

# Create a Palworld server

## Requirement

- Linux server (ubuntu 22.04 LTS)
  - memory: 32 GB
  - vCPU: 6 cores 4 sockets
  - storage: 100 GB NVMe
- [SteamCMD](#)

## Installation

first get the server files with steamCMD

```
steamcmd +login anonymous +app_update 2394010 validate +quit
```

then go to `~/Steam/steamapps/common/PalServer` and open the file named `DefaultPalWorldSettings.ini`  
copy all the line after the 3 first, so you will got

```
[/Script/Pal.PalGameWorldSettings]
```

```
OptionSettings=(Difficulty=None,DayTimeSpeedRate=1.000000,NightTimeSpeedRate=1.000000,ExpRate=1.000000,PalCaptureRate=1.000000,PalSpawnNumRate=1.000000,PalDamageRateAttack=1.000000,PalDamageRateDefense=1.000000,PlayerDamageRateAttack=1.000000,PlayerDamageRateDefense=1.000000,PlayerStomachDecreaseRate=1.000000,PlayerStaminaDecreaseRate=1.000000,PlayerAutoHPRegeneRate=1.000000,PlayerAutoHPRegeneRateInSleep=1.000000,PalStomachDecreaseRate=1.000000,PalStaminaDecreaseRate=1.000000,PalAutoHPRegeneRate=1.000000,PalAutoHPRegeneRateInSleep=1.000000,BuildObjectDamageRate=1.000000,BuildObjectDeteriorationDamageRate=1.000000,CollectionDropRate=1.000000,CollectionObjectHpRate=1.000000,CollectionObjectRespawnSpeedRate=1.000000,EnemyDropItemRate=1.000000,DeathPenalty=All,bEnablePlayerToPlayerDamage=False,bEnableFriendlyFire=False,bEnableInvaderEnemy=True,bActiveUNKO=False,bEnableAimAssistPad=True,bEnableAimAssistKeyboard=False,DroplItemMaxNum=3000,DroplItemMaxNum_UNKO=100,BaseCampMaxNum=128,BaseCampWorkerMaxNum=15,DroplItemAliveMaxHours=1.000000,bAutoResetGuildNoOnlinePlayers=False,AutoResetGuildTimeNoOnlinePlayers=72.000000,GuildPlayerMaxNum=20,PalEggDefaultHatchingTime=72.000000,WorkSpeedRate=1.000000,bIsMultiplay=False,bIsPvP=False,bCanPickupOtherGuildDeathPenaltyDrop=False,bEnableNonLoginPenalty=True,bEnableFastTravel=True,bIsStartLocationSelectByMap=True,bExistPlayerAfterLogout=False,bEnableDefenseOtherGuildPlayer=False,CoopPlayerMaxNum=4,ServerPlayerMaxNum=100)
```

```
m=32,ServerName="Default Palworld
Server",ServerDescription="",AdminPassword="",ServerPassword="",PublicPort=8211,PublicIP="",RCONEnabled
=False,RCONPort=25575,Region="",bUseAuth=True,BanListURL="https://api.palworldgame.com/api/banlist.txt"
)
```

then open the following file

`~/Steam/steamapps/common/PalServer/Pal/Saved/Config/LinuxServer/PalWorldSettings.ini` and past the previous configuration in it.

After that execute the bash script `./PalServer.sh` which is in `~/Steam/steamapps/common/PalServer`

At the first start if you got this error

```
./steam/sdk64/steamclient.so: cannot open shared object file: No such file or directory
```

before doing any other things run the following commands

```
mkdir -p ~/.steam/sdk64/
steamcmd +login anonymous +app_update 1007 +quit
cp ~/Steam/steamapps/common/Steamworks\ SDK\ Redist/linux64/steamclient.so ~/.steam/sdk64/
```

that will resolve the issue and if you restart the server you will got this prompt

```
$ ./PalServer.sh
Shutdown handler: initialize.
Increasing per-process limit of core file size to infinity.
dlopen failed trying to load:
steamclient.so
with error:
steamclient.so: cannot open shared object file: No such file or directory
[S_API] SteamAPI_Init(): Loaded '/home/ubuntu/.steam/sdk64/steamclient.so' OK. (First tried local
'steamclient.so')
```

you can now log in to your server

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