

Terminology

Player's Computer — a computer to which the virtual reality headset will be connected.

Operator's Computer — a computer that runs the operator program. The game will be both launched and managed by your staff (your operator) from this computer.

Server — a computer through which data is exchanged between the players' computers. This computer can be either the operator's computer (it's recommended to install on it) or a player's computer.

Network Settings

1. Choose which computer will be your server. If the operator's PC is built for high performance (having an Intel Core i5 processor or higher, an Intel HD 5000 video card, and 4GB of operating memory), then it's recommended to place your server on that computer. Otherwise, place your server on any of the players' computers.
2. Connect all PCs to the local network. Set the **network type to "Private"** on all computers. In the network settings (All Control Panel Items → Network and Sharing Center → Advanced Sharing Settings → All Networks), **disable password-protected access**. Make sure that all your computers are visible on the network in Windows Explorer.
3. Set static IP addresses on all of the computers.
4. Open the TCP 4530 and UDP 9987 ports on the server, or turn off your firewall (most preferably).
5. If the switchboard (commutator) can be changed, turn off DHCP address assignment in the switchboard's settings, as well as any traffic filters and firewalls (for example, IGMP Snooping).

Server installation

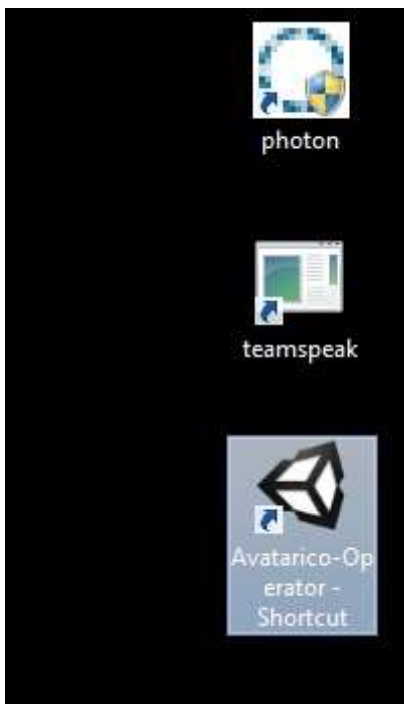
Download the Avatarico-Servers.exe installation file from your [product list](#).

Install the server (it includes the Photon server service and voice chat using TeamSpeak).

Follow the instructions of the installer. It is not recommended to change the installation path for the files. At the end of the installation on the desktop will be the necessary shortcuts.

By default servers installed into the catalogue C:\Avatarico\Server.

There must be only Latin letters in the path of the server files.



Server Settings

Launch the program file for voice chatting:

C:\Avatarico\Server\TeamSpeak\TSServer.bat or use a shortcut.

```
teamspeak
TeamSpeak 3 Server 3.0.2 (2012-07-19 10:50:53) SDK
(c)TeamSpeak Systems GmbH

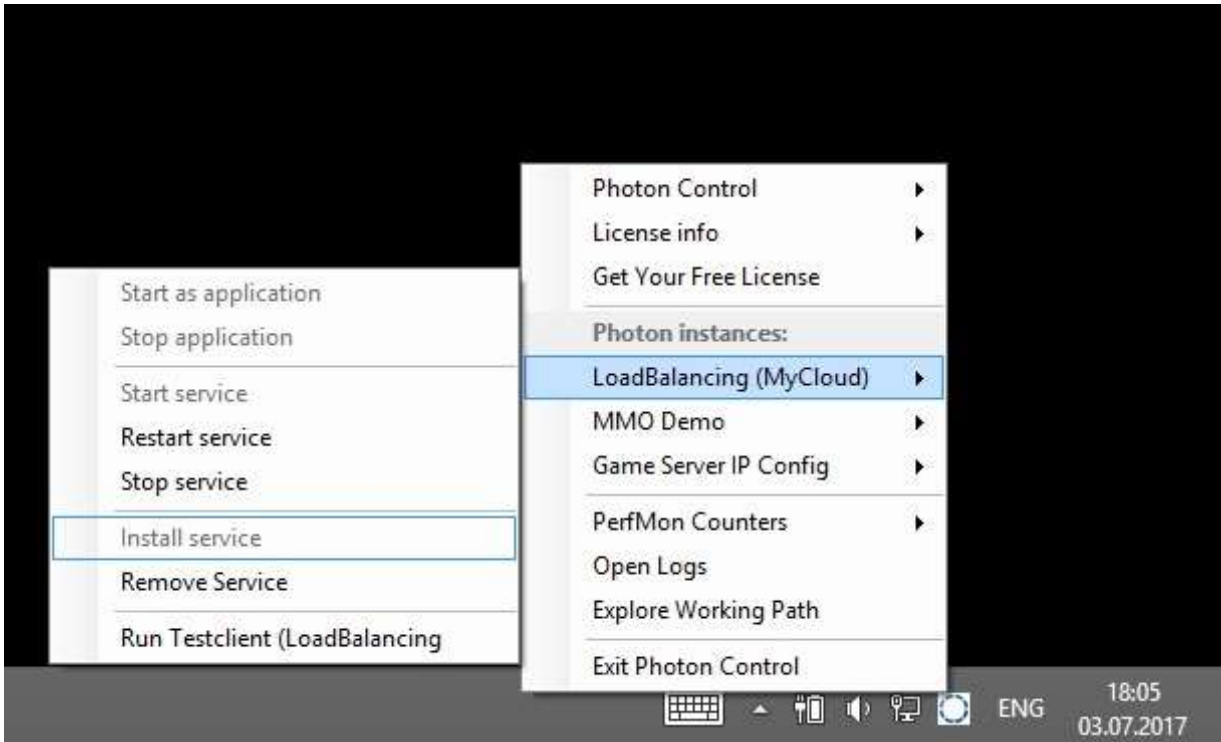
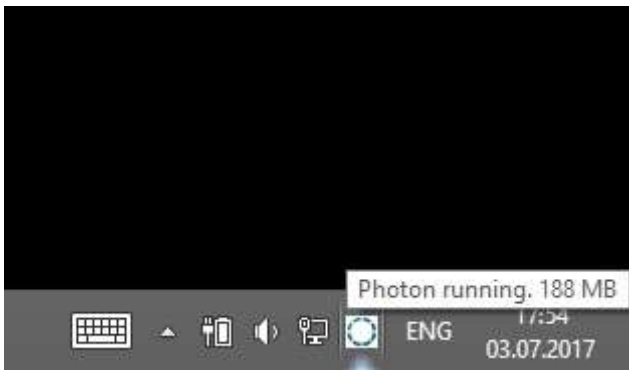
Logging to file started (no console logging on Windows)
2017-07-03 15:15:57.450947!INFO !ServerLibPriv ! ! TeamSpeak 3 Server 3.0.2
(2012-07-19 10:50:53) SDK
2017-07-03 15:15:57.477966!WARNING !Accounting ! ! Unable to find valid lic
ense key, falling back to limited functionality
Server lib version: 3.0.2 [Build: 1342695053] SDK
Could not open file 'keypair_9987.txt' for reading keypair
Create virtual server using keypair '
2017-07-03 15:15:57.999310!INFO !VirtualServer ! ! listening on 0.0.0.0:998
7
2017-07-03 15:15:58.019325!INFO !VirtualSvrMgr ! ! addServer() VirtualServe
r(1) started

--- Press Return to shutdown server and exit ---
```

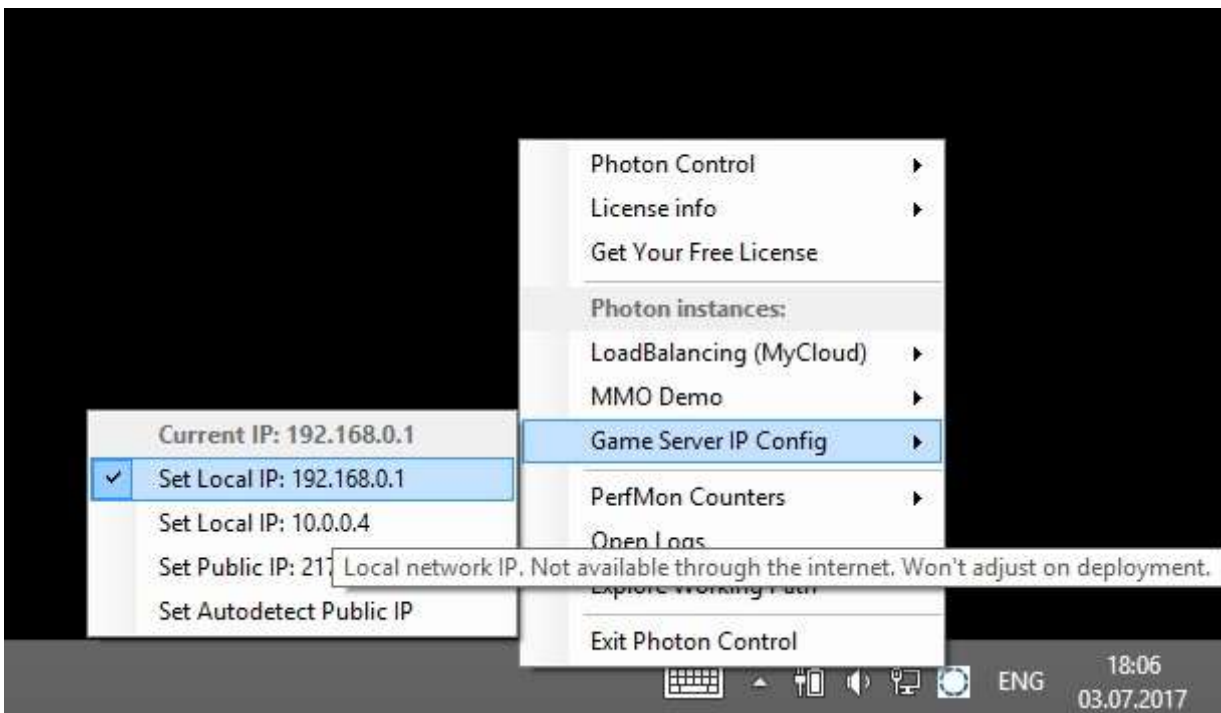
Launch the file:

C:\Avatarico\Server\Photon Unity Networking\Server\bin_Win64\PhotonControl.exe or use a shortcut.

Locate the 'Photon' icon in the list, right-click on it, then choose LoadBalancing (MyCloud) → Install service from the drop-down menu:



Next set up a local IP address by choosing Game Server IP Config → Set Local IP:



Launch the service by choosing LoadBalancing (MyCloud) → Start Service from within the menu:

Start as application

Stop application

Start service

Restart service

Stop service

Install service

Remove Service

Run Testclient (LoadBalancing

Photon Control ▶

License info ▶

Get Your Free License

Photon instances:

LoadBalancing (MyCloud) ▶

MMO Demo ▶

Game Server IP Config ▶

PerfMon Counters ▶

Open Logs

Explore Working Path

Exit Photon Control



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