

[Creating Public Server for LAN Party - Setting up Private WoW Server](#)

By Reaper-X on Jul 3, 2007 in [Games](#), [Guide](#), [MMORPG](#), [Tutorials](#), [Video Games](#)

This is the third part of the Creating your own World of Warcraft [Server](#) using Mangos

1. *The First part is [all about Installing and Configuring MySQL](#) on your Windows Machine*
2. *The Second part is about [Configuring the WoW Mangos](#) itself*
3. *The Third part is all about [Setting up Private WOW Server for Lan Party](#)*
4. *The Fourth part is all about [Installing and Setting up Apache Webserver with PHP](#)*

Okay ... after taking a break for few days now i'm going to continue with the complete mangos configuration guide. And in this topic i'm going to tell you how to create public server ... erm ... i mean private server for lan party purpose (if you intend to create public server using mangos, that means you're violating the mangos license agreement)

and to make thing shorter ... let's start the guide ;)

Requirements :

1. Working Mangos installation (really important)
2. Knowledge on how to set up port forwarding from your router and your [firewall](#) software if installed, because each router have different configuration page (required if you're going to host WoW Server behind router)

Note :

- In this example the wow [server process](#) is located at virtual machine using **192.168.3.3** as the LAN IP Address
- Im connecting from another virtual machine to that ip address
- Mangos and realmd process must not be started first
- This process can be used for both WoW Mangos TBC Server or Classic Server

Here's the summary of the process on how you're going to do it :

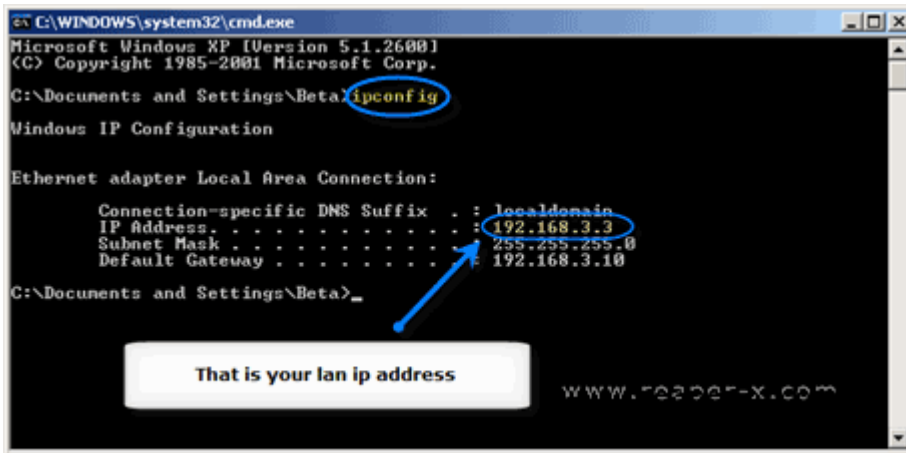
1. Change the realmd.realmlist (realmist table in realmd [database](#)) into your lan ip address or public ip address
2. Set the realmist.wtf to use that lan ip address
3. *Optional : If you're going to host your wow server behind the router then you'll need to set up port **forwarding for port 8085 (World Server) and 3724 (Realmd)**. But if you have firewall software installed on your computer then you'd need to configure your firewall to allow connection to that port*

Setting up WoW Server for LAN / Local Area Network :

First of all you need to know what is your lan ip address, especially if you're using DHCP to automatically assign your ip address, and to do this first you need to open the command prompt window

Start Menu => Run => Type CMD

then type **ipconfig** like example below :



From the above image you can see that the ip address used was **192.168.3.3** so you'll need to set up your realmlist to use that ip address so here's how to use it :

1. Open command prompt window or you can also use the same command prompt window from before
2. type below command (image) :

Note : Don't forget to **adjust the 192.168.3.3 to use your lan ip address** because i'm sure your lan ip address is different

And now we need to make sure that it is get properly written into the database so here's how to check it



After done with the above process, now you just need to set your *realmlist.wtf* file in your WoW Game Directory (for example, *C:\Program Files\World of Warcraft\realmlist.wtf*) to use that ip address ... and you're done then the next step would be *starting the mangos process and realmd process*, and try connecting to your wow server from other computer in your [network](#)

Setting up for Internet / Accessible from anywhere :

Basically there are no actual differences between configuring wow to be accessible from LAN except :

1. You need to use your public ip address instead of your lan ip address (you can see your public ip by visiting whatismyip.com)
2. You need to configure your router to forward port **3724 and 8085** (and no **don't forward** the port used by MySQL, because previously someone port forward the mysql port too)
3. If you use firewall, allow connection to your computer on port **3724 and 8085** too

Note : If you're having problem on port forwarding / do not understand how port forwarding works, then i suggest you to [visit this page](#)

But what if you ran the realm and mangos server on the same computer and you're trying to connect to it (connect to the same computer where mangos and realm process started) ? and yes i'm sure you want to play using this method if you only have 1 computer in your home like me

Then you need to follow this step :

- Look at your public ip from whatismyip.com and make a note of your public ip address



- Sign up with Dynamic [DNS service](#) such as *No-IP.com* , *Dyndns.com* or *sitelutions.com* and set up your desired dns name to your public ip address
- Use the newly created [DNS name](#) as the address for realm.realmlist instead of your public ip address (using the same sql command on example above)
- Look at your lan ip address using the above example
- Open *C:\Windows\System32\Drivers\etc\hosts* using notepad or your favorite text editor
- add new lines using below format at the bottom of the *hosts* file

your-lan-ip-address *your-newly-created-dns-name*

- save it
- adjust the realmlist.wtf to use your newly created dns name
- set up port forwarding
- and you're done :)

Please note, only invite trusted people to your wow server (for example your friends only) and do not attempt to create real public server unless you really know what you're doing ;)

Well ... that's all about it ... and at this time you should be able to get your friends to play on your server ... unfortunately you still need to add your friends account manually which is not good for LAN Party Server

So for the next part i'm going to tell you how to set up webserver with php on your computer so your friends can register account easily ;)

[Configuring Mangos for TBC Server or WoW Classic Server - Setting up Private WoW Server](#)

By Reaper-X on Jun 28, 2007 in [Emulators](#), [Guide](#), [Linux](#), [Software](#), [Tutorials](#), [Video Games](#), [Windows](#)

Or you can also look at the **recent [software](#) section** located at the footer section of this website to see the new update to my mangos release :)

This is the second part of the [Creating your own World of Warcraft Server](#) using Mangos

1. The First part is [all about Installing and Configuring MySQL](#) on your Windows Machine
2. The Second part is about [Configuring the WoW Mangos](#) itself
3. The Third part is all about [Setting up Private WOW Server for Lan Party](#)
4. The Fourth part is all about [Installing and Setting up Apache Webserver with PHP](#)

Okay and before i start i'd like to warn you first especially to those who's using Dial Up Connection because there are a lot of images used here and the previous [mysql](#) installation guide although i've optimized it further

Without further ado ... here's the guide ;)

Requirements :

If you're planning on creating :

– *The Burning Crusade Server :*

- [Compiled Mangos Revision 3900 or above for Win32 / Windows](#) (the latest revision compatible with latest SDB at the time i wrote this post) but feel free to upgrade it later if you want but do not forget to update the SDB too
- [SDB Full Dump by Ozay Turay](#) (to make thing simpler) that is compatible with Mangos Revision 3900+
- [Latest Ad.exe to extract map](#) from Mangos SVN Repository
- [Latest DBC Extractor](#)

Okay i've decided to upload my own compiled mangos to make thing easier, for more info see [this new post](#)

Btw ... the installing mysql part is still the same ... so if you need information on how to install mysql refer to the part 1

Note : Since most people who compiled Mangos for Win32 already included DBC and Map Extractor in their release you should use that one first. And unfortunately i can not give direct link to the files so you must try it by yourself and judge which version is the best for you :)

Btw some people prefer (especially to those who's using [high speed internet access](#) – not me of course –) to download the extracted maps and dbc from somewhere rather than extracting it directly so if you are using the same [high speed connection](#) you might like to use this option

– *World of Warcraft Classic Server :*

1. [Compiled Mangos Revision 3462 for Win32 / Windows by Maxis](#)
2. [Compatible SDB Full Dump for Mangos 3462 with Changesets 156](#)

3. [Compatible Map and DBC Extractor](#)

That's it ... unfortunately since it is using the old mangos revision you'll notice more bugs compared to latest / newest version for TBC ... and since i dont have TBC Client installed, i can only give you a how to guide to configure your mangos server based on my experience when doing remote assistance to someone who asked for help via MSN

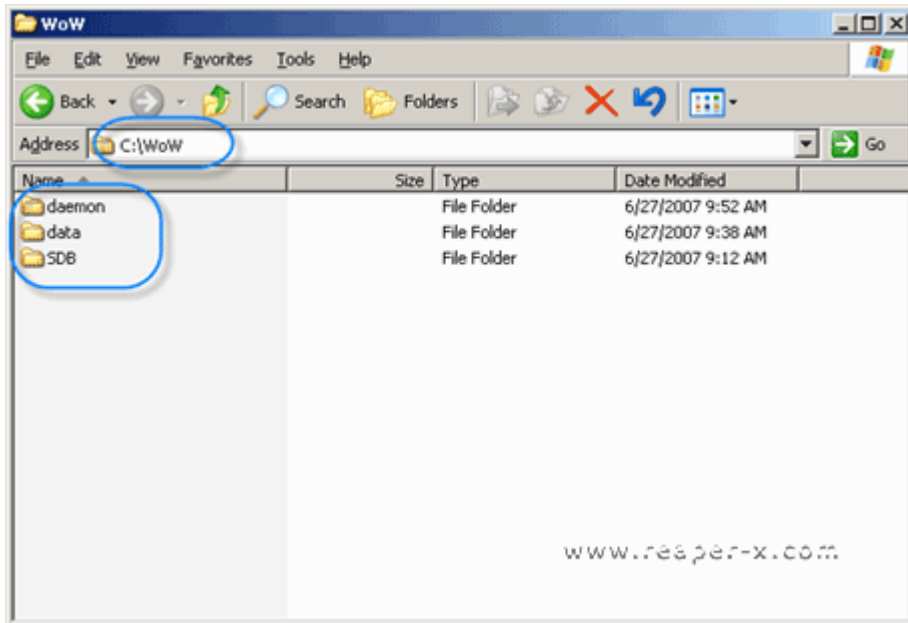
Btw if you're going to create WoW Classic server you can use [my extracted DBC Files](#)

Side Note : Basically since there are no differences on creating WoW TBC Server and WoW Classic Server the only thing you should change is just the filename ... don't worry if you don't understand what i'm talking about right now, soon you'll know about it :)

Creating Directory Structure :

Okay i assume you've finished downloading all the required stuff and now its the time to configure your mangos. But before that you need to extract the required files first into your [harddrive](#) and organize it before starting to configure mangos (although this step optional but i think organized directory structure looks better but that is just my own opinion)

Look at the image below for a good explanation about this :



1. The daemon directory is where you should extract the mangos program itself
2. The data directory is where you should put the extracted maps and dbc folder (soon you'll know about this process)
3. The SDB is just a temporary directory to be used when importing the [SQL](#) Files

Extracting Maps and DBC Files from World of Warcraft Game :

Now this is when the ad.exe and dbc extractor came. But first we are going to use the ad.exe. And here's the step

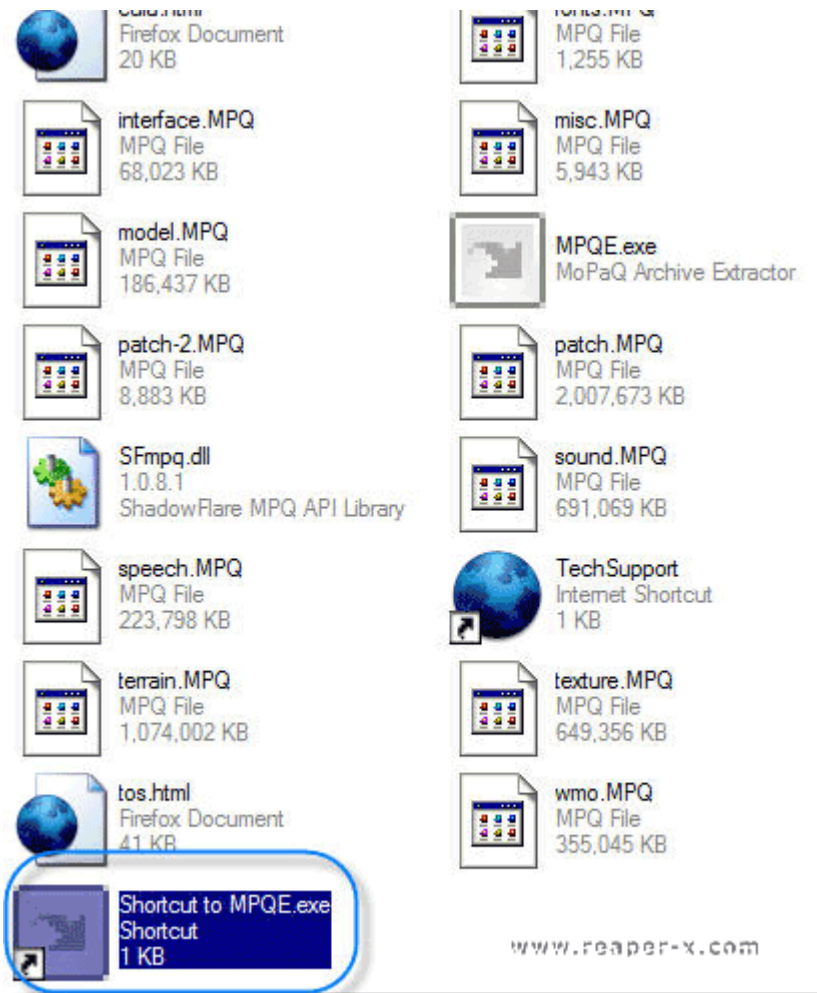
1. Copy the ad.exe into your WoW Game directory (usually C:\Program Files\World of Warcraft)
2. Create folder called **maps**
3. Run the ad.exe and wait until its finished
4. Move the maps folder into C:\WoW\data (if you're using the same directory structure like me)



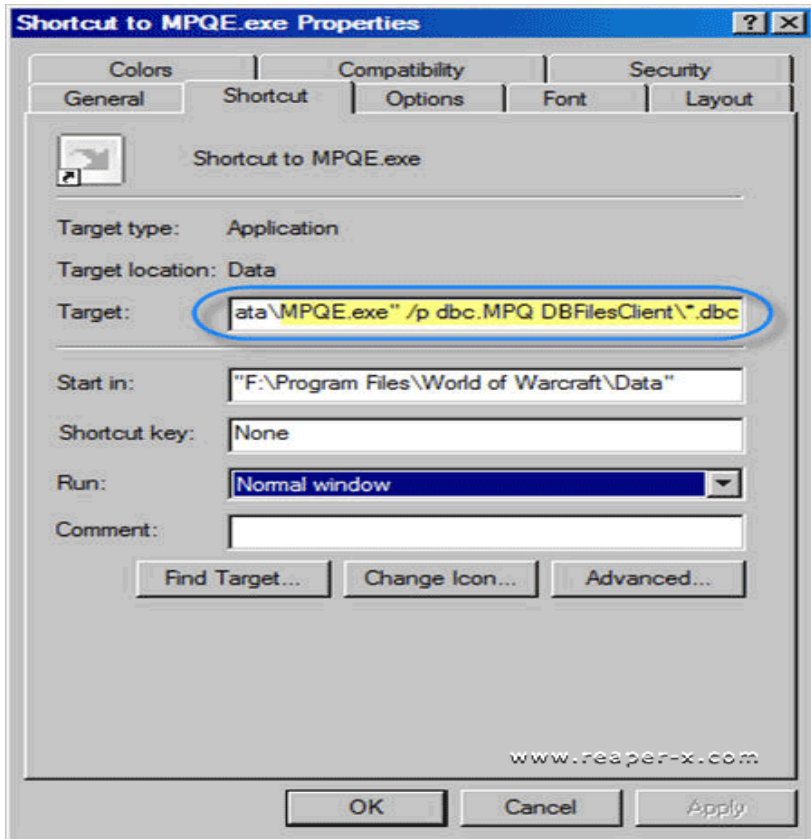
After you've finished extracting maps now it is the time you use DBC Extractor ... and here's the step to use it

1. Extract the MPQE.exe (and it's dll if available) into your WoW Game Data directory (*C:\Program Files\World of Warcraft\Data*)
2. Create shortcut to the MPQE, right click on it and choose properties and adjust it's target into "*C:\Program Files\World of Warcraft\Data\MPQE.exe*" /p *dbc.MPQ DBFilesClient*.dbc*
3. Run the shortcut and wait until it finished
4. Rename the DBFilesClient folder into DBC
5. Move the DBC folder into *C:\WoW\data* (if you're using the same directory structure like me)

If you want a more detailed explanation look at the screenshot below



and then the shortcut properties



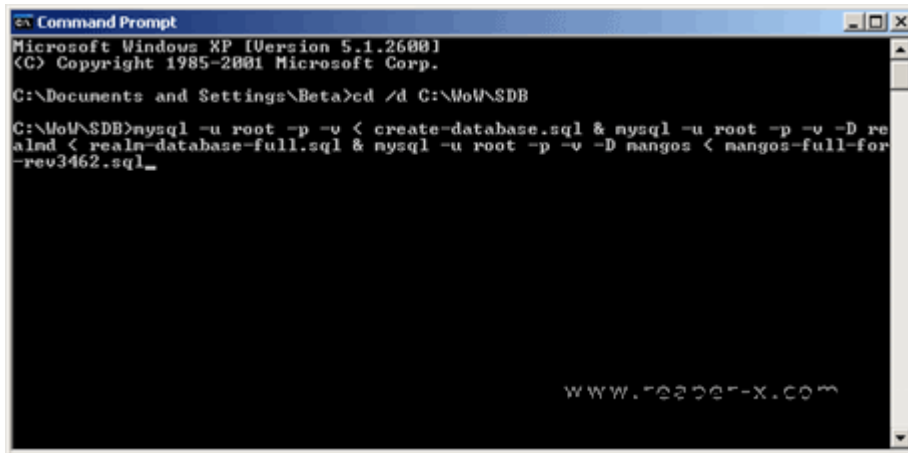
Importing the SDB Files :

Okay we have finished extracting the maps and dbc files required for mangos, now we need to import the database first before you can run mangos program

and here's the summary on how it done :

If you're going to create WoW Classic Server

1. Extract the SQL files from my mangos sql dump into `C:\WoWSDB` (if you follow my directory structure)
2. Open Command Prompt
3. Run the [sql query](#) from the command prompt (look image below for an example on how to use the query)

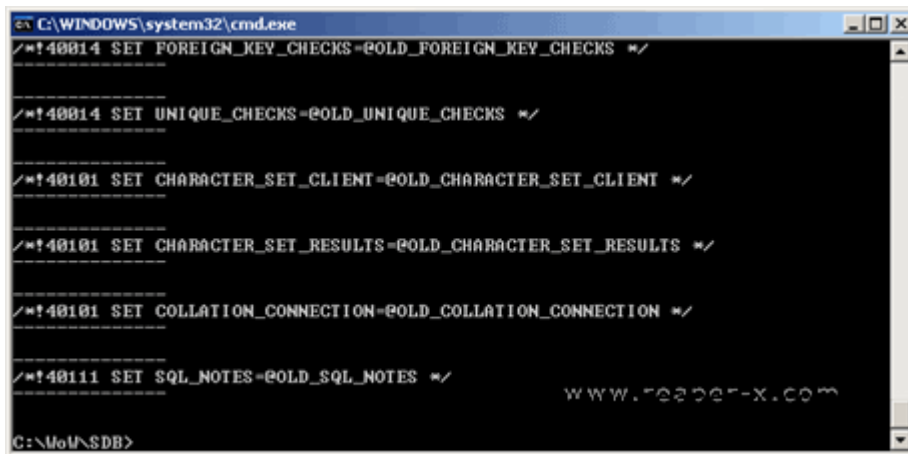


```
Command Prompt
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings\Beta>cd /d C:\WoW\SDB

C:\WoW\SDB>mysql -u root -p -v < create-database.sql & mysql -u root -p -v -D re
almd < realn-database-full.sql & mysql -u root -p -v -D mangos < mangos-full-for
-rev3462.sql_
```

and here's what it'll look like when it's finished



```
C:\WINDOWS\system32\cmd.exe
/*!40014 SET FOREIGN_KEY_CHECKS=@OLD_FOREIGN_KEY_CHECKS */
-----
/*!40014 SET UNIQUE_CHECKS=@OLD_UNIQUE_CHECKS */
-----
/*!40101 SET CHARACTER_SET_CLIENT=@OLD_CHARACTER_SET_CLIENT */
-----
/*!40101 SET CHARACTER_SET_RESULTS=@OLD_CHARACTER_SET_RESULTS */
-----
/*!40101 SET COLLATION_CONNECTION=@OLD_COLLATION_CONNECTION */
-----
/*!40111 SET SQL_NOTES=@OLD_SQL_NOTES */
-----
C:\WoW\SDB>
```

Note : Because some people prefer to see the importing process (some say it's like Matrix .. lol), i decided to use *-v (verbose)* switch but if you prefer not to see it you can safely remove *the -v switch*

If you're going to create TBC Server

Here's the summary on how it's done :

1. Extract the SDB Full Dump for Mangos Revision 3900 into *C:\WoW\SDB*
2. Extract the Mangos Program / Archive into *C:\WoW\Daemon\Mangos*
3. Go into *C:\WoW\Daemon\Mangos\SQL*
4. Copy the *create_mysql.sql* and *realmd.sql* into *C:\WoW\SDB*
5. Open the Command Prompt
6. Execute the same query as above but adjust the filename first

An example on how to execute the query is like below (you must do this in order) and using the same path as the above image

1. *mysql -u root -p -v < create_mysql.sql*
2. *mysql -u root -p -v -D realmd < realmd.sql*

3. `mysql -u root -p -v -D mangos < the_filename_used_on_sql_dump_from_e_turray.sql`

And that's it you're finished importing the database required :)

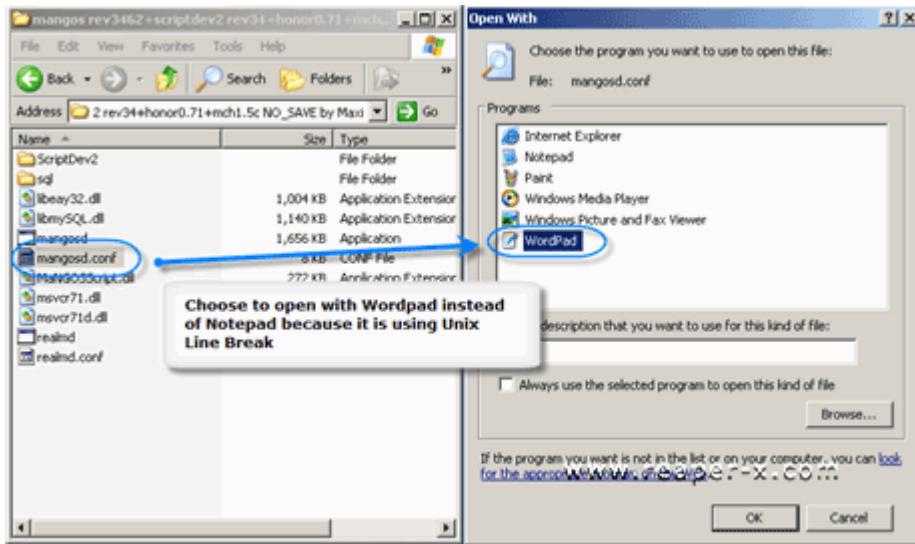
Editing Mangos Configuration :

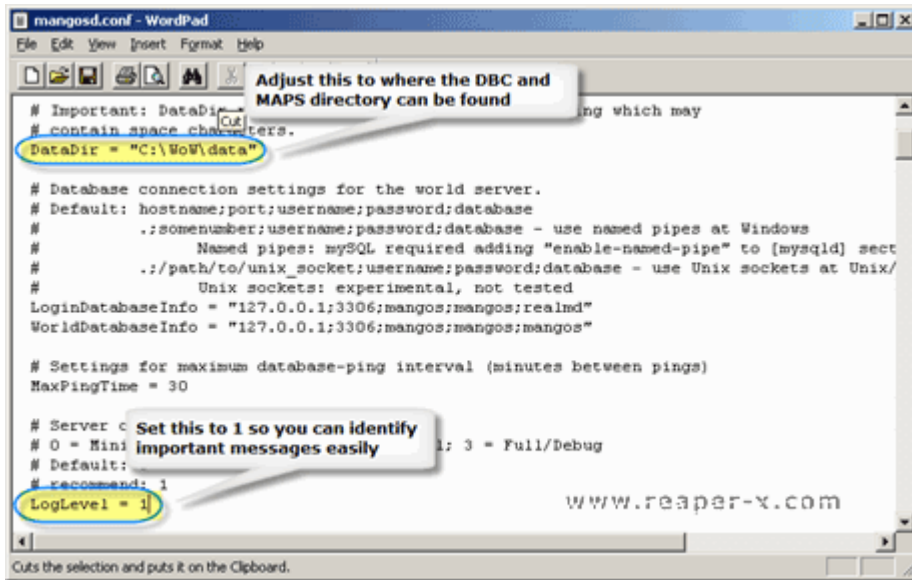
You've finished extracting maps, dbc and already imported the database required but now what else ? of course you need to edit the mangosd.conf file itself

Now here's the summary on how it is done :

1. Go into `C:\WoW\Daemon\Mangos`
2. Open the **mangosd.conf** using **wordpad** (you can not edit it using notepad, because it is using Unix Line Break)
3. Change the datadir into `C:\WoW\data`
4. Save it

Now here's some screenshot of the mangos configuration file editing process :





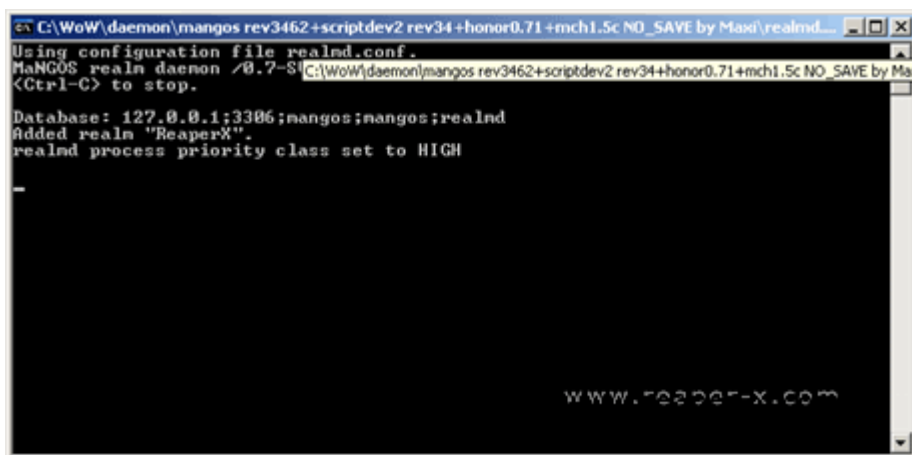
Make sure everything is working as it should :

Now you've done almost everything required to make your own wow private server ... now before started playing it you need to make sure that everything is okay before starting to connect to your own server

Here's how it is done :

1. Run the realmd.exe (*C:\WoW\daemon\mangos\realmd.exe*)
2. Run the mangosd.exe (*C:\WoW\daemon\mangos\mangosd.exe*)
3. See if one of the above process close itself automatically or not. If one of the process close itself automatically after launched that means there's something wrong with your configuration try restarting the configuring process from the beginning

And now here's the screenshot if your mangosd and realmd process is working as it should :



```
C:\WoW\daemon\mangos rev3462+scriptdev2 rev34+honor0.71+mch1.5c NO_SAVE by Maxi\mangos...
mangosd process priority class set to HIGH
C:\WoW\daemon\mangos rev3462+scriptdev2 rev34+honor
help          - Display this help message.
broadcast    - Announce in-game message.
create       - Create account.
delete       - Delete account and characters.
info         - Display Server information.
uptime       - Displays the server uptime.
motd         - Change or display motd.
kick         - Kick user.
ban          - Ban account!ip.
listbans     - List bans.
unban        - Remove ban from account!ip.
setgm        - Edit user privileges.
listgm       - Display user privileges.
loadscripts  - Load script library.
setloglevel  - Set Log Level.
corpses      - Manually call corpses erase global even code.
version      - Display server version.
idleshutdown - Shutdown server with some delay when not active connections at s
erver.
shutdown    - Shutdown server with some delay. WWW.F22027-X.COM
exit         - Shutdown server NOW.
mangos>
```

The last step for configuring mangos and wow, editing the Realmlist used by WoW to connect :

After everything is okay, now there's one more thing left for you to do ... which is editing the realmlist.wtf file inside your WoW Game directory (*C:\Program Files\World of Warcraft\realmlist.wtf*) using your favorite [text editor](#). You can use **notepad** or **wordpad** to do this

The default **realmlist.wtf** file should be like this :

```
set realmlist us.logon.worldofwarcraft.com
```

and then change it into

```
set realmlist 127.0.0.1
```

Creating Test Account for yourself :

Okay now you've created and set up everything but there's still one more thing left and that is creating a test account with *normal player* status for yourself. And this process is really simple actually all you have to do is just typing this on the *mangosd window* (above image)

```
create desired_username desired_password
```

Okay that's it you just created a test account that can be used to connect to your own wow server. If you get error message and / or stuck at realm loop i'm sure there's something wrong with your configuration or you're not using compatible mangos / wow client

That's all for this part ... stay tune for the next part ;)

As a side note, this is the first time i'm using lots of images on my guides and i'm looking forward to your opinion about this (tell me if you like it this way or would you prefer text with few screenshot or images) :)

Update :

To those who's still having problem with Mangos like finding the correct mangos version,etc. I've decided to upload my own compiled **Mangos Revision 4431 with Scriptdev2 241**, and also included DBC Extractor (Thanks to XLayer for his DBC Extractor) and VMaps Extractor. And also mirrored the **SDB 0.7.3 with Changesets 208** from <http://opensvn.csie.org/NewSDB>

And here's the file :

- ~~Mangos 4431 with ScriptDev2 124~~
- ~~SDB 0.7.3 with Changesets 208~~

Another Update : See my new post about [new Mangos 4488 Update with Silvermoon Database](#) ... and tested with WoW 2.1.3 Client ... just look at the screenshot below

All you have to do (i assume you've completed all of the steps involving mysql installation, and also already extract the DBC and VMaps files) is just :

1. Import / Overwrite the database with this new SDB (if you want the easiest way to start all over again from the Importing SDB step, you can execute the **create-database.sql** inside my Mangos 4431 archive (in reaper-sql directory) using this command :

```
mysql -u root -p < create-database.sql
```

```
mysql -u root -p -D mangos < SDB_0.7.3_Changeset_208_Rev1.sql
```

```
mysql -u root -p -D mangos < reaper4431.sql
```

Note : Make sure you're in the same directory as the create-database.sql and the SDB_0.7.3.sql when executing that command

2. And then the next step is, importing the sql files inside the scriptdev2-sql directory (2 files) like below example (must be in order) :

```
mysql -u root -p -D mangos < scriptdev_full.sql
```

```
mysql -u root -p -D mangos < scriptdev_additional_req.sql
```

And you're done :)