

Volume

2

LEGEND OF MIR3 - JOB

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Server Setup Guide

# Beginners Guide

LEGEND OF MIR3 JOB

# Complete Server Guide

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## MS SQL Server 2000

*MIR3 Requires MS-SQL Server, for the purpose of this part – we shall use the Trail Version (Lasts 120 Days).*

**M**ir3 Requires a Database for all the variables it uses through the running to keep track of user data (level and so forth) as well as the database for the Magic, Monsters and Items. This allows for changing everything about the game from inside SQL Itself (more later).

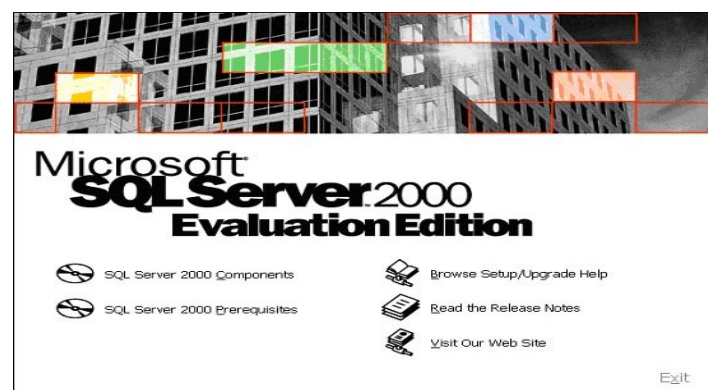
### Downloading MS-SQL 2000a

The first stage is to download and install MS-SQL – go to this site to download the software required:

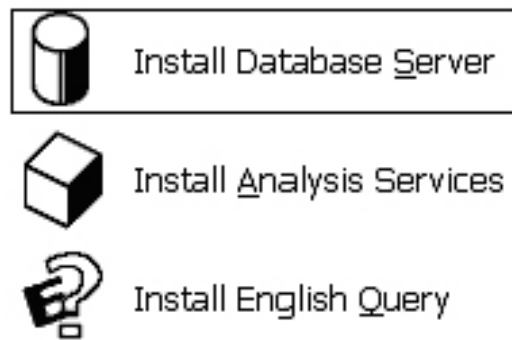
<http://www.microsoft.com/downloads/details.aspx?FamilyID=D20BA6E1-F44C-4781-A6BB-F60E02DC1335&displaylang=en>

### Installing SQL

Run the Setup.exe and you are presented with the following picture:



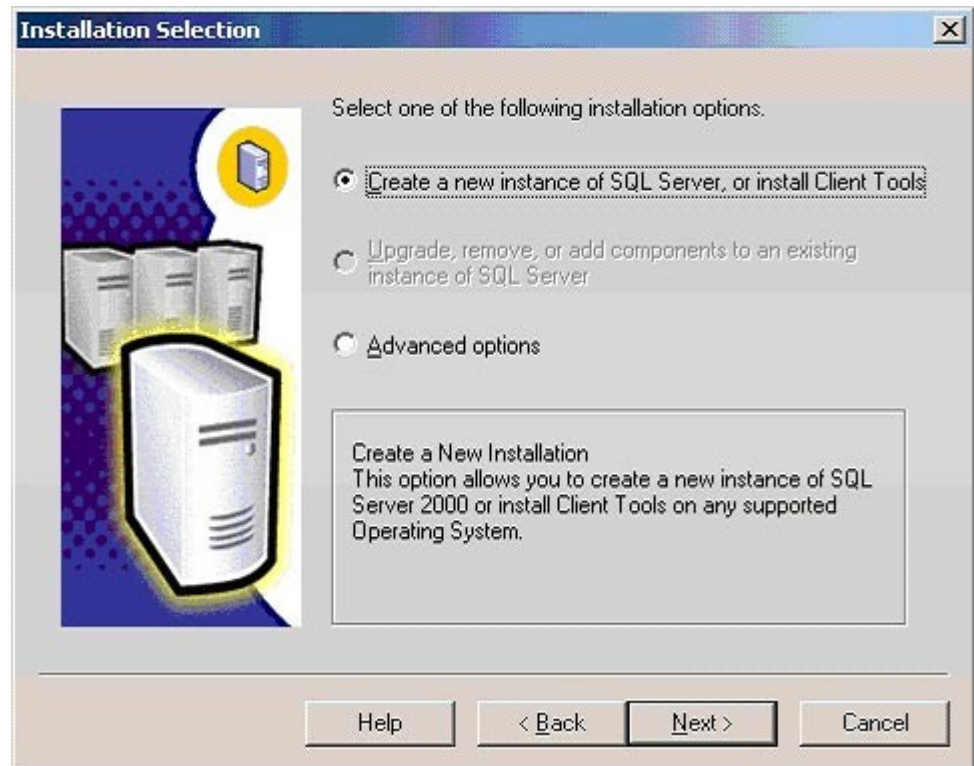
Click on “SQL Server 2000 Components” then click on “Install Database



At the Welcome dialogue box, click next then check “Local Computer” and click next again as detailed below.



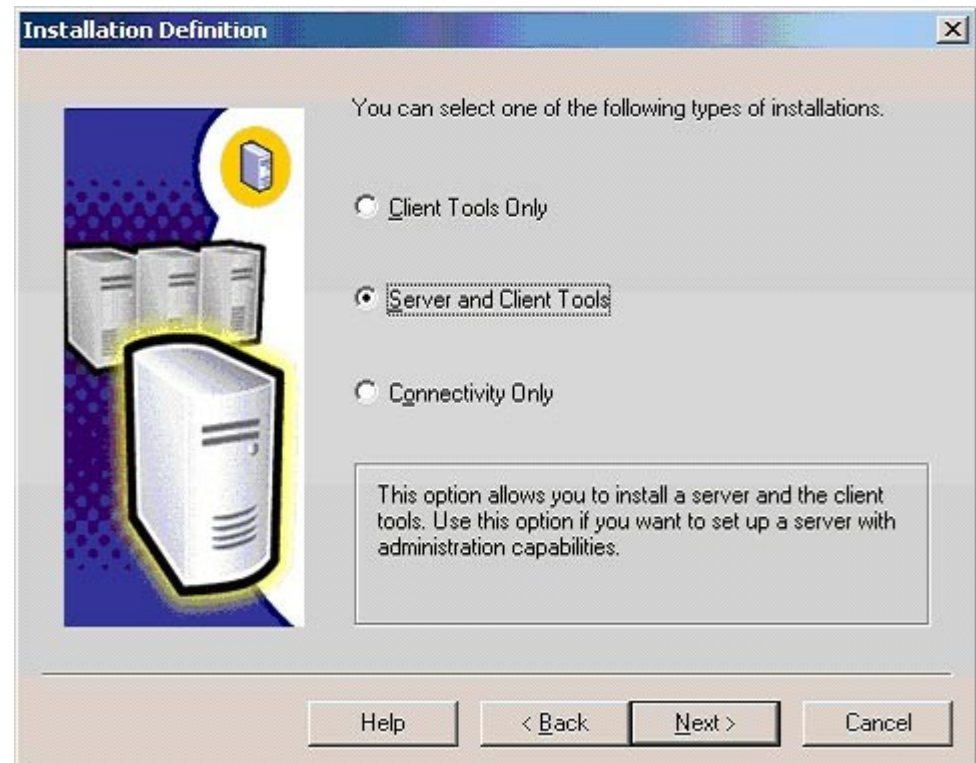
Check “Create a new instance of SQL Server, or install Client Tools” (as below) and click next.



At the next screen (User Information), input your details. Only the field name is required.  
Click on “Yes”.

If you click on "No" then no EI server for you as this will end the SQL installation.

At the “Installation Definition” dialogue box shown below, check “Server and Client Tools” and click next.

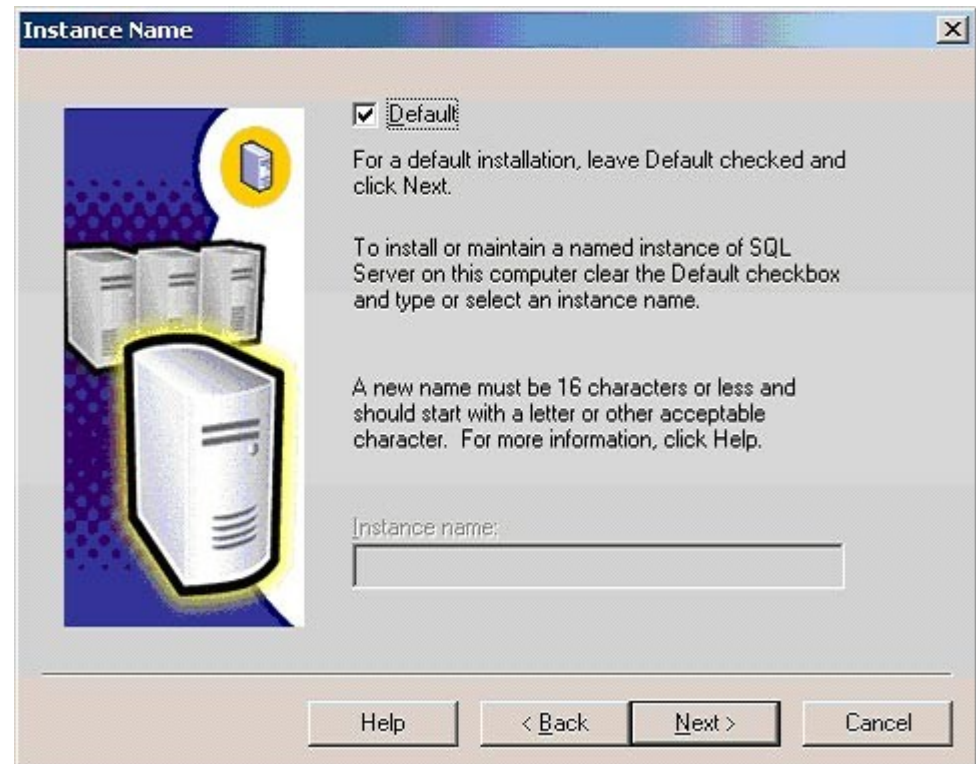


At the “Instance Name” dialogue box, ensure that “Default” is checked, then click next.

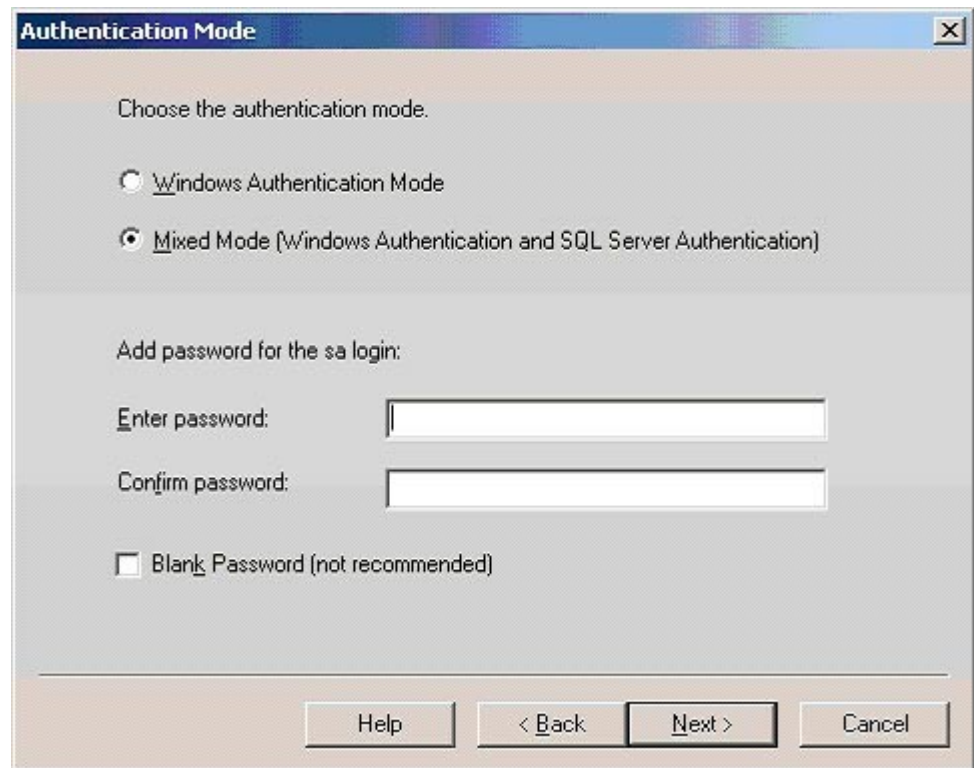
At the “Setup Type” dialogue box, check “Typical” and click next.

You may change the destination folder if you wish, however I would leave it at its default setting.

At the “Services Accounts” screen, check both “Use the same account for each service” and “Use the Local System account” and click next. As shown below.



At the “Authentication Mode” dialogue box, you **MUST** ensure that “Mixed Mode (Windows Authentication and SQL Authentication)” is checked, then input your desired password and click next. See below.



It should now return with a dialogue box saying “Setup has enough information to start copying the program files...” If you are happy with all settings so far then click next, otherwise click back and make amendments.

Once complete, click “Finish” to exit the installer.



## Restoring the Database

*A Database is provided in the server files – it is required to restore these to the SQL database.*

### Enterprise Manager

Along with the install of the Server, the Enterprise Manager is also Installed, this let you look inside the database and manage SQL on a day to day basis.

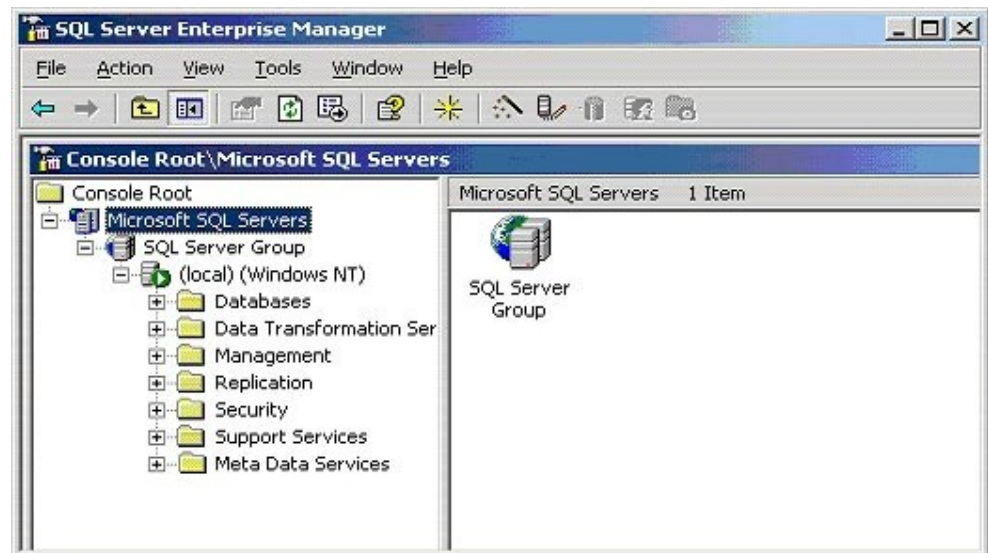
Browse the Start Menu and find the program group “Microsoft SQL Server”.

From within there click on “Enterprise Manager”

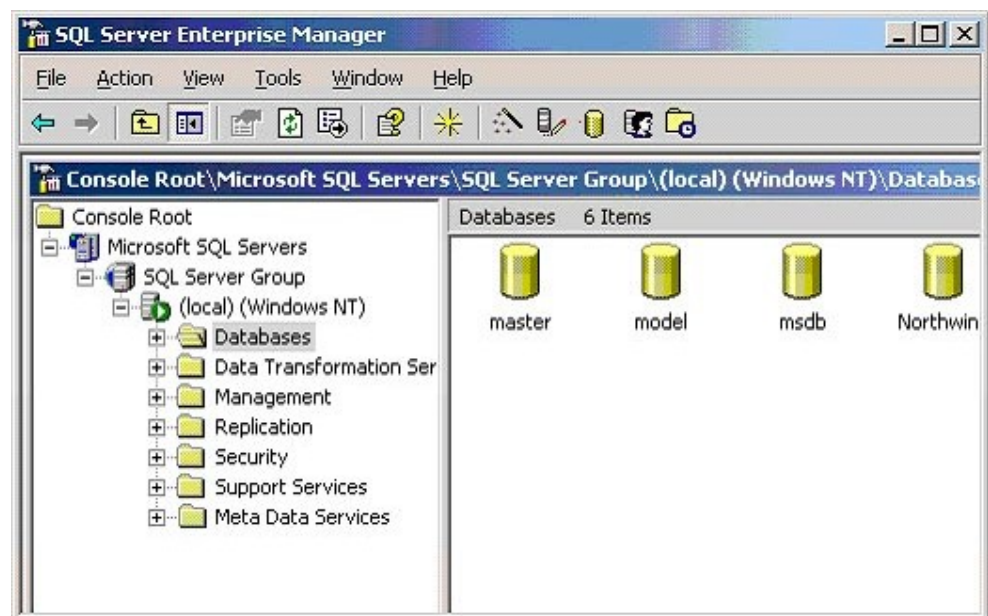
You should be presented with the screen below.



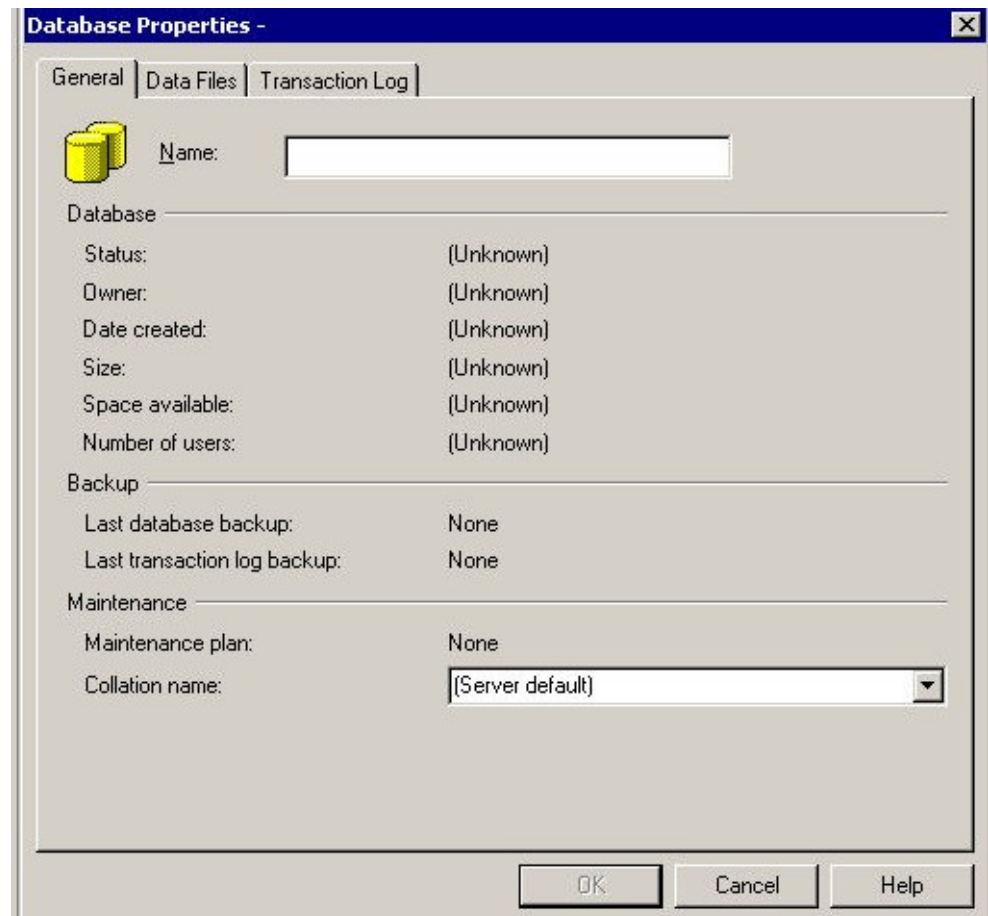
Click the + sign immediately to the left of “Microsoft SQL Servers” to expand the branch as you would in Windows Explorer, until you see as below.



Click on the Databases folder, and it should display something similar to the following:

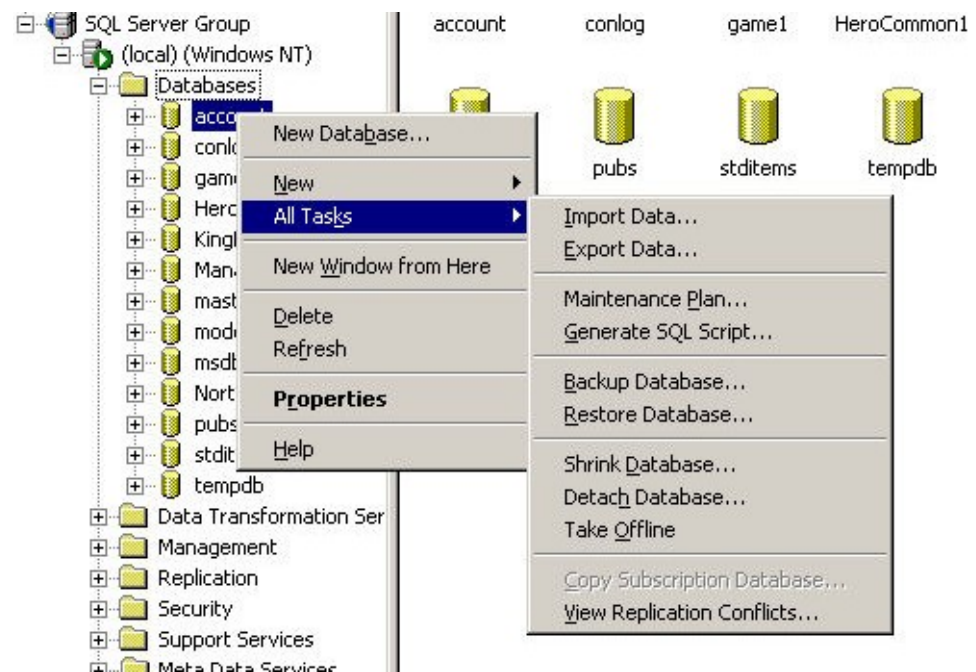


Right click in the right window and select “New Database”, screen comes up as Follows:

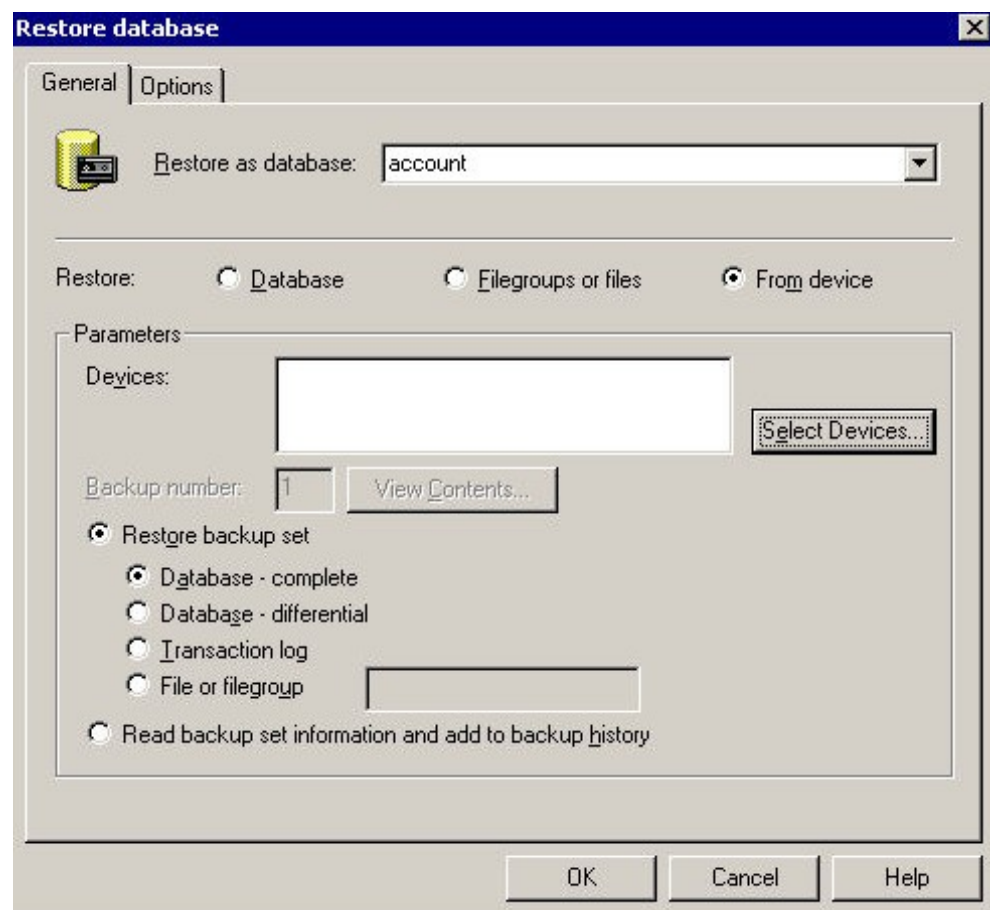


Type in there: - **account** then click OK.

Now right click account Database you have just created, and you will get the following menu:



Choose **Restore Database** which point you will bring up the following screen:

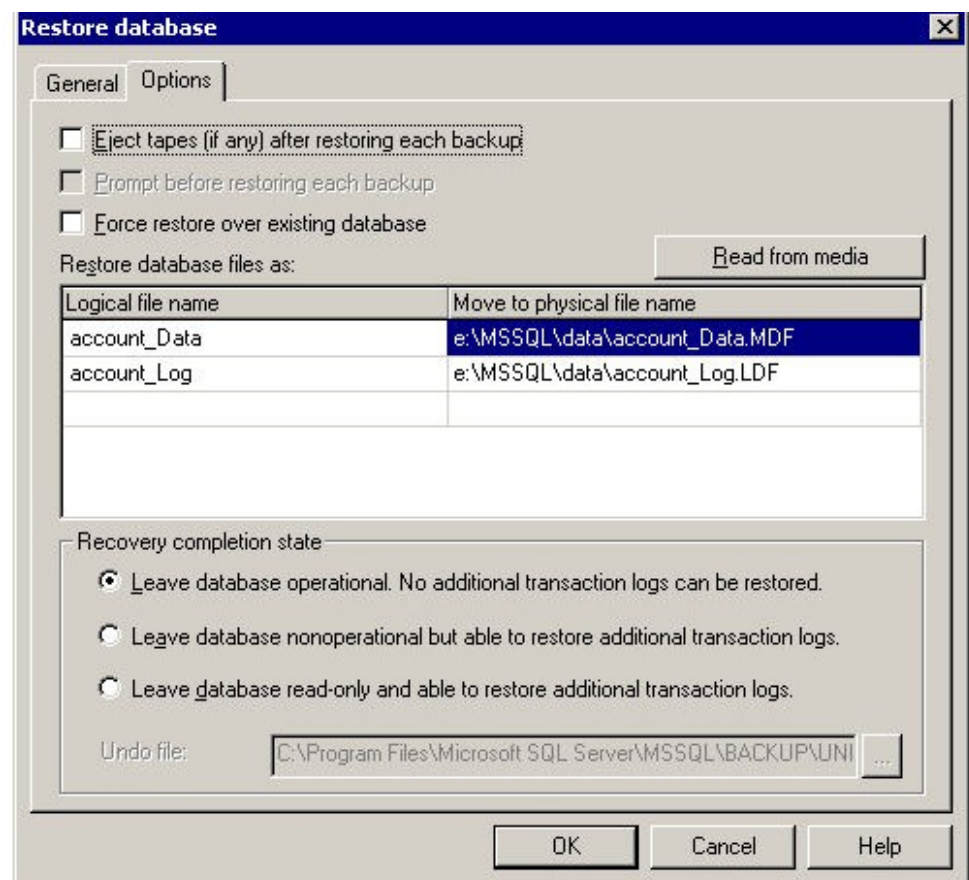


Now with the server files you should have got a set of Database files, these can have various names, but they are always called **account**, **conlog**, **game1**, **herocommon1** and **manage**. They may have a .BAK or .DB ending depending on how they were named when they were backed up.

So the path to follow to restore the database goes like this:

Select **From DEVICE** then press **Select Device**, click **ADD** on the next screen and find the location where these files are stored. In this example we are doing account, so go find the location of the file name account which is inside the server download you will have got.

When you get back to the main restore screen (as above), click on the options button as so:



It is worth checking where it is trying to restore them to, most of the time this location is wrong (cos the guy who backed them up in this case had his SQL located on E drive). You need to click the entry and basically change it so it matches your system, it can be inside SQL or even on it's on drive/directory. Providing you filled in all the info correctly, when you hit OK, it will restore the file – any errors means you have not put the right info in -

(Such as trying to restore to a E driver when you don't even have a E drive).

Now you basically have to follow this procedure for each of the database the server, the one you need to make are:

**Account**

**Conlog**

**game1**

**herocommon1**

**manage.**

**This concludes our part on restoring the databases.**

## ODBC Set up

*The Server programs talk to SQL via ODBC, in this section we shall explain how to set this part up in Windows XP.*

### ODBC – What is it then?

**ODBC:** Open Database Connectivity - A Microsoft standard for accessing different database systems from Windows, for instance Oracle or SQL

It allows the Operating System to talk to a database in this case we shall be talking to a Microsoft one but it can talk to MySQL, Oracle and so forth.

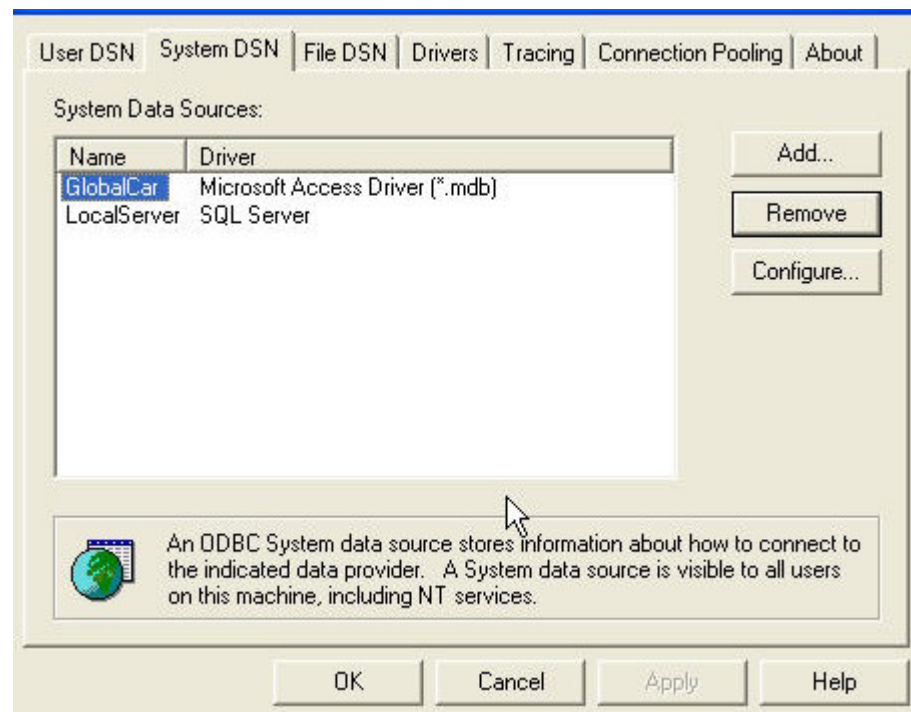
### How to set it all up for MIR3

From the start menu, open the control panel. (Start > Settings > Control Panel).

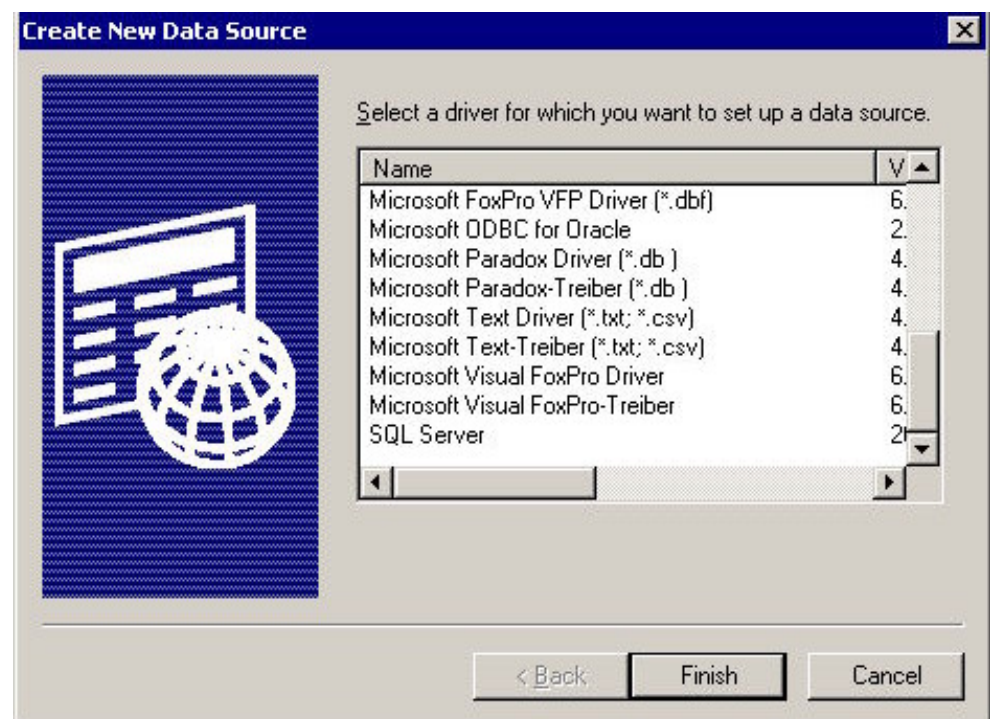
Double click on “Data Sources (ODBC)” (in Windows 2000 & XP this is located in “Administrative Tools”)

You should see the following window... Select the System DSN tab.



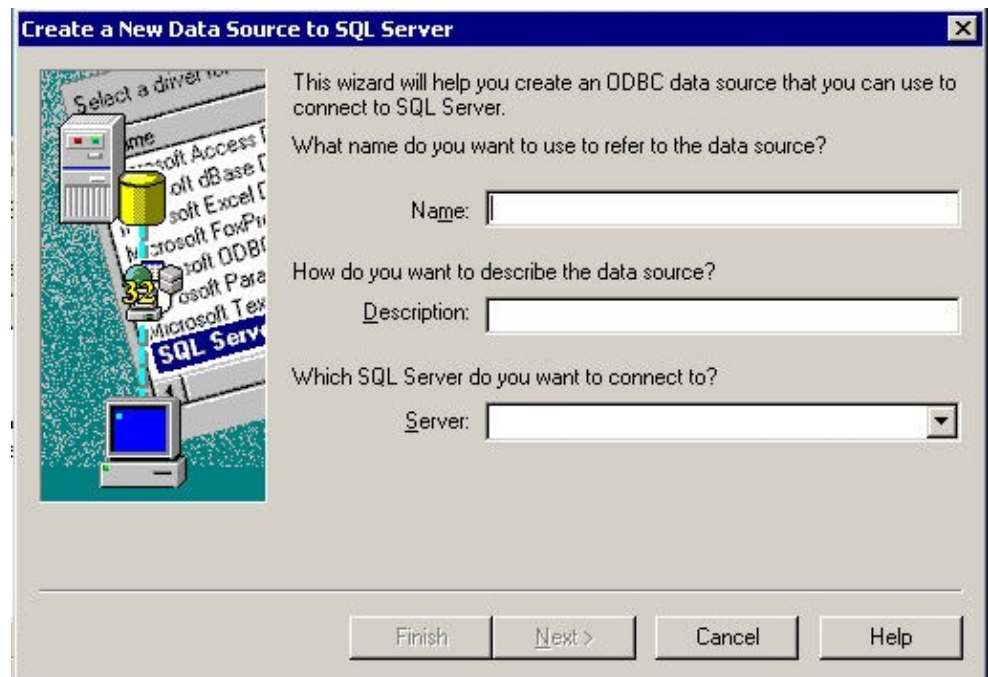


Click on ADD and the following screen comes up:



Choose SQL Server.



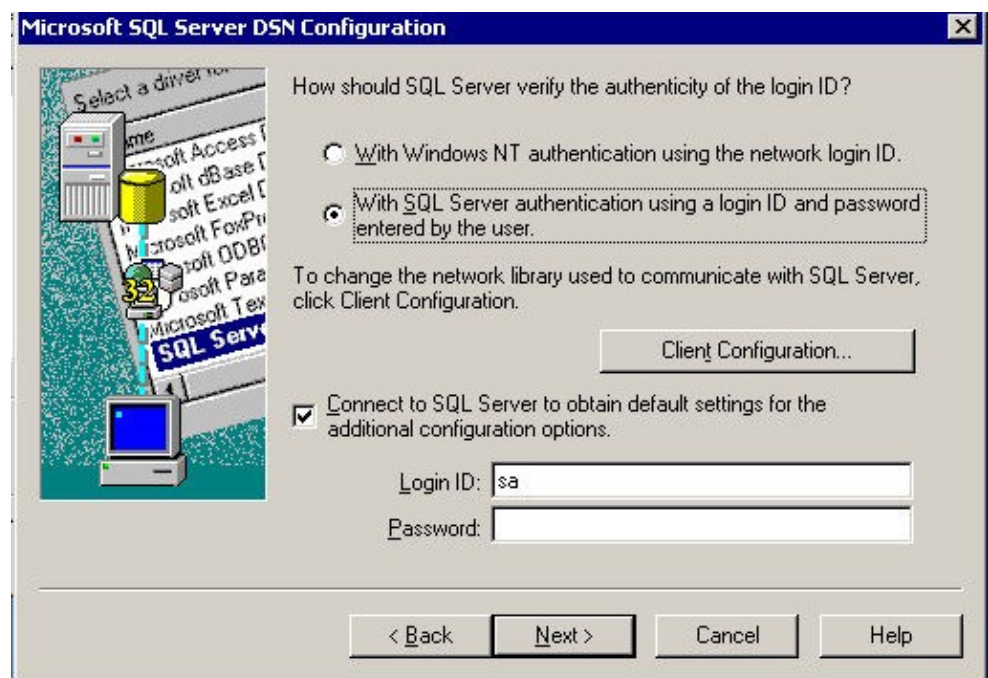


Name – account

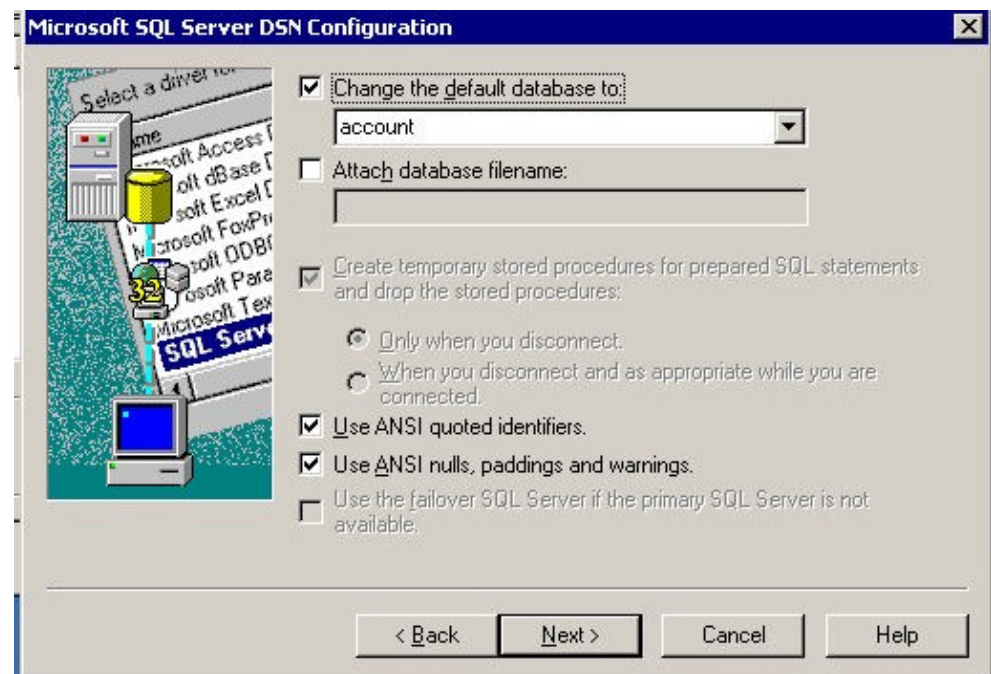
Description – Anything you want

Server – Drop down box to pick server, it's normally <Local>

Click NEXT



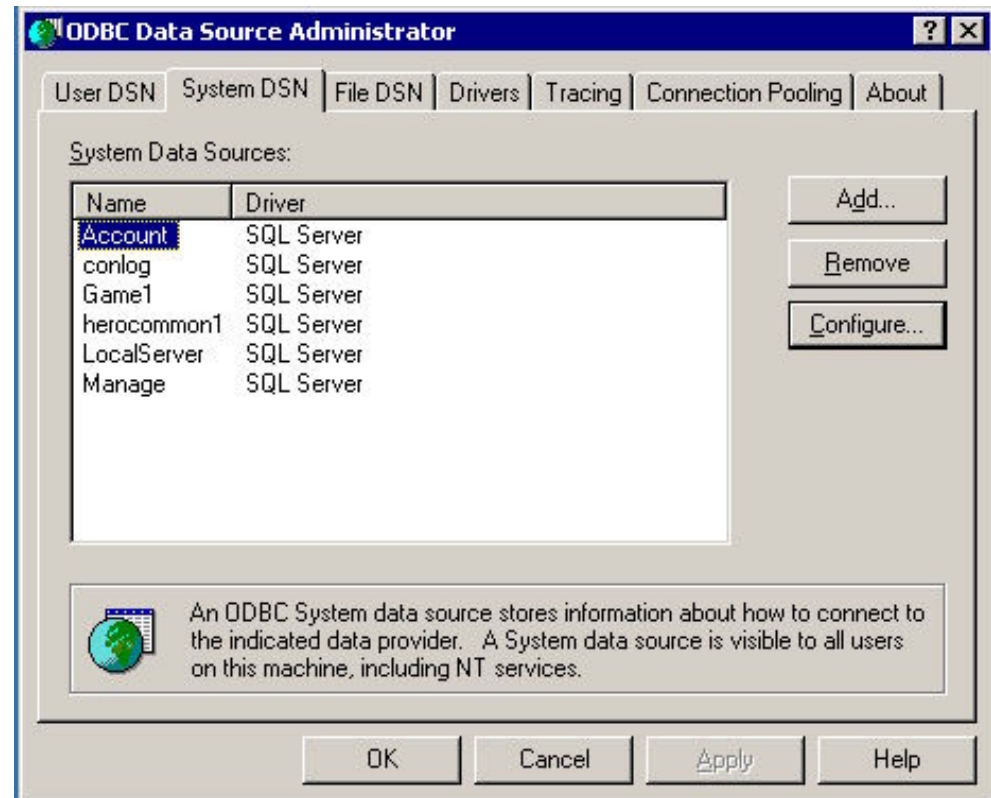
On this screen, choose as I have done, your SA password you created when you installed MS-SQL – click NEXT.



You need to click “Change the default database to:” and drop down the list, in this case, pick the account SQL database.

Now click NEXT until it is Ended and you are back to the first screen again (System DSN etc).

You basically need to repeat this process for each of the ODBC required as this screenshot shows:



For each Choose the Default database to match the names you have created – this is very important that you do this otherwise your server will not work.

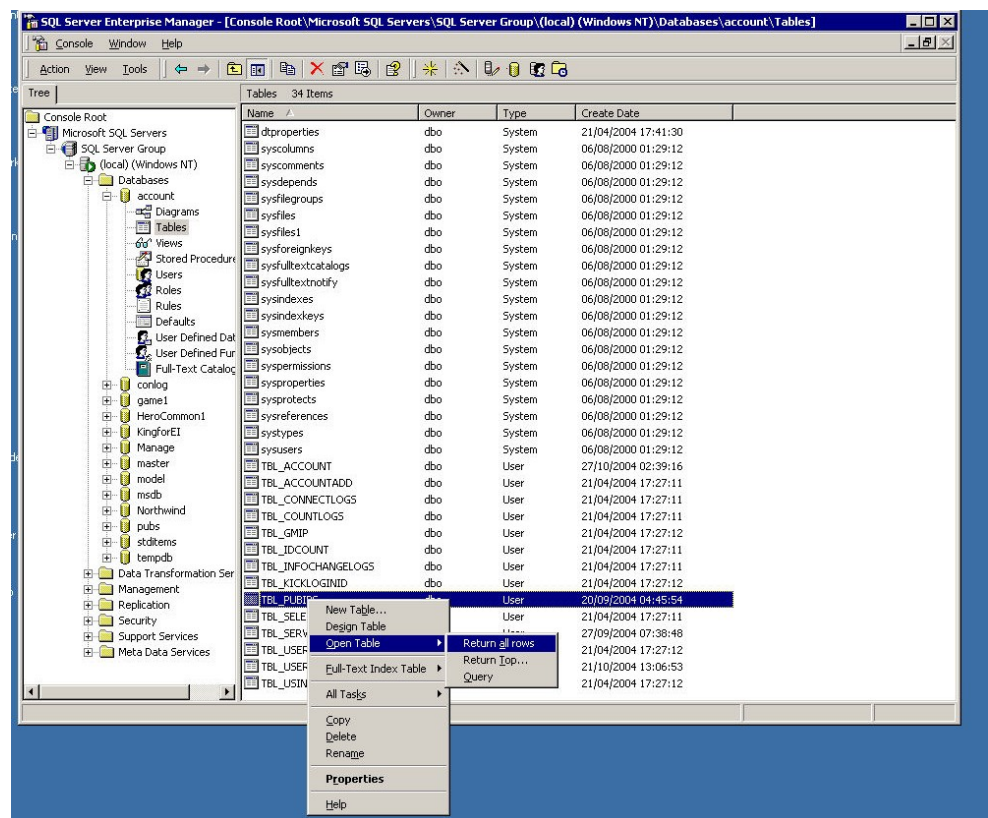
## Setting up the server part

*We are now going to configure parts of the server program to get the MIR3 Server to connect – which will allow you to play.*

We shall now go through, in no particular order each part of the server config to make sure it matches your IP and server name, for the purpose of the document, I will use my LAN ip instead of 127.0.0.1 but you can of course change/check so that indeed it runs purely on that IP. My suggestion really is that you have at least two computers, One for the MIR3 server and one for the Client, in this case you will need to have them networked up with a fixed IP (at least the server will anyhow).

I am guessing that if you want to install and run a MIR3 server, you will not want to HOST and PLAY on the same machine....anyhow

Open up SQL Enterprise manager, click on Databases, Account and Tables and right click TBL\_PUBIPS as per this screen shot:



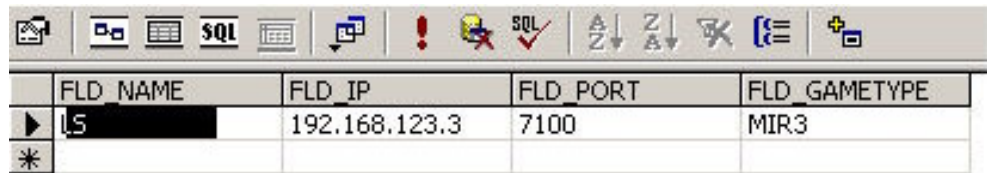
Open Table, Return all rows:

The screenshot shows the data view of the 'TBL\_PUBIP' table. The table has four columns: 'FLD\_PUBIP', 'FLD\_DESCRIPTION', and 'FLD\_GAMETYPE'. The data is as follows:

FLD_PUBIP	FLD_DESCRIPTION	FLD_GAMETYPE
192.168.123.3	LoginGW	MIR3
192.168.123.3	SET1 DB Conn	MIR3
192.168.123.3	SET1 GameSrv1	MIR3
192.168.123.3	LoginServer	MIR3

This database lists all the IP's for the various GATES – it is important these are correct, the wrong IP here will stop the various gates from running.

Do the very same for TBL\_SELECTGATEIPS



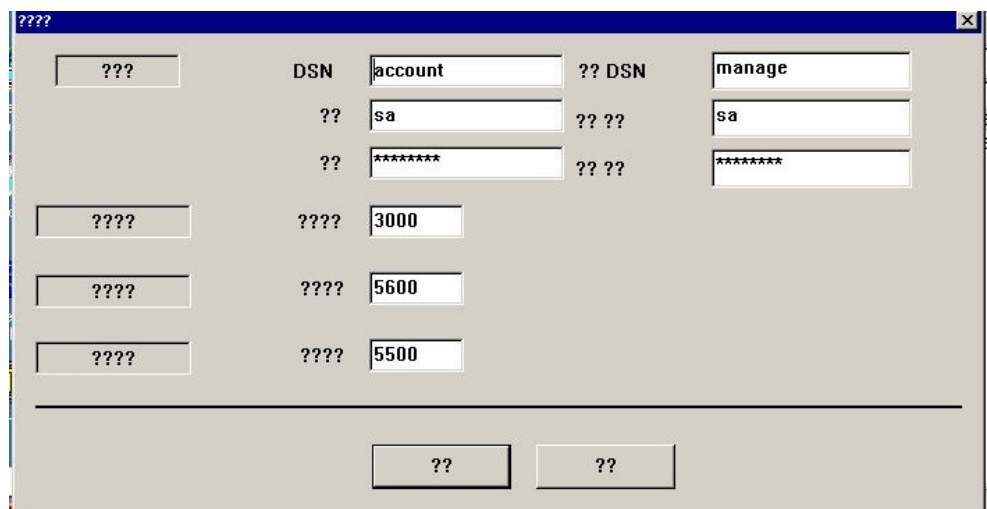
The screenshot shows a database table with four columns: FLD\_NAME, FLD\_IP, FLD\_PORT, and FLD\_GAMETYPE. The first row contains the values 'LS', '192.168.123.3', '7100', and 'MIR3'. The table has a toolbar at the top with various icons for editing and viewing data.

	FLD_NAME	FLD_IP	FLD_PORT	FLD_GAMETYPE
▶	LS	192.168.123.3	7100	MIR3
*				

Notice here is the server name, I had problems when I created a server name of Liquidsilver, although the server ran and I could connect and play, I got lots of errors on one of the gates, so its worth not going to mad with the server name.

Also check Server name in TBL\_SERVERINFO is the same.

## LoginSvr



The screenshot shows a configuration window titled 'LoginSvr'. It contains several input fields and buttons. The fields are labeled with '???' or '??' and contain the following values: 'account', 'manage', 'sa', 'sa', '\*\*\*\*\*', '\*\*\*\*\*', '3000', '5600', and '5500'. There are also two buttons at the bottom labeled '??'.

???	DSN	account	?? DSN	manage
??	??	sa	?? ??	sa
??	??	*****	?? ??	*****
????	????	3000		
????	????	5600		
????	????	5500		

?? ??

Third Box Down is the SA Password. You need to Press the Blue > Button to start the program.

## DBSvr

You need to check the file - !serverinfo.txt

**192.168.123.3,192.168.123.3:7200**

?????

LS

???

GAME ???	DSN	ACCOUNT ???	Account
	Game1		
	sa		sa
	*****		*****

???????

?? 192.168.123.3

?? 5600

???????

???? 6000

?????

???? 5100

???????

D:\Mud3\Envir

?? ??

Top Box is Server name, under sa is SA Password and Last box is the location of where your ENVIR directory is stored.

You need to Press the Blue > Button to start the program.

## LOGINGATE

MirLogin.ini need to be checked for the right IP for the server:

```
[server]

addr=192.168.123.3

remoteport=5500

localport=7000

FirstLimit=400

MaxLimit=600

Left=580
```

Top=472

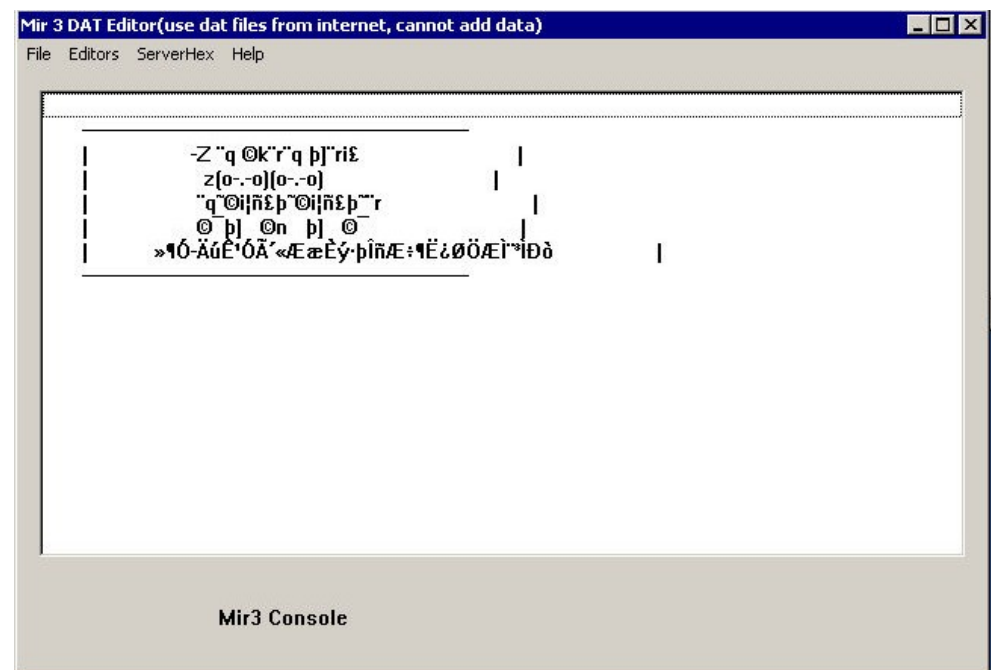
Width=339

Height=171

showmessage=1

### Setting up the !Setup.txt file

This is a Encrypted TXT file and requires a program to change any of the settings. I am using Console.exe which comes with the server though there is a few that all do the same job.



Choose Editors, !Setup.txt and you get this screen:



Server Name	LS	Korea Dir	D:\	Share Path	d:\Mud3\Share\
Warrior	01 459 261	DBSrv IP	192.168.123.3	Guilds Path	d:\Mud3\GuildBase\Guilds\
Wizard	02 265 207	DBSrv Port	6000	Guilds List	d:\Mud3\GuildBase\Guildlist.txt
Taoist	1 403 113	MsgAddrIP	192.168.123.3	ShareV Path	d:\Mud3\ShareV\
Test Server	1	MsgAddrPort	8000	Conlog Path	d:\Mud3\Share\ConLog\
Test Level	7	IDSAAddrIP	192.168.123.3	Envir Path	d:\Mud3\Envir\
Test User Limit	100	IDSAAddrPort	5600	Map Path	d:\Mud3\Map\
Test Gold	500	LogAddrIP	192.168.123.3	Log Path	d:\Mud3\LogB\0\
Game DB Name	Game1	LogAddrPort	10000	GoldOre	GoldOre
Game DB User	sa	EmergencyX	458	SilverOre	SilverOre
Game DB Pass	*****	EmergencyY	398	IronOre	IronOre
Game DB IP	192.168.123.3	MaleArmor	BaseDress[M]	CopperOre	CopperOre
Hero DB Name	Herocommon1	FemaleArmor	BaseDress[F]	BlackOre	BlackIronOre
Hero DB User	sa	Weapon	WoodenSword		
Hero DB Pass	*****	Candle	Candle		
Hero DB IP	192.168.123.3	Drug	[HP]DrugSmall		

Save Cancel

Most of the fields make sense, Server name, Database names and logins (plus IPS), where MIR3 stuff is stored and the various things you start off with when you first make a char.

Providing all is well, the server should run at this point (you need to have already started the first three I just mentioned.)

Now all the GATES are stored in a Directory called **Mir3Server** – it is important you wait until the server has fully loaded until you move onto the next stage.

### GAMEGATE/ SelChrGate

Check the file mirgate.ini for the correct details (mainly your IP).

### GAMEGATE/RunGate01

Check the file mirgate.ini for the correct details (mainly your IP).

## Putting it all together

We need to run the server files in this order for it to work at all:

**LOGINSRV**

**DBSRV**

**LOGINGATE**

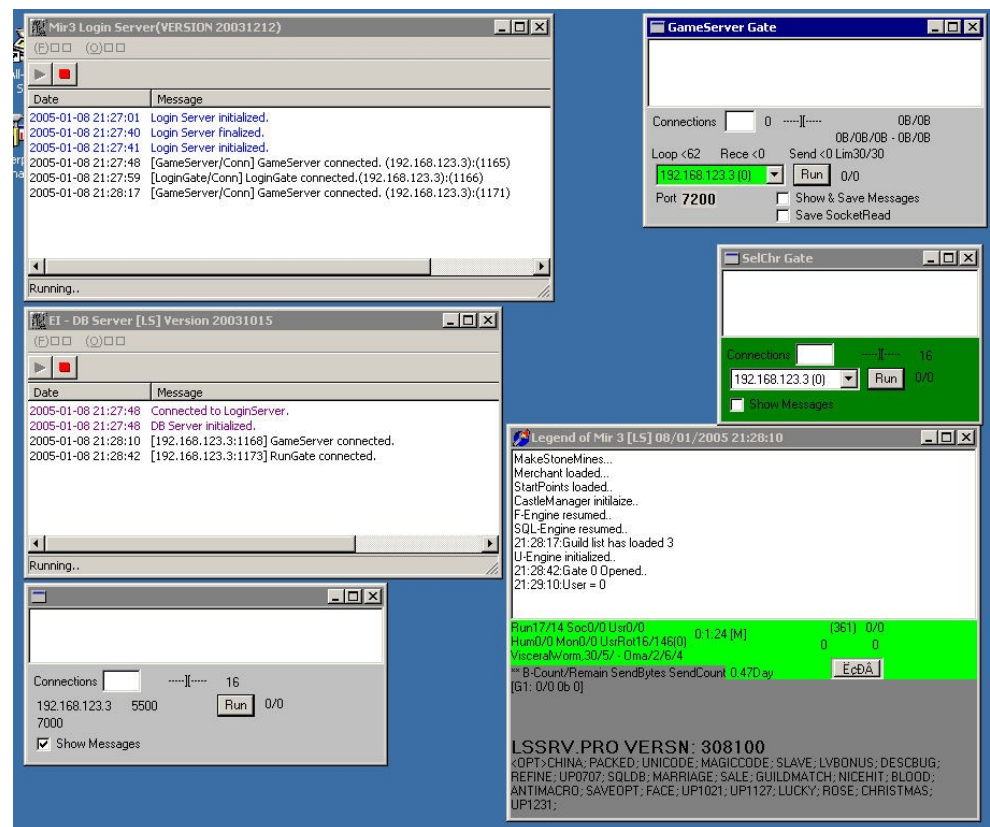
**EISERVER.EXE**

*You need to wait now until the server has finished loading the files until you can move onto the next part. What it does is first load the MapInfo stuff and will count upwards, 930 on the 3G maps and 1400 or something on the JOB Maps. It then goes through the NPC Files, once again going up the number range until it has loaded and checked them all.*

**SELCHARGATE**

**RUNGATE**

Now basically if the server is working as it should, there should have been no NPC Errors and so forth, here is a few screen shots from a properly configured server:



## **Some final points**

### **Clients**

This depends on which maps you use on the server, if you have the Old style mir3 maps, then you will need to download the 1.4 Chinese Client located at:

[http://www.mir3.com.cn/down/down\\_client\\_mir3.htm](http://www.mir3.com.cn/down/down_client_mir3.htm)

If you are using the newer style SMALL maps (called 3G or Euromir3 style) then best grab Euromir3 client.

There still remains the small problem of the actually mir3.exe you need, the euromir3 exe or the Chinese exe will not work with a private server, I'm sure somebody will post a exe if you ask.

Olympia Server uses the old style maps, you can grab the files you need from there :

<http://olymp.isp.net.pl/index/downloads.html>

### **Changing the Databases**

The Magic, StdItems and Monsters are all stored in a file ending with .DB in the Envir directory, there is a program to change these called Mir3Param, once again I'm sure someone will post this program should you want to mess about or can be found of course on my web site ([www.liquidsilver.co.uk/forums](http://www.liquidsilver.co.uk/forums)) this require you join, go to portal page, downloads section and look in MIR3 bit for the program.

### **But its all in Chinese !!!**

You probably got your hands on a Chinese version and your not a happy teddy, the problem is the files are too new for a fully translated version like MIR3 2.9 – At some point I will be shoving out a fully translated version on my forums, im busy working on both Old style maps and New style maps server.

If you grab and try to run the KingForEiServer (Called 3G2.51) – then I wish you luck – although I got it running, as its EncryptPE encoded, this makes chaning stuff (like \* for books) very hard if not impossible. I am using the 6 extra magic version as coded by Visio.

You can post asking for people to provide a fully translated set of files but be prepared to get flamed as people tell you that in fact your been Lazy. The people that have translated the files already (80-90% anyhow) are running servers, so they wont be rushing to provide you with the files anytime soon.

I hope this guide helps in some way....at least now you should be able to get further than before and hopefully have a JOB/ 3G server ip and running in no time.

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