

# SOFTWARE INSTALLATION GUIDE

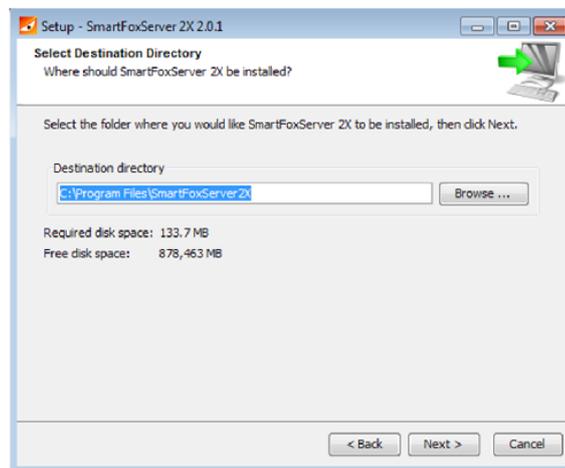


This document provides a basic guide to installing and configuring the MySQL and SmartFoxServer software required to run the multiplayer African Farmer game. Full installation and configuration information for these applications is available on the MySQL and SmartFoxServer websites.

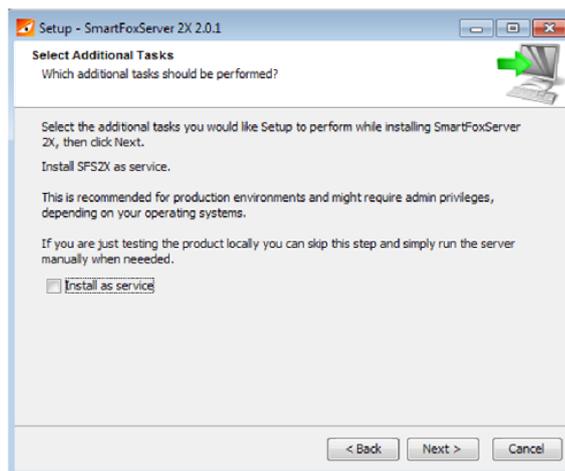
If the game will be run on a private network setup for the purpose (e.g. using a wireless router), it may be best to choose an IP address for the server from the range of reserved private IP addresses e.g. 192.168.0.0 – 192.168.255.255 as this will avoid any clashes with public internet traffic.

## 1. Install SmartFoxServer

- a) Download the SmartFoxServer software from <http://www.smartfoxserver.com/download>
- b) Double click the installation executable to start the installation process.
- c) Choose an installation directory – avoid network drives as the installer complains if the installation directory is not on a local drive. For Windows 7/Vista Administrator privileges will be required if installing in C:/Program Files:



- d) Untick the checkbox if you don't want SmartFoxServer to run as a service:

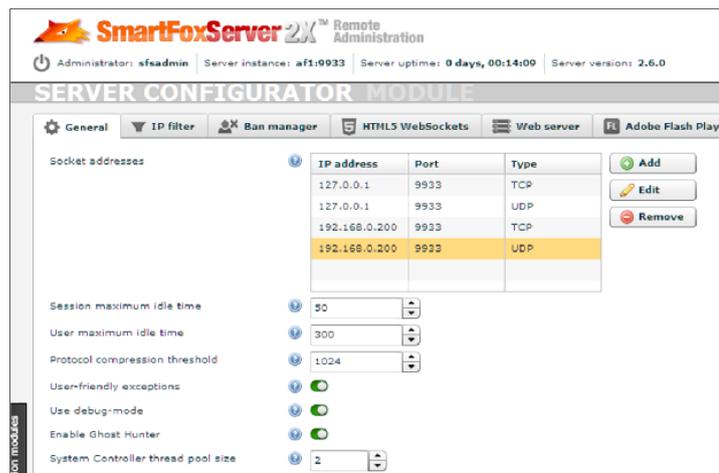


If SmartFoxServer is installed as a service, it will be automatically started when the installation process is complete; otherwise start the server manually by clicking *sfs2x-standalone* in the Start menu.

When installation has completed, login to the server <http://localhost:8080/admin/> using the following parameters:

Host: *localhost*  
 Port: *9933*  
 Username: *sfsadmin*  
 Password: *sfsadmin*

- e) Change the default SmartFoxServer account. Hover mouse over Administration Modules and select *Server Configurator* from panel. Click on the *Remote Admin* tab and create a new administrator user and password for the server. Click the Submit button, logout and login again under the new account. Navigate to Remote Admin and delete the predefined sfsadmin account.
- f) Check for SmartFoxServer updates. Navigate to <http://localhost:8080>. Click on the *updates section* link and download any server updates. Stop the server and follow the installation instructions provided.
- g) If desired, change the default http and https ports by editing the file {install-dir}/SFS2X/config/jetty/jetty.xml, updating the values for jetty.port and confidentialPort as required. If the http value is changed to 80, the port number can be omitted from the server URL which will make it more straightforward for players to connect to the server.
- h) IF you wish to run the SmartFoxServer AdminTool remotely, hover the mouse over Administration Modules and select *Server Configurator*. In the General Tab, add the server IP address to the socket addresses table e.g. if the server IP address is 192.168.0.200, this should be added to the table as shown below:



## 2. Install MySQL

- i) Download the MySQL installer from <http://dev.mysql.com/downloads/mysql/>
- j) Double-click the installation file to start the installation process. Select the “Typical” installation and “install as a service” if desired.
- k) If desired download and install MySQL Workbench which provides a GUI for database management from <http://www.mysql.com/downloads/workbench>

You may need to install additional software - follow the instructions given by the installation wizard.

## 3. Install African Farmer Game

- a. Download the file *AfricanFarmerMP* from <http://www.africanfarmergame.org> and uncompress the folder.
- b. Copy the folder *gameBackend2* to {install-dir}\SFS2X\extensions.

- c. Copy the file *Game2Zone.zone* XML to directory {install-dir}/SFS2X/zones.
- d. Copy the *AfricanFarmer* directory to {install-dir}\SFS2X\www\root.
- e. Edit the file {install-dir}\SFS2X\www\root \AfricanFarmer\config\sfs-config.xml as follows:
  - i. Set the **<ip>** variable to the IP address of your game server.
  - ii. Update the **<port>** number if changed in step 1g.
- f. Run the SQL script *afrodb\_base.sql* to create the database and tables. This can be done by loading the script in MySQL Workbench or entering the command **source afrodb.sql** from the MySQL command line.  
**N.B. this script will modify the contents of any existing database called afrodb.**
- g. Restart SmartFoxServer.
- h. Edit the maximum user idle time. This sets the idle time after which a player will be disconnected from the server. Login to the server and select the *Zone Monitor*. Select *Game2Zone* and click *Monitor Selection* at the bottom of the screen. Select the *Runtime Zone Settings* tab and click *Enter edit mode* at the bottom of the screen. Update the User maximum idle time to (say) 3600 seconds. Click *Submit changes* to save the change.

## 4. Check Game Server Firewall Settings

- a. Open the configured TCP ports (default = 9933 and 8080 for the BlueBox) to "the world".