

Satisfactory Server | ProRedLine©

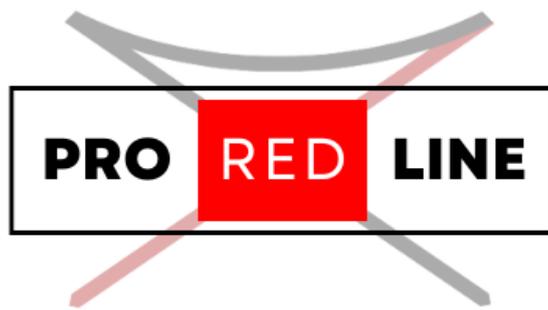




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Installing your new server

Great! You've just purchased a Satisfactory server subscription on ProRedLine. Once payment is completed, a new server will be installed on your account. The process is as follows:

The Emails You Will Receive and the Installation Process

First, you will receive an email from the webshop informing you of the current status of your order. If payment has been completed, the order will begin processing. After a few minutes, you will receive another email indicating that the order has been completed, meaning your server installation will start.

If you are a new customer, you will receive a third email notifying you that a new account has been created at <https://dashboard.proredline.com>. This email will include a password reset link to set up your first password. Make sure to remember this password. If you wish to set up MFA, please refer to the Server Dashboard Manual you received.

Once your server installation is complete, you will receive the final email notifying you that the server is ready for use. At this point, you can sign in to your account at <https://dashboard.proredline.com> and access your server dashboard.

For further information regarding the dashboard functionality, please refer to the **Server Dashboard Manual** you received.

The specific options for your server

Once the server has been installed, you will need to configure it before it can run as expected. This configuration process will vary depending on the type of server you've purchased. Please follow the specific instructions provided in the server manual to ensure your server is properly set up and optimized for your needs.

Startup tab

On your server's dashboard, go to the "Startup" tab. Here, you will find several settings that you can configure according to your specific needs. Below is a list of options available for your ARK: Survival Ascended server in the "Startup" tab:

1. STARTUP COMMAND and DOCKER IMAGE are read-only variables and cannot be modified.

Variables:

1. **AUTOMATIC UPDATES.** Checks for any server updates upon startup. Default is enabled.
2. **[REPAIR] VALIDATE SERVER FILES.** If you are experiencing problems with your server files, set this to "true" or "1" to validate all the server files upon startup. This will replace any corrupted or missing files. Disable this option when finished by leaving the field blank.
3. **NUMBER OF ROTATING AUTOSAVES.** Number of auto saves to keep on the server before the oldest save is deleted and the others moved down the list.
4. **[EXPERIMENTAL] MAX PLAYERS.** This is the maximum number of players allowed on the server at the same time. We do not recommend changing this value as it can impact your

server's performance. Satisfactory supports max 4 players, if you change this value to anything higher than 4 players, it can seriously affect your server's performance.

5. **[ADVANCED] CLIENT INITIAL CONNECTION TIMEOUT.** Time in seconds to wait for a new client connection to be established before destroying the connection.
6. **[ADVANCED] CLIENT ESTABLISHED CONNECTION TIMEOUT.** Time in seconds to wait before considering an established client connection timed out.
7. **[ADVANCED] BRANCH NAME.** Change the branch to public or experimental. We recommend leaving this option at public.

Final Steps:

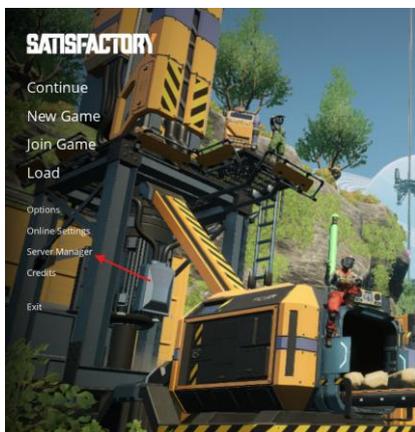
Once everything is set up, you can start the server from the **"Console"** tab by clicking **"Start"**. Please allow some time for the server to start.

Config File Changes:

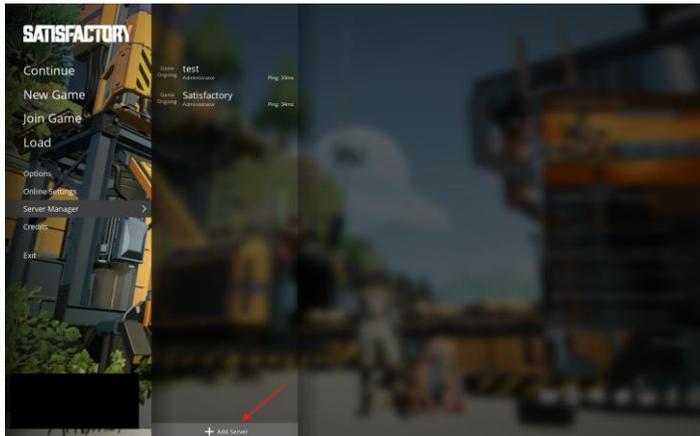
If you wish to change settings not listed in the Variables section, you can edit the server's settings in-game. However, be aware that any changes to the sever settings that correspond to settings in the Startup tab will be overwritten by the Variables options. Therefore, it's recommended to only modify the server settings for settings not available in the Startup tab.

In-game server setup

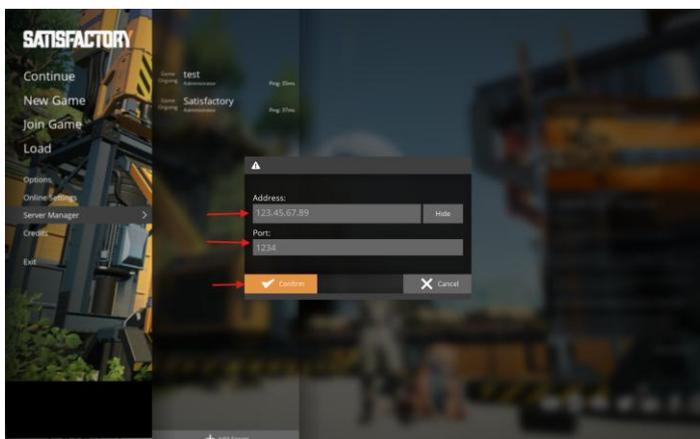
This step is important. Once your server has been installed and setup on the ProRedLine dashboard, you will need to claim your server and finish the setup process in-game. On the home page of Satisfactory, open the "Server Manager".



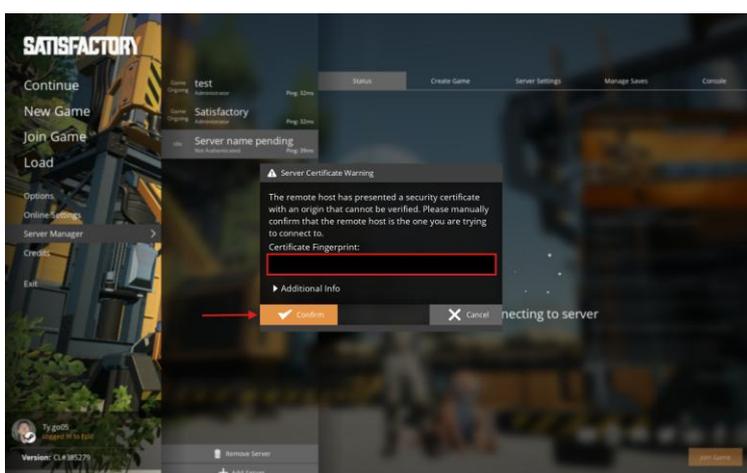
- Press the "Add Server" button on the bottom of the Server Manager tab.



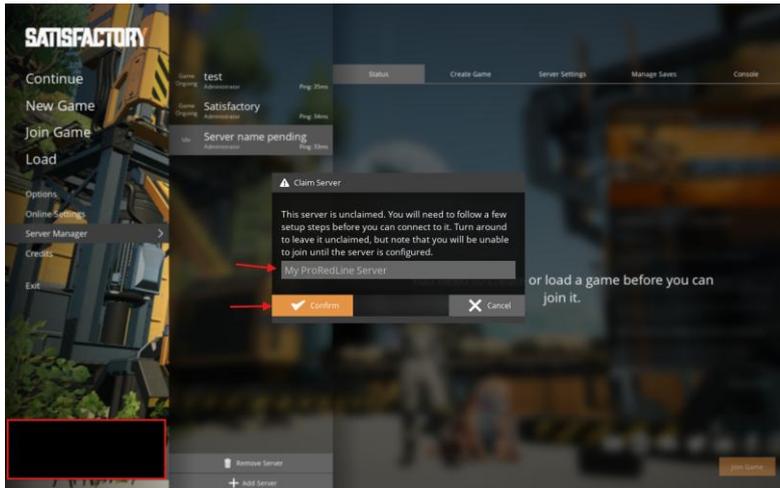
- Now you will be asked for your server's IP and Port. You can find this on your ProRedLine server dashboard. On your dashboard the server's address will look like 123.45.67.89:1234. The IP is are the numbers before : (so in this case 123.45.67.89) and the Port are the numbers after : (So in this case 1234). When filled in, click on "Confirm".



- After clicking "Confirm", a popup will follow asking if you want to manually confirm the server certificate. Click on "Confirm".



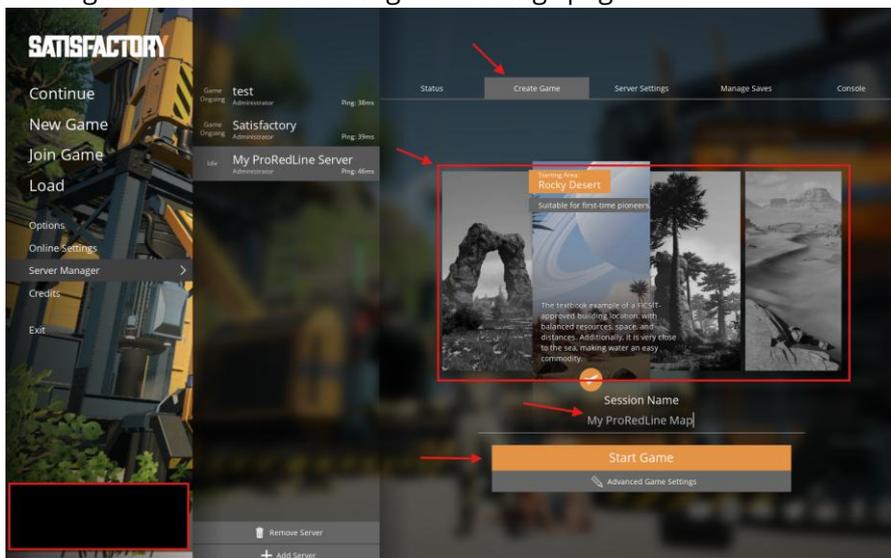
- Another popup will follow telling you the server is unclaimed and asking to follow a couple of steps. In this popup a friendly server name will be asked. Fill this in with a name you like and click "Confirm".



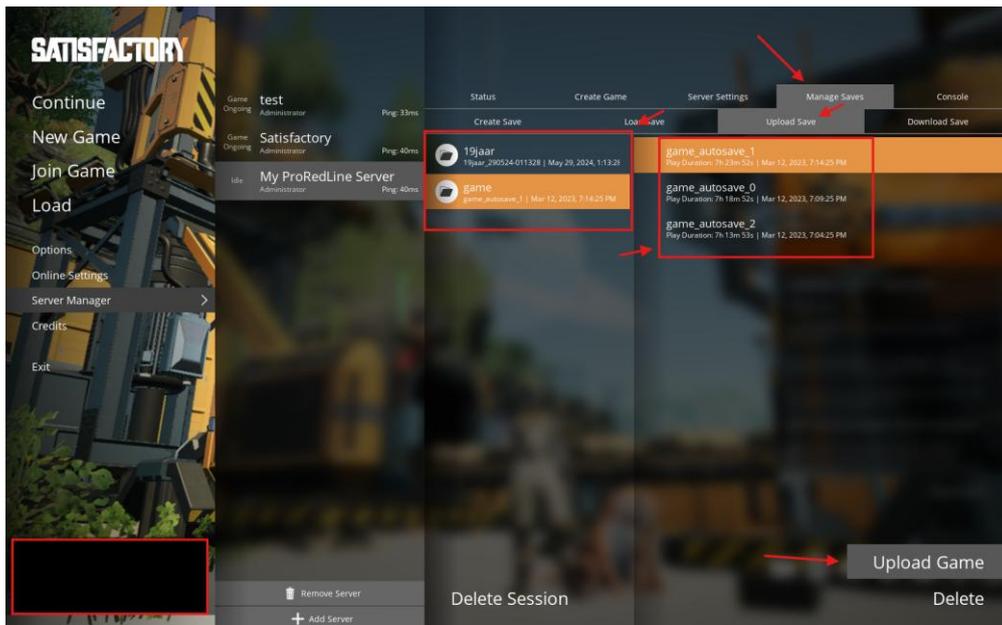
- Now another popup follows asking to setup an Admin Password. This password is used to gain access to your server's in-game settings in the case you accidentally delete your server from the Server Manager. Make sure it's a secure password as other users can try gaining access to your server's in-game settings.

Once you have setup the password, you are automatically an Administrator. Now you will be on a page telling you need to create or load a game before you can join it. You can either create a fresh map or load one of your existing saves.

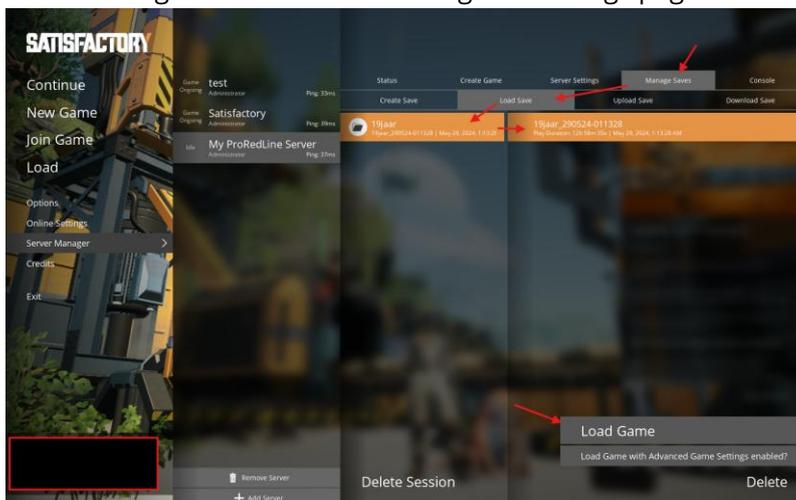
- **Creating fresh map:** Head over to the "Create Game" tab. Select the map you would like to play on, enter its session name and click "Start Game". This will start the instalment process on the server. This can take up to 5 minutes. In the meantime, you will see a loading icon on the server's in-game settings page.



- **Using your existing local saves:** Head over to the "Manage Saves" tab. Within this tab, select the "Upload Save" tab. Select one of your existing saves and click on "Upload Game".

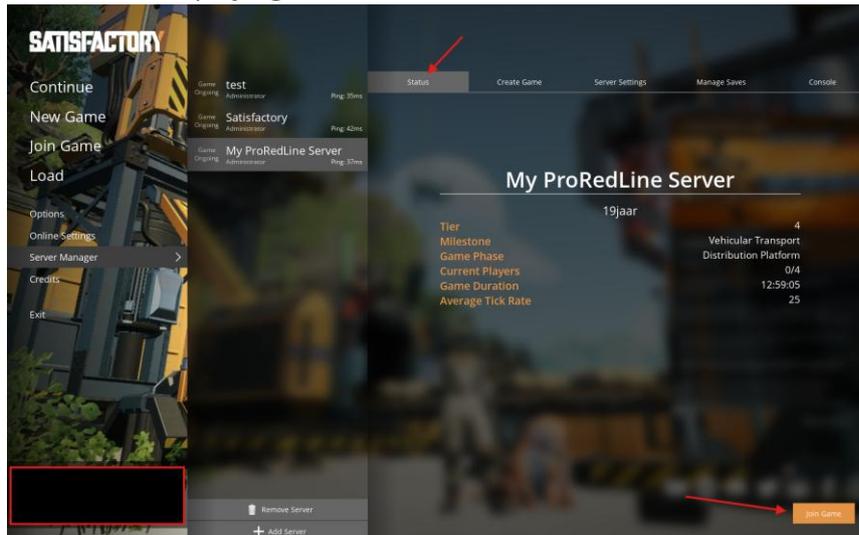


Your existing local save has now been uploaded to the server. Now head over to the “Load Save” tab within the “Manage Saves” tab. Locate and select your uploaded save and click on “Load Game”. Now the server will start loading your save into an active session on the server. This process can take up to 5 minutes. In the meantime, you will see a loading icon on the server’s in-game settings page.



Once your new or existing map finishes installing, the loading icon will disappear, and you will regain access to your in-game settings page. Head over to the “Status” tab and click on “Join

Game" to start playing!



How to let others join your server

The process for other players to join your server is similar as how administrators must join. On the satisfactory home page, ask your players to go to the "Server Manager" tab. Then click "Add Server" and fill in the IP and Port of the Satisfactory server as stated in your ProRedLine dashboard under "Address".

The player then will also be faced with a popup asking to manually accept the server's certificate. Click on "Confirm". Now the player will be sent to the status page of your server. On this page, the player will have to click on "Join Game" to join the server. The server will be saved in the player's server manager. Every time they want to join, they need to go to "Server Manager" > the name of your server > Join Game.

Once other players have added your server to the Server Manager, they will be registered as "Client". This means that the user can join but is not allowed to manage your server's settings. If they try to access one of the settings pages within the server manager, they will be asked for the password you setup earlier. The only page a "Client" can view, is the Status tab.

Legal information for your server

When managing and configuring your server, it is important to adhere to the following guidelines:

1. **ProRedLine Terms of Service (ToS):** Be aware of ProRedLine's [Terms of Service](#). This document outlines the rules and responsibilities of using ProRedLine's services, including hosting and server management.
2. **ProRedLine Acceptable Use Policy (AUP):** Ensure that your server complies with ProRedLine's [Acceptable Use Policy](#). This policy defines what is acceptable and unacceptable behavior on the platform, helping to protect the integrity of the service and the community.



By following these guidelines, you can ensure that your server remains compliant with the relevant legal and ethical standards.

Reinstall your server

If you need to reinstall your server, follow these steps:

1. **Go to the "Settings" Tab:** Navigate to the "Settings" tab in your server dashboard.
2. **Scroll Down:** Look for the option to reinstall your server.
3. **Click on "Reinstall Server":** This button will initiate the reinstallation process.

Important Note: Reinstalling your server will delete all of your current files and configurations. It will replace them with a fresh, clean installation. Make sure to back up any important data before proceeding with this action.

Support for your server

If you encounter any issues or have questions regarding your server at ProRedLine, you can reach our support team at:

[ProRedLine Support](#)

For questions specifically about the game, we recommend contacting the official game support for Satisfactory:

[Satisfactory Support](#)