

# 7 Days to Die

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# Installation

# Creating you new server

**Step 1:** Go to <https://alienhost.net/index.php#header> and Select the game planet (7 Days to die).

**Step 2:** After selecting your planet, go to the region option. From here you can pick which region you would like to host your server from. Always make sure you select the region with the lowest ping to you.

**Step 3:** After selecting your region, head down to the **Ship Configuration**. And, setup how much **Ram/CPU/Storage** you want to have on your server.

# Server Setup

# How to access your panel

# How to Connect to your Server

As you might have noticed in your Panel, your server does not contain a **IPv4**, just an alias which could look like **quasarus.alienhost.me** while this is easier to read and remember it is unfortunately not always usable in certain configurations and settings, with this guide we will show you how to use the given **alias** and turn it into numeric **IPv4**:

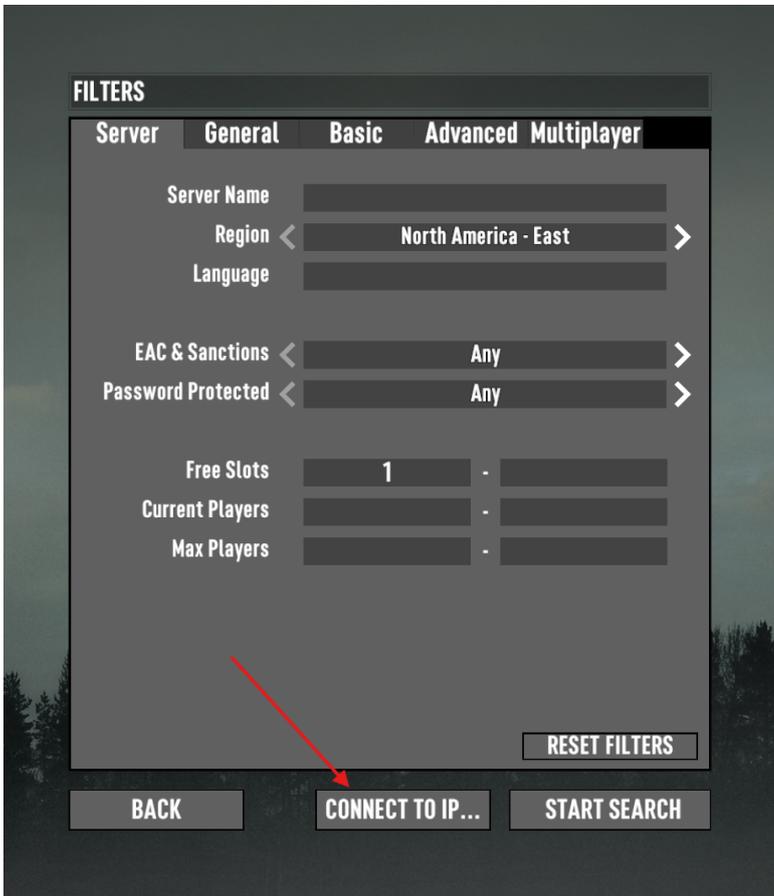
**Step 1:** Head to the

**Step 2:** When you



Join A Game. And click

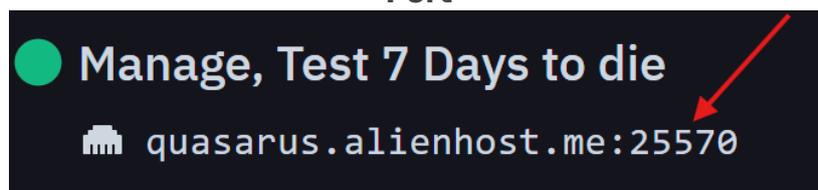
on **Connect to IP:**



**Step 3:** When you click the **CONNECT TO IP... Box**. You can now add in you IPv4 address and Port number. To get you port number, go to you server panel and your port number should be next to hostname.



Port



Now you are in the server. Happy hunting.

# How to add Password to server

**Before following these steps, make sure to stop your server first. This is to avoid breaking anything on your server while you edit.**

**Step 1:** Head to your game panel and look for your **File icon** on the left hand side.

// Photos to be added on AH 2.0

**Step 2:** When you are in you files, scroll down until you see a file named: **serverconfig.xml**

// Photos to be added on AH 2.0

**Step 3:** Open the file and look for the line that says: **<property name="ServerPassword" value=""/>** . When you have found this line, you just need to add a password in the Value area.

Before:

```
<property name="ServerPassword" value=""/>
```

After:

```
<property name="ServerPassword" value="Thisismynewpassword"/>
```

//Photos to be added on AH 2.0

**Make sure to save before exiting the file.**

**After Completing these steps, you can now go and start you server.**

//Photos to be added on AH 2.0

# How to change the Difficulty on the server

**Before following these steps, make sure to stop your server first. This is to avoid breaking anything on your server while you edit.**

**Step 1:** Head to your game panel and look for the Startup icon on the left hand side.

//Add photos

**Step 2:** After clicking on Startup, go to the box that says **GAME DIFFICULTY**. Here you can change your difficulty of the game.

//Add photos

**Step2a:** What does each number represent for difficulty?

- **Scavenger (1):** Easiest setting designed for noobs. - *Easiest*
- **Adventurer (2):** Not just a new recruit any more. - *Easy (Default)*
- **Nomad (3):** Designed for experienced FPS players. - *Normal*
- **Warrior (4):** Now you're starting to impress. - *Hard*
- **Survivalist (5):** Kids don't try this at home! - *Harder*
- **Insane (6):** You're one brave Mother! - *Hardest*

**Step 3:** After selecting your difficulty, the server will save it automatically for you. With this you are ready to start up the server and confront those zombies!

# How to change Map

A success message

A success message

A success message

A success message

# Change Server Name

**Before following these steps, make sure to stop your server first. This is to avoid breaking anything on your server while you edit.**

**Step 1:** Head to your game panel and look for your **File icon** on the left hand side.

// Photos to be added on AH 2.0

**Step 2:** When you are in you files, scroll down until you see a file named: **serverconfig.xml**

// Photos to be added on AH 2.0

**Step 3:** Open the file and look for the line that says: **<property name="ServerName" value="My Game Host"/>** . When you have found this line, you just need to add you new server name in the Value area.

Before:

```
<property name="ServerName" value="My Game Host"/>
```

After:

```
<property name="ServerName" value="AlienHost"/>
```

//Photos to be added on AH 2.0

**Make sure to save before exiting the file.**

**After Completing these steps, you can now go and start you server.**

//Photos to be added on AH 2.0



# Change Server Region

**Before following these steps, make sure to stop your server first. This is to avoid breaking anything on your server while you edit.**

**Step 1:** Head to your game panel and look for your **File icon** on the left hand side.

// Photos to be added on AH 2.0

**Step 2:** When you are in you files, scroll down until you see a file named: **serverconfig.xml**

// Photos to be added on AH 2.0

**Step 3:** Open the file and look for the line that says: **<property name="Region" value="NorthAmericaEast" />** . When you have found this line, you just need to add you server region in the Value area.

**To find your Region look at Step 3a:**

Before:

```
<property name="Region" value="NorthAmericaEast" />
```

After:

```
<property name="Region" value="Oceania" />
```

//Photos to be added on AH 2.0

**Step 3a:** To find your region, head to the **Startup icon** on the left hand side. And, look for **Debug Information Box**. In the box, you should see you host location on the Node line.

When you have found what your node name is, head to [Alien Host Uptime](#)

Then look for your Node region. When you have found it, then you can head back to your file and change your region to the correct region.

The Following Regions you can use: **NorthAmericaEast, NorthAmericaWest, CentralAmerica, SouthAmerica, Europe, Russia, Asia, MiddleEast, Africa, Oceania.**

**If you are on an Australia Node, your region will be set as Oceania.**

//Photos to be added on AH 2.0

**Make sure to save before exiting the file.**

**After Completing these steps, you can now go and start you server.**

//Photos to be added on AH 2.0

# Mod Setup