

Pokémon3D Server Setup Tutorial

Before doing everything else, you need to make sure that your server will be reachable by other players. You can do this either by port forwarding ([various tutorials are available on YouTube](#)) or, if you're only playing with friends for example, by using a Virtual Private Network (or VPN for short), like LogMeIn Hamachi or Radmin VPN.

Go to the following url and download "Pokemon.3D.Server.Client.GUI.zip", ideally to an empty folder where you want your server to be located:

<https://github.com/jianmingyong/Pokemon-3D-Server-Client/releases/latest>

Releases / v0.59.3.0

Pokémon 3D Server Client v0.59.3.0 Latest

jianmingyong released this Oct 5, 2023 v0.59.3.0 280b6ba

Update

▼ Assets 3

Pokemon.3D.Server.Client.GUI.zip	787 KB	Oct 5, 2023
Source code (zip)		Oct 5, 2023
Source code (tar.gz)		Oct 5, 2023

Extract the .zip file you've downloaded to the folder it's in and delete the .zip afterwards (you don't really need it anymore). Your folder should look like this:

Pokemon3D Server

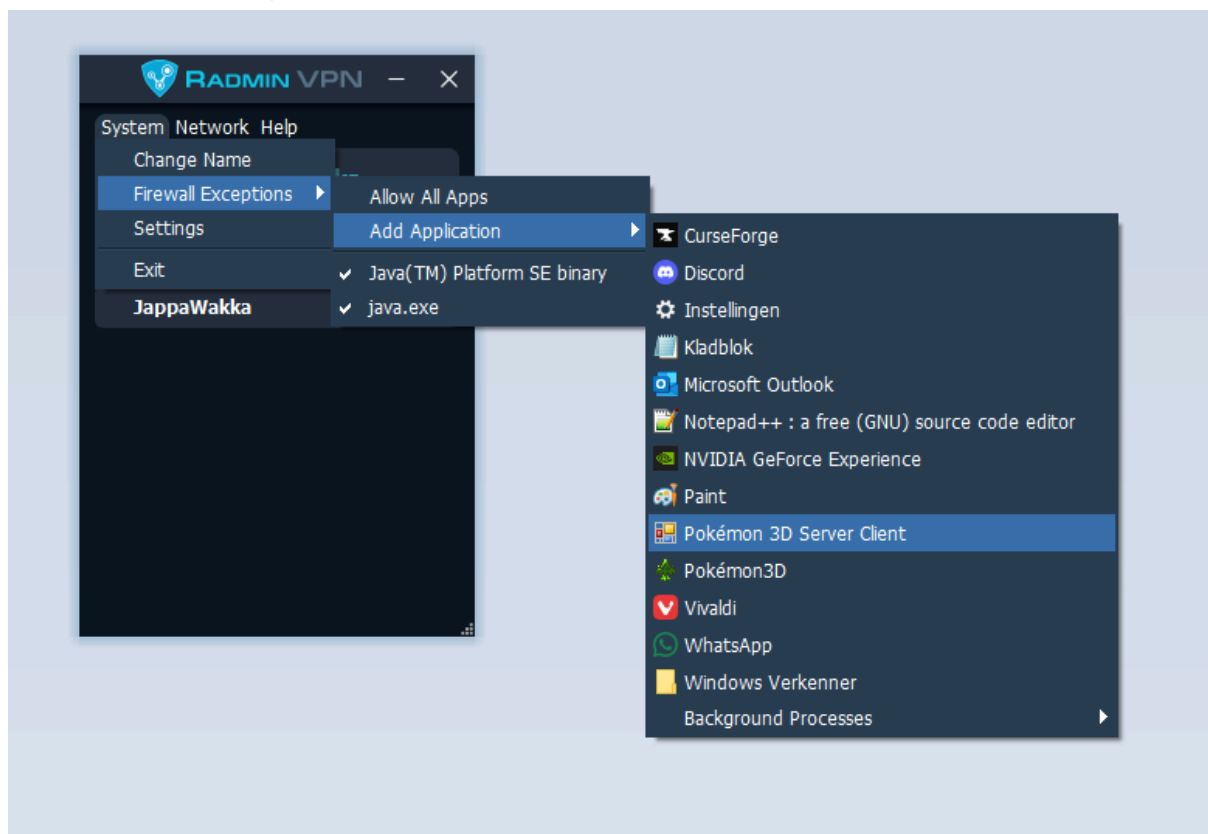
Naam	Gewijzigd op
Newtonsoft.Json.dll	8-3-2023 08:09
ObjectListView.dll	6-5-2016 01:35
Pokemon.3D.Server.Client.GUI.exe	5-10-2023 15:57
Pokemon.3D.Server.Core.dll	5-10-2023 15:57
SmartThreadPool.dll	5-10-2023 15:57

Double click "Pokemon.3D.Server.Client.GUI.exe". It will place some more files in the folder. Double click it again to start it.

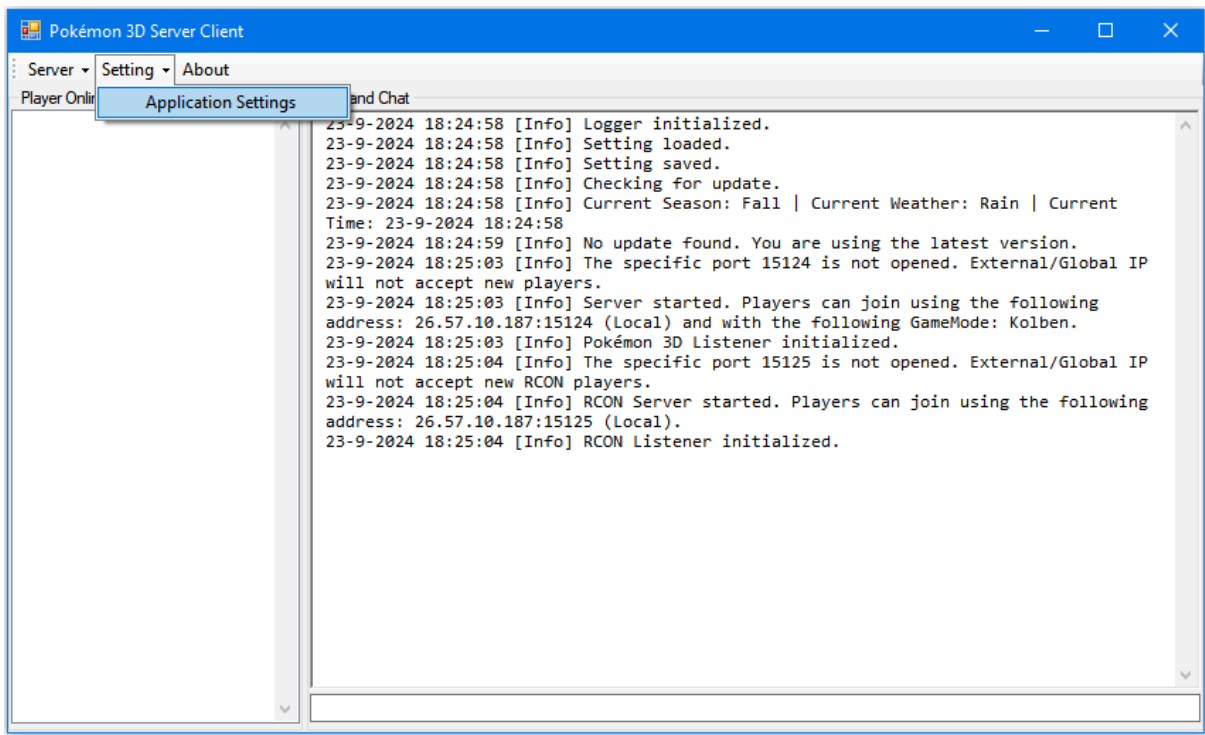
You will likely get a window like this asking for communication rights by your firewall. Tick both checkboxes and press allow access (the left button).



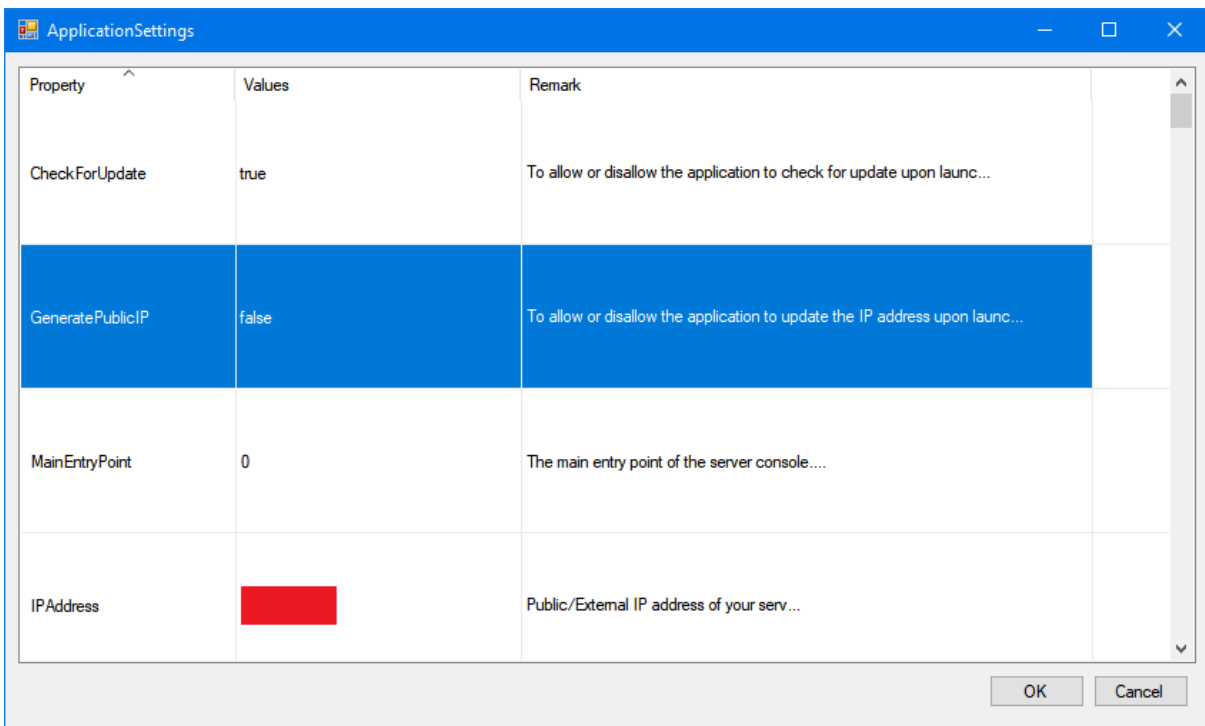
For Radmin VPN or similar software, be sure to also add the Server Client to the Firewall Exceptions.



Open the application settings.



Set GeneratePublicIP to false if you're using a VPN.

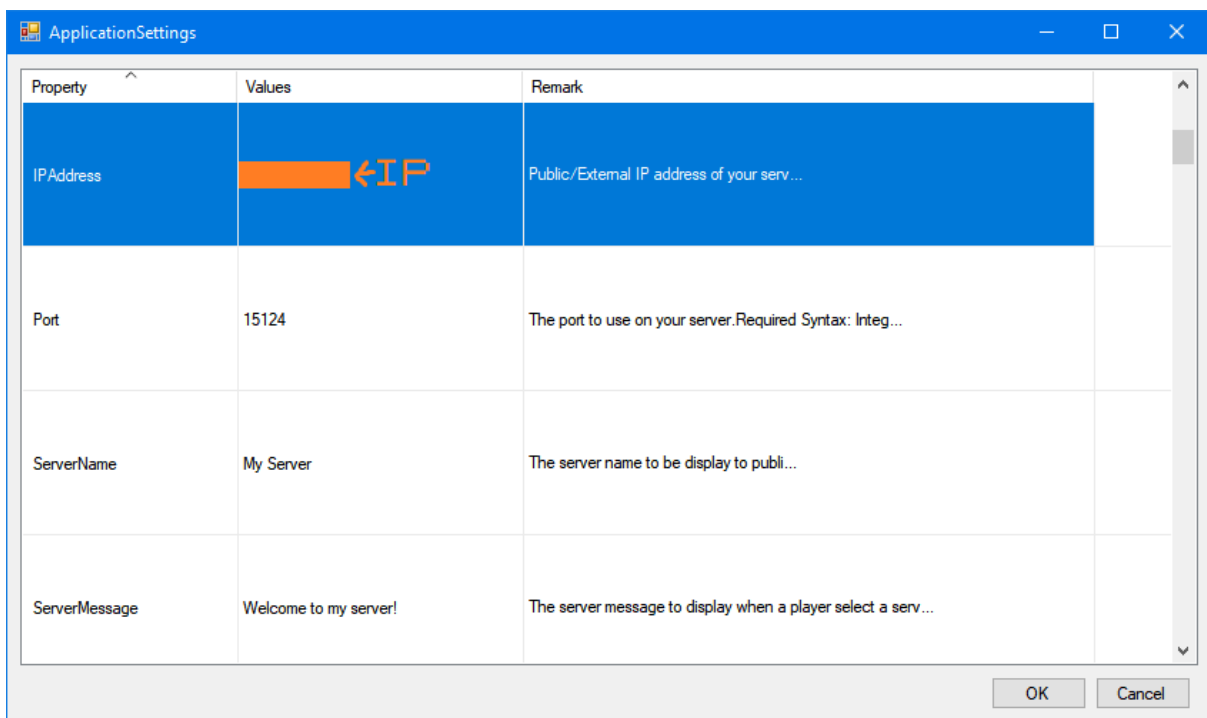


If you're using a VPN, copy the IP address of the network host...

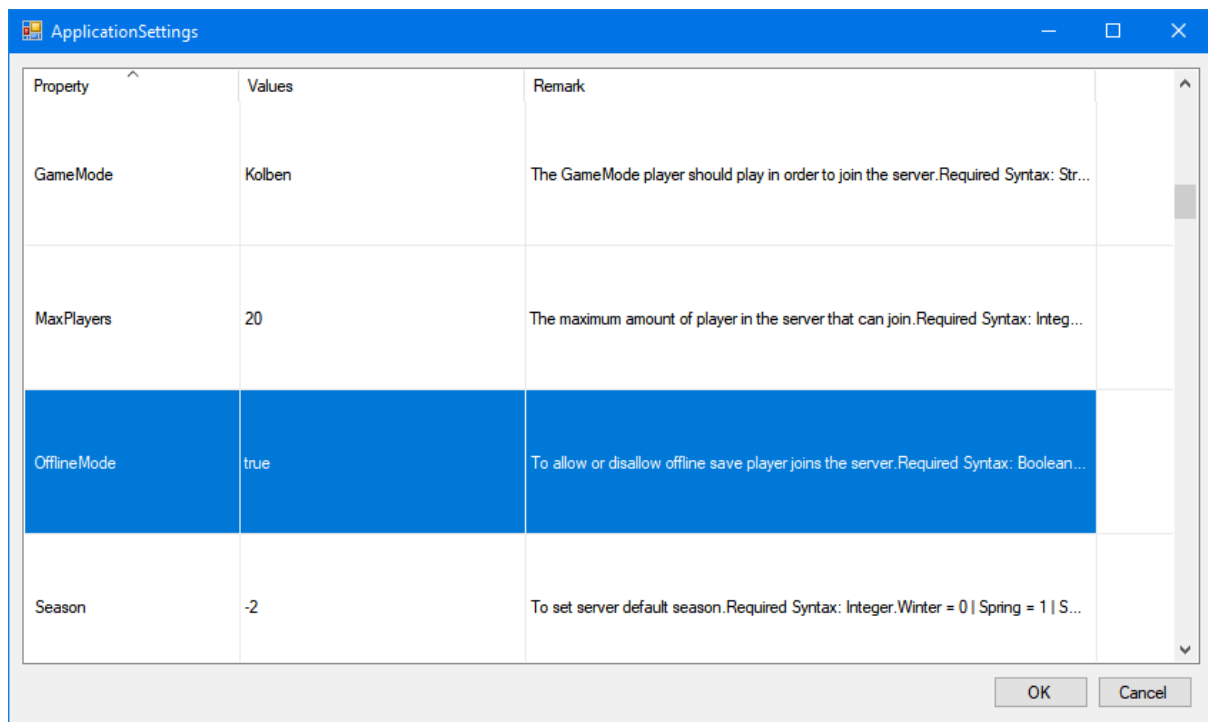


...and paste it at the IPAddress property's value. If you're not using a VPN, leave the IPAddress property as is.

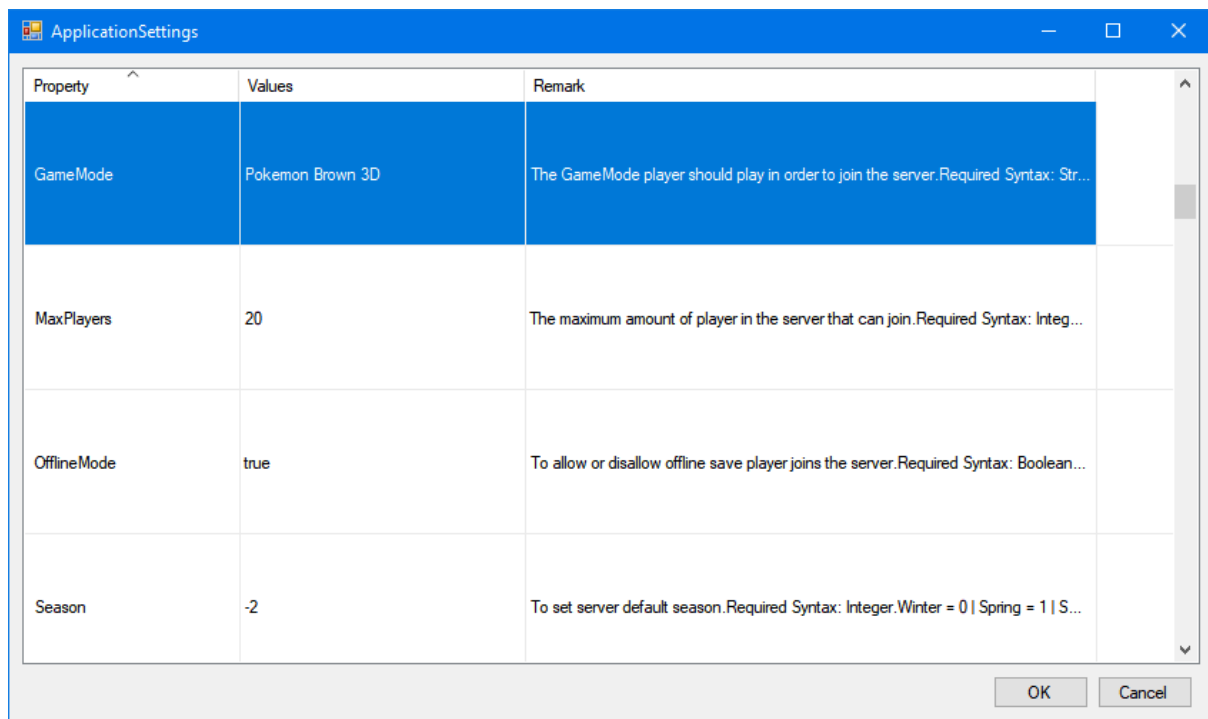
Also feel free to change ServerName (the name of the server) and ServerMessage (the text displayed under the server name) to something you like.



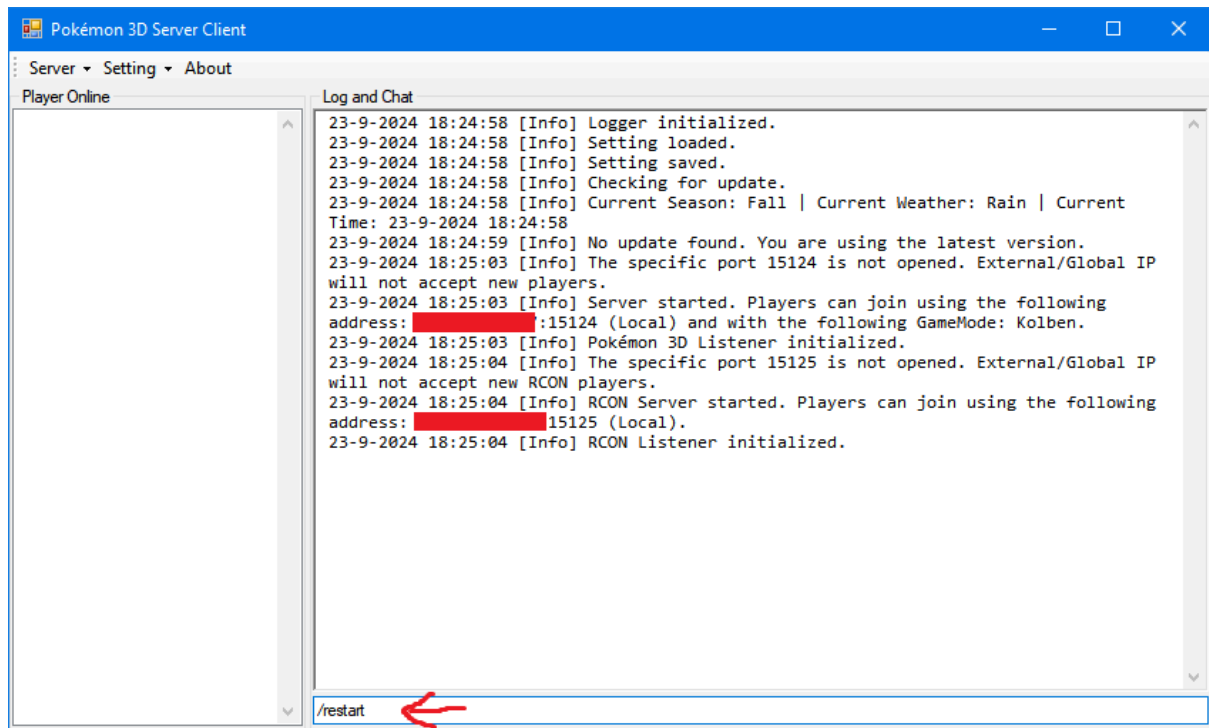
Set OfflineMode to true if you want to allow players that don't have a GameJolt account onto your server (or if you want to include a different GameMode than the one included with Pokémon 3D by default).



When you want your server to support other GameModes, either replace the default GameMode (Kolben) or add a comma and then the folder name of the desired GameMode. Do note that in the latter case the server doesn't check if users are using the same GameMode so be careful who you trade or battle with on the server.



Press OK, and in the command box of the server, type “/restart” (without parentheses) and press enter.



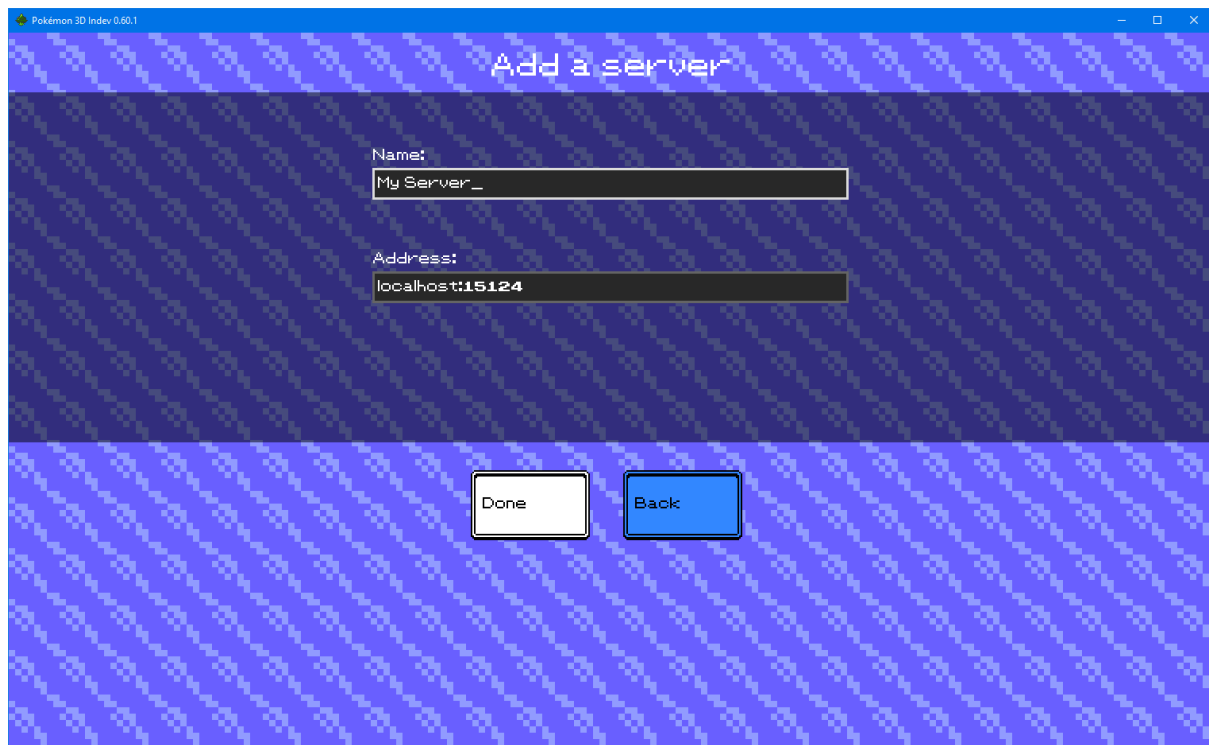
Now to add the server to Pokémon 3D's list.

For offline save files, start a new game, save the game when you're in your room, go back to the main menu and load your save file.

In the server join screen, press Add.



In the next window, if you're the host, type localhost:15124 at the Address and give the server a name (mainly for the game to differentiate it from other servers). For other players, type the IP address that you've copied into the server client before (or if you're not using a VPN, the public IP that the server client automatically generated with the :15124 port) and press Done.



Join the server!



Have fun!