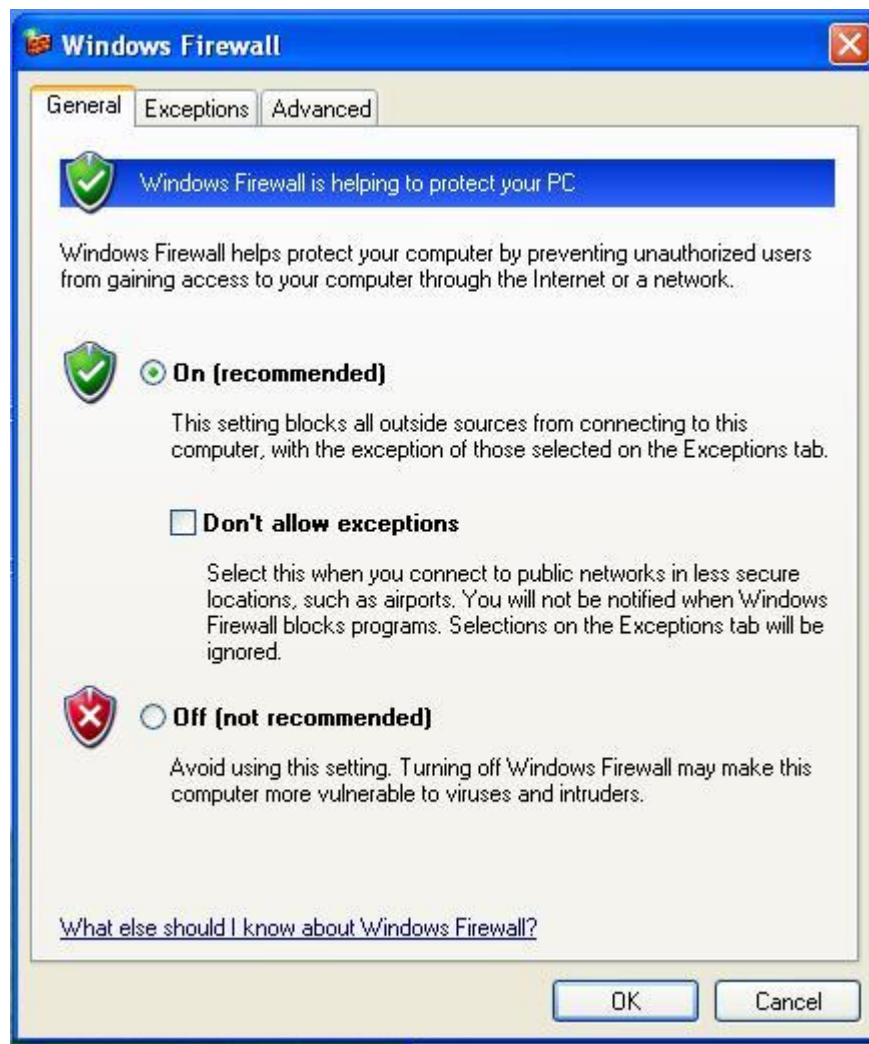
Make changes only to Windows Security Center.

(You need no access release of your HD drive or any folder as was previously assumed)

Make following settings in Windows Firewall, see screenshots next page:

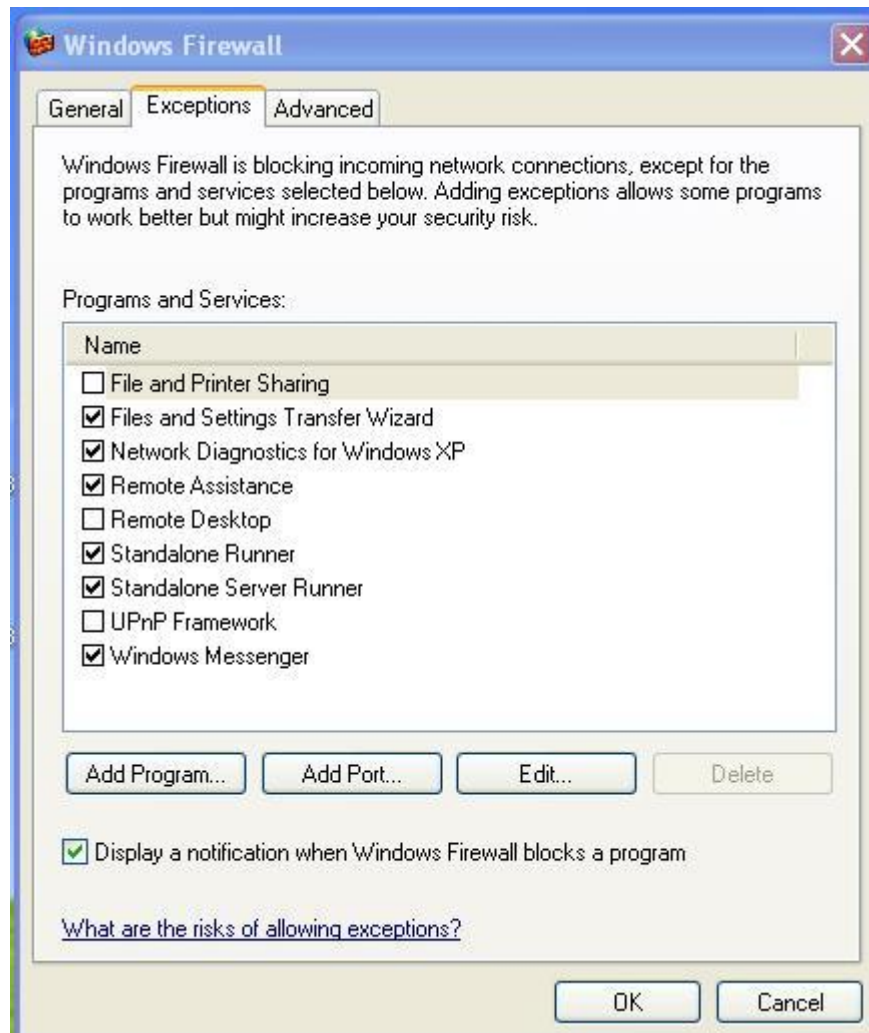


Open Windows Firewall and leave the "Don't allow exceptions" option unchecked.

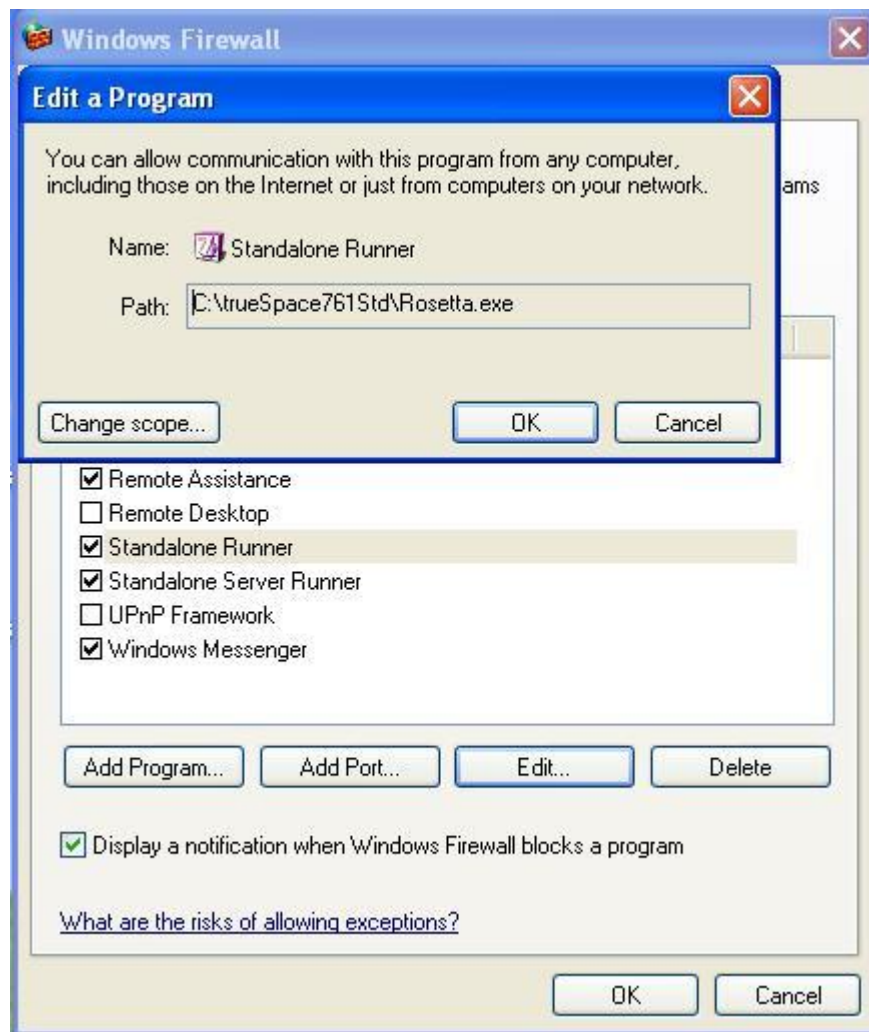


Click the "Exceptions" tab. You will see something similar to this.  
Standalone Runner in this picture, is trueSpace 7.61B8.  
Standalone Server Runner is trueServe, in this case.

Click the "Add Program..." tab and add all trueSpace programs you are using in conjunction with trueServe, one at a time (i.e., trueSpace 761, trueplay 2.0, and trueServe).

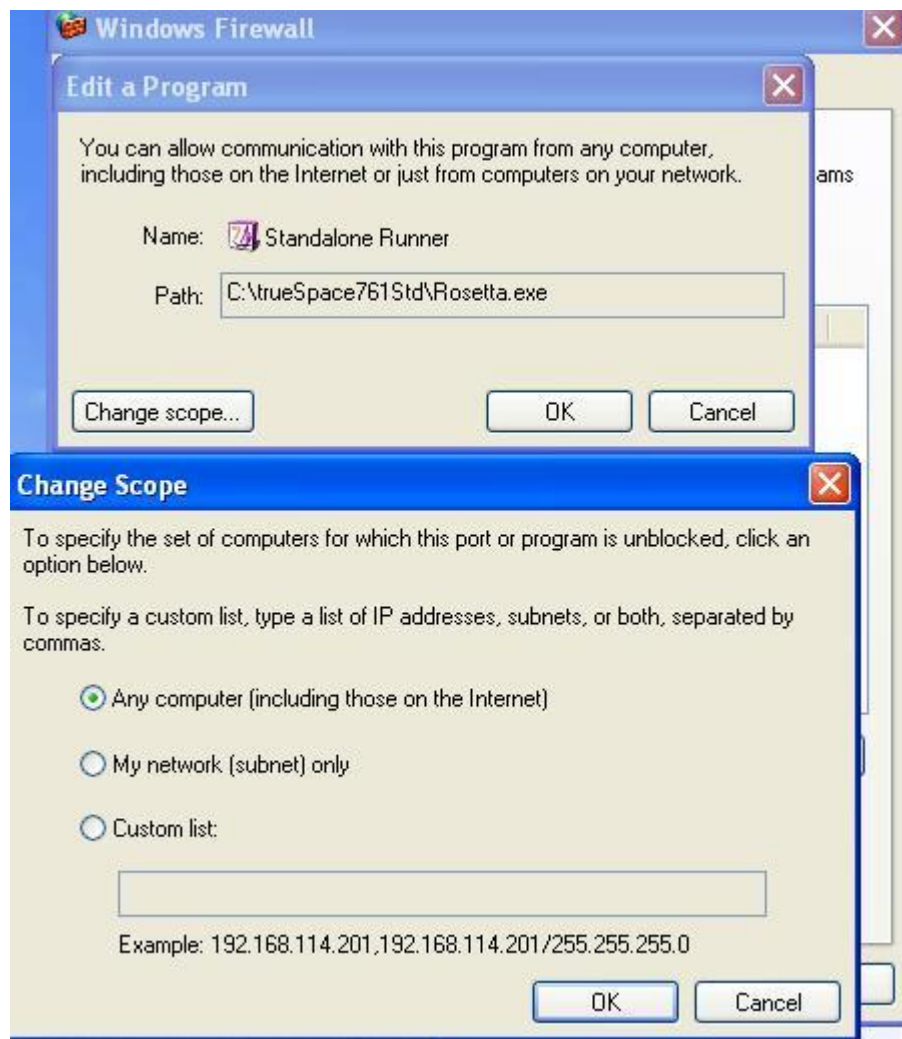


Select the trueServe app in your window, and click the "Edit" button.



Click the "Change scope..." button.

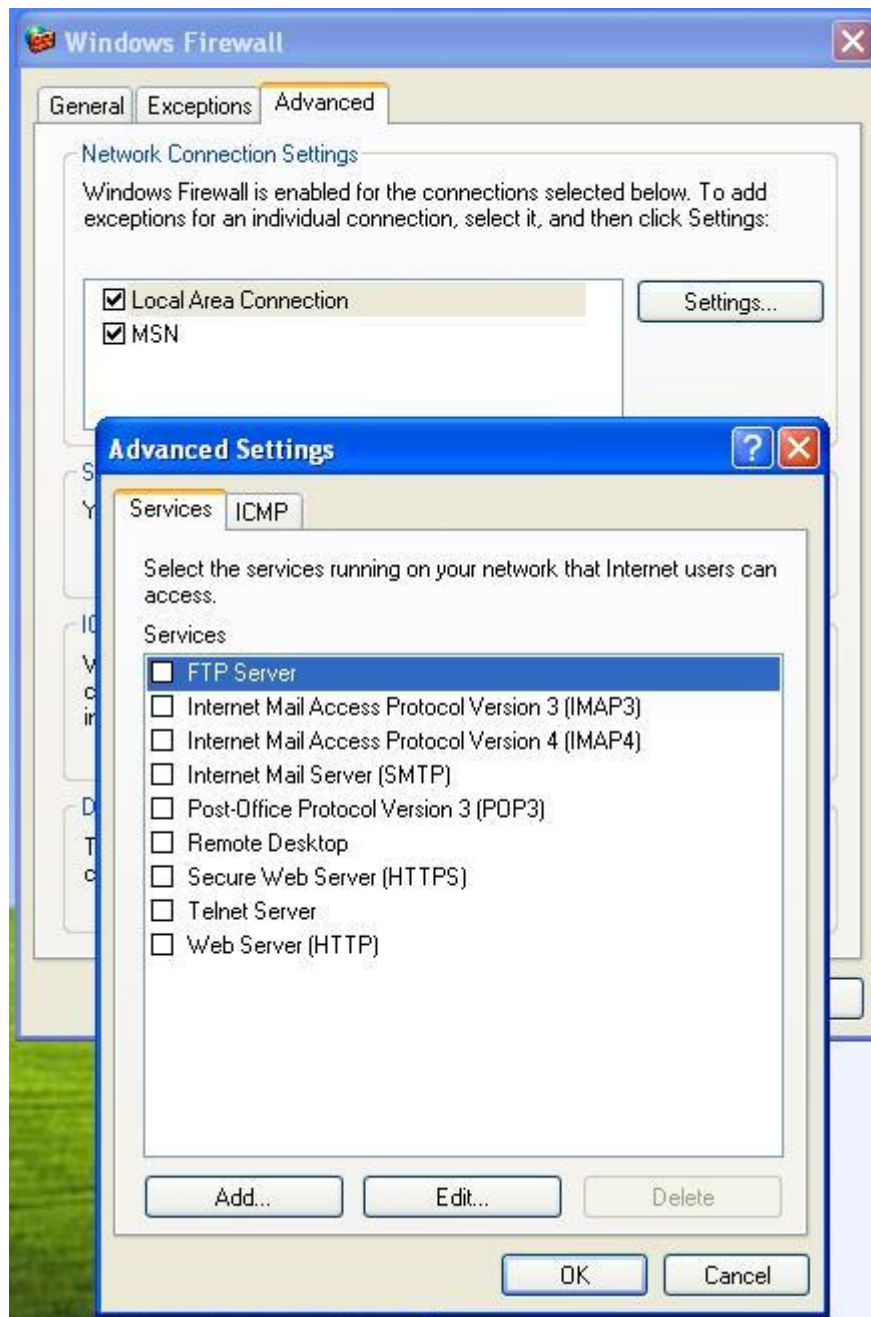
In the Change Scope dialog, select the "Any computer (including those on the Internet)" option. You have to do this for every added program separately.



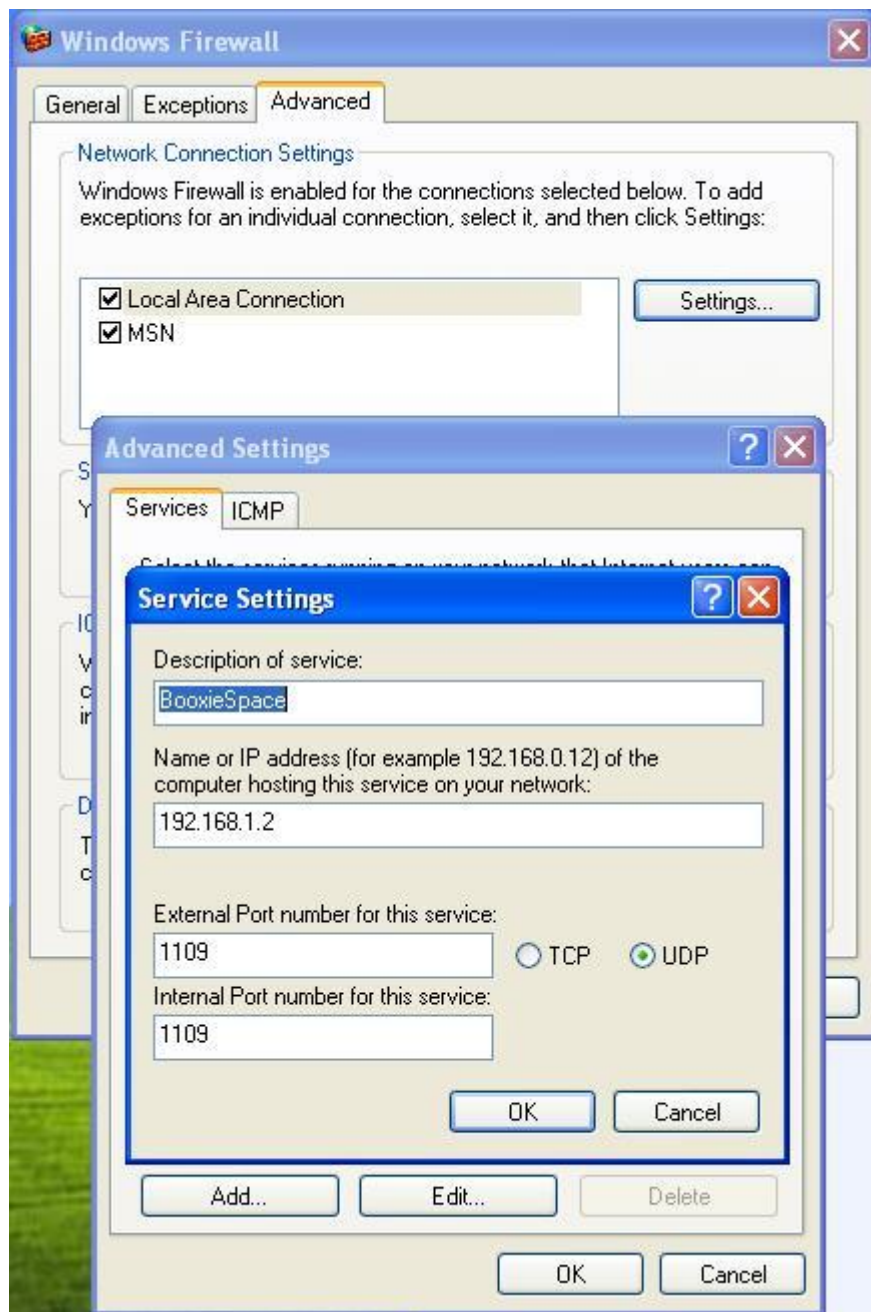
Click the "Advanced" tab.



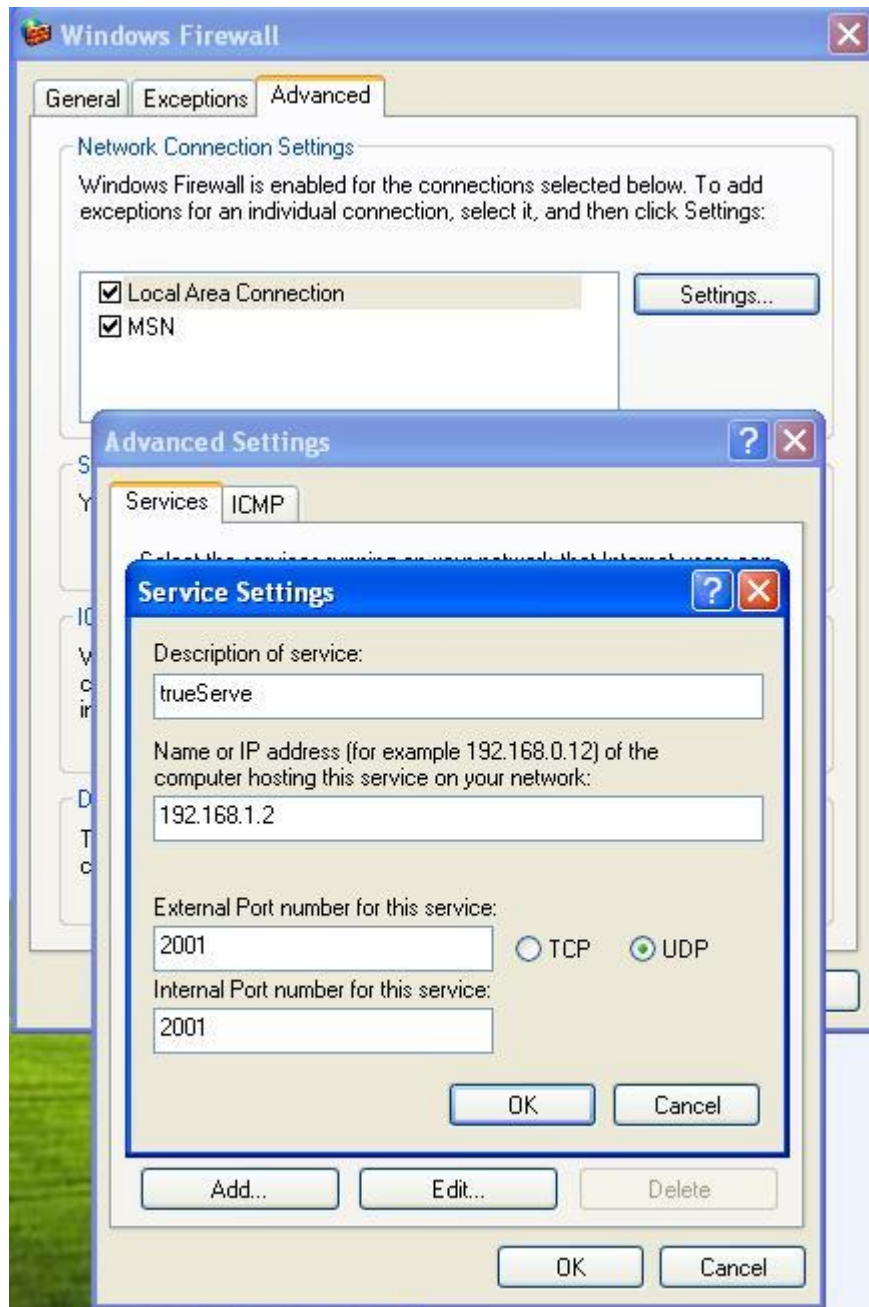
Select the 'Local Area Connection' option, then press the "Settings" button. (If you've got more than one entry here, select the one which is used for internet connection.)



Select your shared space, or click the "Add" button to create it, and fill out the information.  
In the picture shown, the description has been set to: BooxieSpace (you can use whatever you want here).  
The IP address is set to the local IP address of the computer which is hosting the trueServe application.  
The external and internal port numbers are set to: 1109.  
This is the first default port of the shared space: BooxieSpace.  
The protocol is set to: UDP  
Click the "OK" button once you are done making the changes.



Repeat the last step for trueServe, except use port 2001 (the management port):



### 3rd Step - ANTIVIRUS FIREWALL

If your Antivirus Software has a Firewall integrated, set SecurityLevel to MEDIUM, so your server is allowed to act as a internetserver.

If there are explicit settings for ports, configure the same ports like above accordingly.

# 12 Points Quickstep Checklist

How to get a trueServe running and successfully connected to the internet, so community members can log in.

This Checklist shows the shortest way to cover all prerequisites for trueServe in your server setup. When following this Checklist precisely step by step - you really should do only the things, which are explicitly written down here - I'm sure you will succeed like me.

---

## Preliminaries

- 01) open router port 1109 UDP (no 2001 - use it only internally)
- 02) check Win Security Center for necessary settings (see my brief\_instructions)
- 03) check Antivirus Firewall (Security-Level Medium)

---

## First Run of trueServe

- 04) delete default.ctx (in the root folder of trueServe)
- 05) start trueServe
- 06) upper left window contains "Space 3D" node - bottom left window contains "Network" node
- 07) drop "Shared Space Tools" Object into the "Space 3D" node
- 08) change Space name TestSpace (or leave it untouched) and click "Create Shared Space"

You have nothing else to do (in network node window - no changes to "TestSpace" necessary)  
(Besides that you might want to open a "cmd"-window and create a server panel, but that's not important for now)

- 09) click the "SharedSpace-icon" (last but one from right at the bottom)
- 10) goto <http://checkip.dyndns.org> (to get the actual IP or at least to secure that nothing has changed meanwhile)
- 11) Login

---

## External Connection

- 12) Start truePlay and login (try to connect with internal and external addresses)

---

If Login was ok from inside your network and from outside (internet), save your base configuration. Now you can start over to build your first Shared Space Scenery.

Keep in mind, that private DSL lines usually often get a new public IP address from the DHCP Server of your ISP. That's why we have a checkpoint 10. If you want to have your server available for a long time, you could register dynamic DNS routing at [www.dyndns.org](http://www.dyndns.org), or register a fixed IP for your homserver.

If all the efforts didn't lead to a successful Login, there still could be some internally blocking in one of the following places: Router - Windows Security Center - Antivirus Firewall.

Good luck!