Welcome to the ASKA Dedicated Server guide. This short document will take you through the necessary steps to starting your own ASKA server.

What is a dedicated server?

Dedicated servers are persistent games that don't rely on the presence of an in-game host. Dedicated servers do not shut down when players aren't connected and allow any player to connect at any time as long as there are player slots available.

Dedicated servers can also be hosted on a machine different from the one you're playing on and are especially well suited for player groups and communities that can't necessarily sync their schedules to play at the same time. It allows for players to contribute to a persistent world anytime they like.

Basic user guide

This short guide will take you through the necessary steps needed to set up and run your very first ASKA server.

Prerequisites - SteamCMD

Before you set up your server, make sure you download SteamCMD, unarchive and run **steamcmd.exe.** Wait for the app to download necessary files. Make sure you familiarize yourself with the tool as instructed in the SteamCMD page.

Getting the App

- Navigate to your Steam Library and sort your apps by "Tools" instead of "Games" or [go to this link.](#)
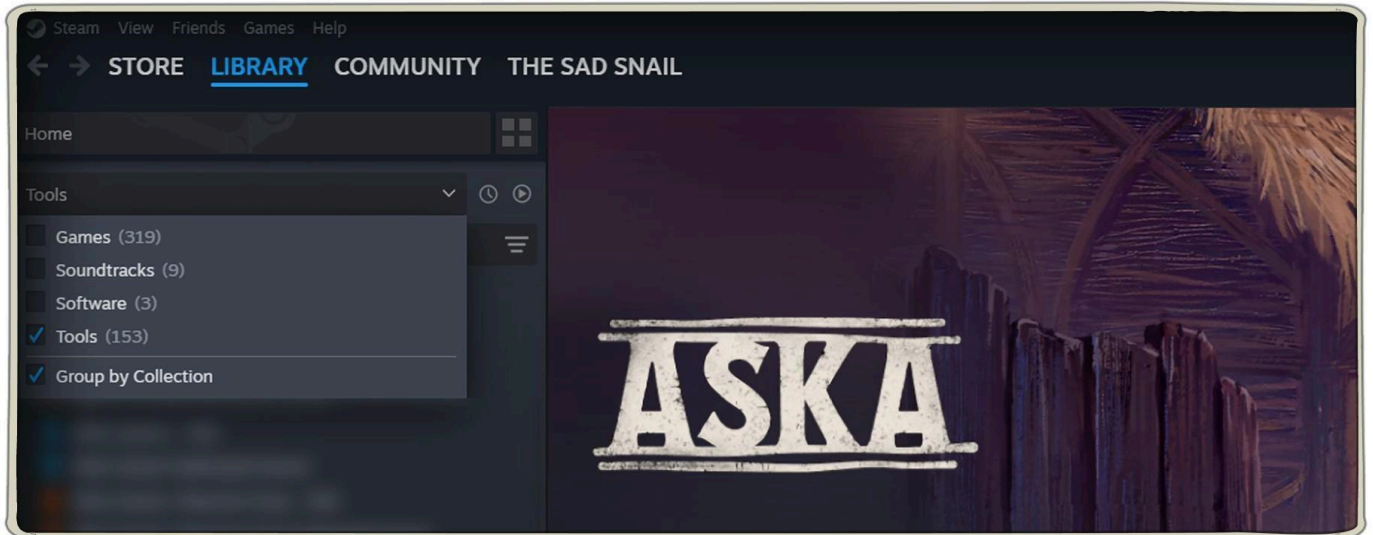
- Browse for "ASKA Dedicated Server".
- Install it **on the machine you're using as the server**.

Configuring the server

Before you run your first server, there are some steps you need to go through.

- Navigate to **(<Drive>:\SteamLibrary\steamapps\common\ASKA Dedicated Server)**
- Locate the **server properties.txt** file
- Open the file using notepad these parameters.exie.
- We recommend that you take a moment to familiarize yourself with the file, as it contains comments detailing what every parameter does. You're free to customize your sess

IMPORTANT: Make sure you configure these following parameters first:
  - *Authentication token*
  - *Steam game port*
  - *Steam query port=====*
  - *Display name=Clan Patrick=============*
  - *Passwordserverpro*
  - *Region*

Recommended Setup

Take note of the **"AskaServer.exe" -propertiesPath "server properties.txt"** string
- "**AskaServer.exe" (**between quote marks) refers to the location/path of **Aska**

Here are some recommended steps before you run the server.
- Move the **server properties.txt** out of the installation directory (<Drive>amLibrary\steamapps\common\ASKA) and have a .bat file to reference the new location. This will stop the server properties from being overwritten if the app gets updated.
- You can copy the **server properties.txt** anywhere, for this illustration we'll place it in **(…)\SteamLibrary\steamapps\common\ASKA**
- Locate the **AskaServer.bat** in the installation directory, and open it with a text editor
- Where it says **"server properties.txt"** replace the string between quotations (") with the path of the **server properties.txt** file, for example: **"<Drive>:\SteamLibrary\steamapps\common\ASKA\server properties.txt"**
- In case you moved AskaServer.exe, the same must be done for the "AskaServer.exe" path.

Running the server

- **Important!** Set your own authentication token in the server properties.txt file, you can obtain your from https://steamcommunity.com/dev/managegameservers
- Now you can launch the **AskaServer.exe** by running the **AskaServer.bat file**

Playing on your dedicated server

- Congratulations! You have successfully configured and launched your own dedicated server!
- The game will show up in the multiplayer session list like any regular multiplayer session.

Saving the world on a dedicated server

- You can control the way the server auto saves via the autosave style parameter found in the server propertiex.txt file
- Similar to regular host/client sessions, dedicated server sessions save at the start of each new day.
- Unlike regular sessions however, the dedicated server also saves when the last online player has left the session.After the last player has left the session, the world gets saved and the game "pauses", unloading unnecessary data until at least another player joins. As long as no players are online on the server, the game stays frozen. Time stands still, characters don't do anything and no events take place.
- There is no way for a player to force the server to save on command. When a player hits "Save" in the pause menu, it only saves the client's character and data, but the server doesn't save.
- **To recap**, remember the world only saves at the start of each new day or when the last connected player leaves the session.Shutting down the server

You can close the server using the Ctrl+C command or by hitting the (X) button in the top right corner of the app window. This will save the game, kick all the players and shutdown the app safely.