

untuned server file download



Unturned Server Commands and Cheats.

Unturned is a universal open single player and co-op multiplayer existing game. This game exists in different genres namely Adventure, Casual, and Action genre. Besides, it is available for Macintosh, Linux, and Microsoft Windows operating systems.

How to Enable Console Window.

In Unturned, to use cheats and commands, you need to enable the console window. This is where you will enter the cheats and activate. The console window is disabled by default in most games. But the window is already enabled in Unturned. To enable the console window, click on ‘ ` key (tilde). Enter the cheats in the console window and press Enter to turn on the cheats.

How to use Unturned Server Commands.

Unturned server commands can spice up gameplay, speed up things, and fix common mistakes experienced. They enable you to adjust each aspect of a hard level for your game. If you are playing a singleplayer, they are located under Advanced. For a multiplayer server, they are located in your Config.json. For servers using modified gameplay configuration, have their settings shown from the server context menu.

Changing the settings will affect the difficulty you had previously selected, above Advanced. Still, you can move from the Config.json in the folder of your Singleplayer world. Depending on how you put commands in your unturned server, you may input discrete information. True and false are used for toggles. Anything without range restriction can continue infinitely.

All Unturned Server Commands and Cheats.

This game is fun and exciting. Below is a list of cheats and console commands you can use in server commands unturned and enhance your gaming experience.

Admin – It connects the specified player to the list of users permitted to use admin commands in the chat. Admins – Displays the list of latest admins. Airdrop – It forces a dropship to fly over and execute an airdrop. Ban – Ban a player for a specific reason and duration (both optional). The default is a year or 31,536,000 seconds as displayed in the console. Players seeking all unturned server commands will see the remaining time (seconds) and the reason for the suspension. Bans – Displays the list of current bans. Blind – Binds a particular internal IP to the socket. Chatrate – It prevents spamming by assigning a minimum time between chat messages. Cheats – Enables your server to access fixed commands like Giving. And it can only be used in the server’s command.dat like. Cycle – Sets the length of day/night cycle in seconds. Day – Allocates the current time today. Debug – Issue data on the state of the server. Experience – Gives specific players experience. Filter – It filters out players with non-English-alphanumeric names. Flag – Sets player’s flag Give – Gives an item to a certain player. Gold – Limits the server to permit Gold players. Help – Gives statistics on identified command Hide -Admins- It conceals admins and they appear as normal players Also allows the recording of quality footage without admin tags. Kick – Separates specified player from the server Kill – Eliminates specific player in-game Loadout – Gives players each item when appearing. It uses unturned server commands skillset ID of 255 to give an item to everyone. It’s only used in the server console or server’s Commands.dat file. The skillsetIDs range from 0-10 which is the same order as displayed when correcting a survivor. 255 = All Skillsets. Log – Authorize logging chat/Join/Leave/Death messages. Every one parameter can only be Y or N. For instance, log y/y/y will log all chat, death, and connection messages. Map – It sets the map that the server commands unturned loads on startup. MaxPlayers – Sets the maximum number of connections the server will accept. Mode – Gives the name of the server. Name – Assigns the name of the server on the server list. Night – Allocates the current time to night Own r- Gives the admin integrity to the steamed. It must be placed in the servers Commands.dat. Password – Issues the codeword required for entry to the server. Permits – It displays the list of current players allowed to join the server Permit – Adds the specific player to the list of users allowed joining the server Perspective – Assigns the perspective of the server Players – Shows the list of the current player on the server Port – Allocates the port to the server. Port + 1 and port + 2 too are used. You should open them on the router as well. PvE – Deactivates player versus player combat in favor of player versus environment Queue-Size – Sets the maximum number of queued connections to the server is ready to hold on to. Reputation – Gives a player some reputation ResetConfig – Resets the config.dat file to the default values. Save – The commands instructs a proper save of the server state Say – Transmits a message to all connected clients Shutdown – It saves the server state properly, disconnects the clients and closes the server Spy – Shots a screenshot from the player perspective and saves it on caller’s computer as Spy.jpg Storm – Toggles rain Sync – Enables players to share save data between your servers Teleport – Teleport the first player to the second or location. The command will choose the location or player if the input is abbreviated based on the closest alphabetically. Time (seconds) – Can be used to put commands in your unturned server to set the time to of day or night. The provided number is the number of seconds through the day/night cycle you wish. Timeout (Max Ping) – This command can be used to automatically kick players who haven’t developed higher than the given number. Unadmin (steam ID/Player) – It can be used to demote the status of the administrator from another player on an Unturned server. Unban (Steam ID) – This can be used in unturned server commands to get rid of a previously issued ban from a player in unturned. Unpermit (Steam ID) – The command can be used to remove a player from the server whitelist in unturned Vehicle (steam ID) (Vehicle ID) – You can use the command to spawn yourself. Or give another player a vehicle in an unturned server. Vehicles include boats, cars, planes, and helicopters. Votify (Vote Allowed Y/N) (Pass Cooldown) (Fail Cooldown) (Vote Duration) (Yes Percentage) This command can be used in all unturned server commands to spawn you or give another player a vehicle in an Unturned. Planes, helicopters, cars, and boats are vehicles included. Weather (None/storm/ Blizzard) – The command sets weather on an Unturned server. This includes turning off/stopping the rain or snow. Welcome (welcome message) (R) (G) – The command props the welcome message that is displayed to players when they subscribe to Unturned server. This is not shown on server lists but in chat. Whitelisted – The command allows the whitelist on an Unturned server. For this reason, anyone who is not listed on the whitelist can’t connect to the server.

Unturned Gameplay.

The game starts with a player appearing in the middle of the map of their choice. Now, as a player, you must search for weapons and defend yourself against zombies and aggressive creatures. You also need to find supplies for yourself to stay alive. As you kill zombies and other creatures, you gain experience. You will use the experience later in the advanced stages of the game.

Unturned Survival Game Mode.

In this survival mode, a player appears on the map with clothing corresponding to their skills. The player needs enough supply of weapons and food to survive against Zombies destruction. This mode is available in multiplayer too. And with unturned server commands, you can play with your pals or random people online. The ultimate goal is to survive but, players can gang up and eliminate each other.

Unturned Arena Game Mode.

This arena game is available to play in multiplayer. Players are arraigned in the center of the map with required supplies and weapons around them. Players need to hurry and collect items for them to last longer in the game. The winner of the game is the last team or last person. Unturned Arena game Mode allows players to kill each other as-well-as team-mates.

Unturned Horde Game Mode.

You can access Horde game through the Steam Workshop. In this game, players fight a wave of zombies. Points collected are used to purchase upgrades. Above all, the player can't die because of hunger or thirst in this game mode.

Configuring your Unturned Server (commands.dat)

To configure your Unturned server, you will need to edit the commands.dat file. This can generally be found in your Servers/<instance name>/Server folder.

Each command in this file will need to be on a new line. They are case sensitive!

Command Arguments Description Bind <server ip> Binds your internal IP to the socket. (Internal IP is the network adapter IP of the adapter you use). For Nodecraft servers, this does not need to be set, or can be set to 0.0.0.0 Chatrate <integer> Assigns the minimum amount of time between chat messages in order to prevent spam Cycle <integer> Assigns the day/night cycle in seconds. Decay <integer> Assigns the amount of time a player, or their group members, can be offline before their structures can be removed by anyone. Default is 604800 (7 days) Filter n/a Enables the old name filter Gold n/a Restricts the server to only allow Gold players Loadout n/a Assigns what all players spawn with. The first number value in the loadout is the Skillset ID. (Example: Loadout 255/15/15/81/81/18/20/20/121 - Gives all skillsets 2 Medkits, 2 MREs, a Timberwolf, 2 Timberwolf Magazines, and a Military Knife.) Log n/a Enables/Disables [chat]/[join&leave]/[death]/[anticheat] messages. (Y = Yes, N = No) (i.e. log Y/Y/Y/Y) Map <map name> Sets the map that will be used for the server. If you want to use a workshop map, the workshop map folder must be placed in the Workshop folder of the server, otherwise it will fail to load the map Maxplayers n/a Sets the max amount of players the server will allow Mode Easy/Normal/Hard Sets the difficulty mode Name eg: My awesome server Sets the server's name Owner <SteamID64> Sets the server's owner, which gives them administrator commands and fully sets up the server Password n/a Sets a password to the server to keep out unwanted guests, making the server more private Perspective First/Third/Vehicle/Both Assigns the perspective views. First allows only first-person, third allows only third-person, Vehicle allows third-person only when the player is in a vehicle, and both allows changing between first and third-person views freely Port <integer> Sets the server's port. The default server port is 27015 Pve n/a Sets the server to only allow Players VS Environment combat Sync n/a Syncs player data between servers using the same key Timeout <integer> Sets the max ping for players before they time out. (400.

Default Single Player Loadouts.

The following loadouts can be use to replicate the default single-player ones.

Related Articles.

Can't find answers to your questions?

Feel free to contact our support team for personal and professional help.

Installing Steam Workshop Mods and Maps to your Unturned Server.

Subscribe to the workshop content you want to use on your server from the Steam client, and let it download to your PC. We recommend you have a text document on hand open such as Notepad++, if you plan on using the automatic download method. You will use the program to help you record and transfer the Steam Workshop ID numbers for each mod you want to install to your server. Write them down as you subscribe to them in Steam. You can see their ID numbers on each workshop addons URL link.

You can also pull up a list of all the mods you've subscribed to if you enter the Steam Workshop, and click "Browse", then "Subscribed Items". This list won't show the Steam Workshop ID number however, you will need to click on each one to bring you to their pages to find their ID numbers like in the example above.

Automatic Download Method.

In order to use the automatic workshop ID download method, you must navigate to the unturned folder, which is inside the server folder in the

main directory of the File Manager on the left hand side of your NodePanel. If you don't see an unturned folder there, it means you have not started the server as least once yet. The game will create a series of folders and files when it starts up. Once the server has started up, stop it, and when you look in the servers folder, you should see a newly created unturned folder.

Inside the unturned folder will be a file called WorkshopDownloadConfig.json . Select the file and then click on the "Edit" button.

If this is the first time opening this file, you will see something like the screenshot below.

The line you need to edit is the first one, File_IDs . You will be placing all of the Workshop ID numbers you've recorded in your text document (Notepad++) and entering them in between those 2 brackets.

Press Enter on your keyboard a couple times to give yourself some space to add in the ID numbers like so:

In between the white brackets, put each ID number on it's own line. Add a comma after each ID number, except for the last ID number which needs no comma at the end. Remove any blank lines from the config file, until it looks something like the screenshot below.

Do not alter any other part of the config file, the other lines in the config are required for the config file to do it's job correctly.

When you're finished making edits, click the blue "Save" button in the upper right corner. You're all set to start your server up, and it will begin the process of downloading the workshop content.

You will see in the Console section of the control panel that the Steam Workshop mods are being downloaded, and installed automatically. Using this method, the game automatically sorts the mods into the correct folders (maps into "Maps", other items into "Content" in the /server/unturned " directory).

(the red block is the server IP, which we covered up for this picture)

A Note about Workshop Downloads for Unturned.

After the developer of Unturned switched the core graphics engine used by the game some time ago (Version 3.28), much of the content on the Steam Workshop became outdated and unusable in the game. The developers of the mods and maps had to update their creations to make them work with the major changes that were introduced in that version. Many mods and maps had been abandoned by their authors, and were never updated .

This became a huge issue, as people found and tried to use this outdated content on their servers, which usually resulted in the server instantly crashing.

Because of this, the developer had to add a feature to the automatic downloader that looks to see if the mod or map has been updated to run on the new Unity 2017 version of the game. If it has NOT been updated, the game will not download it. The game will skip that workshop ID and continue trying to download others on the list. If the entire list of Workshop ID numbers you have added to the file are outdated, it will skip them all. If the automatic downloader will not download it, we highly recommend that you do not try installing it manually. As mentioned above, this usually caused servers to crash instantly on startup.

Also, as part of that same doublechecking process, the game can now detect that a mod you have added to the list requires another base mod to work correctly, and it will automatically download that other mod too. Because of this feature, you may see messages in the console that it had downloaded less or more mods than you entered.

Manual Method of Installing.

Given how easy the automatic method is for installing mods, we're only including this method in case you are using mods that are not carried in the Steam workshop for Unturned.

Navigate to the folder server/unturned/workshop on your server. Inside you will see a Maps folder and a Content folder. Upload mods to the appropriate folder, maps go into Maps , and items/vehicles/objects go into Content .

If the non-Steam Workshop mods will not load, contact the author of the mods for more assistance with how to properly load them.

Can't find answers to your questions?

Feel free to contact our support team for personal and professional help.

Unturned server file download.

Automated Method - Click configuration files. - Click the configuration editor for the WorkshopDownloadConfig.json file.

- Now find the MOD ID's for the mods you require from the Steam Workshop.

The MOD ID is the numbers at the end of URL when browsing the workshop. For example the following URL the mod ID is 1717792175:
<https://steamcommunity.com/sharedfiles/filedetails/?id=1717792175>.

- Enter this Mod into the box in the config editor. If you have multiple mod ids, separate each with a comma.
- Once complete, save and start the server. It will automatically install the mods from the Steam workshop.

Before following the steps below ensure you have download your mods from the workshop to your PC.

Finding your mods and zipping them. Open your Steam directory usually located here on your PC - C:\Program Files (x86)\Steam) Navigate to \SteamApps\workshop\content\304930. In this folder will contain the mods/items you subscribed to on the workshop. ZIP the folder you wish to upload.

Installing them to the server Click the file manager Click bundles, then workshop.

Select the relevant folder to upload to. Maps go in maps, with all other files going into the contents folder.

Upload the zip you made on you PC. Use the Extract icon to unzip this.

If done correctly you should see the addons showing in the list on the server screen. If you do it means everything is installed fully and ready to be used.

Server Hosting¶

All multiplayer servers are hosted using the Unturned Dedicated Server tool, which is installed and updated through Valve's SteamCMD tool.

Windows Server Hosting Tutorial Video.

A video created by nelson that covers the basics of a windows server setup using the dedicated server app. The video does not cover Linux-based hosting or Port Forwarding which is required for internet-accessible servers.

Multiplatform:

Windows:

Linux:

Installing SteamCMD¶

How to Install SteamCMD on Windows¶

How to Install SteamCMD on Linux¶

Installation on Linux varies by distribution and your admin preferences, so refer to Valve's Linux Documentation. Once downloaded, run the steamcmd.sh script.

How to Install Server using SteamCMD¶

Log in to Steam anonymously:

Download the server:

this command can also be used to update the server.

The server files are now in the SteamCMD > steamapps > common > U3DS directory.

Launching the server¶

How to Launch Server on Windows¶

Navigate to the SteamCMD > steamapps > common > U3DS directory. Right-click within the folder. Select New > Text Document Replace "New Text Document.txt" with "Tutorial.bat" Right-click on the batch script (Tutorial.bat) and select Edit.

Insert the following text into the file:

In this example, MyServer is used as the ServerID for save data and configuration purposes.

Save your changes.

Cleanly shutdown the server once it finishes loading:

Running it will have created a "MyServer" directory in U3DS > Servers. This is where all save data and configuration files are kept. Changing the MyServer ServerID in the batch script can be done to run multiple servers at once, or to keep save data separately.

The included ExampleServer.bat serves as an example script.

How to Launch Server on Linux¶

Navigate to the SteamCMD > steamapps > common > U3DS directory.

For an internet server run the following command:

In this example, MyServer is used as the ServerID for save data and configuration purposes.

Cleanly shutdown the server once it finishes loading:

Running it will have created a "MyServer" directory in U3DS > Servers. This is where all save data and configuration files are kept. Changing the MyServer ServerID in the launch arguments can be done to run multiple servers at once, or to keep save data separately.

For an example script, open the built-in ExampleServer.sh file.

The included ExampleServer.sh serves as an example script.

How to Configure a Server¶

Each individual ServerID has its own save data and configuration.

Determine the ServerID. This is the name after the +InternetServer/ or +LanServer/ command. Navigate to U3DS > Servers > ServerID.

Launch Commands¶

Launch commands are set up in the Server > Commands.dat file. Each line should have only one command.

Common useful commands are:

Map : Specify the map to load by name, otherwise PEI is used.

Port : Running multiple internet servers simultaneously requires specifying different ports. Unturned will use the set port for game traffic, port + 1 for server list queries, and port + 2 for the Steam backend. Recommended port values are 27015 for the first server, 27018 for the second server, so on and so forth.

Name : Name of the server on the server list; set as "Unturned" by default.

Game rules, listing display, and many other options are available in the Config.json file. Game options mirror the in-game Play > Singleplayer > Config menu. This file deserves further documentation but is not officially documented yet.

Workshop add-ons¶

Steam Workshop add-ons (e.g., maps, items, vehicles) are set up in the WorkshopDownloadConfig.json file. To include a Workshop file on your server:

Browse to its web page, for example: Hawaii.

Copy the file ID from the end of the URL.

Insert the file ID into the File_IDs list:

Multiple file IDs should be separated by commas:

During startup the files will be updated, and any dependencies detected. Players will have the files downloaded while connecting to the server.

How to Host Curated Maps¶

Curated maps are available as workshop items, so are configured in the WorkshopDownloadConfig.json file. During startup, the Map command searches installed workshop items for a matching name.

Curated Map file IDs Map File ID Athens Arena 1454125991 Belgium 1727125581 Bunker Arena 1257784170 California 1905768396 Canyon Arena 185020976 Carpat 1497352180 Cyprus Arena 1647991167 Cyprus Survival 1647986053 Dango 1850228333 France 1975500516 Greece 1702240229 Hawaii 1753134636 Rio de Janeiro 1821848824.

How to Host Over the Internet¶

Hosting a publicly-accessible internet server requires an extra step compared to a LAN server. When on a home network Port Forwarding is required to direct traffic to the host computer.