GDLE Server 1.39 Upgrade Guide
Upgrading from 1.37 or 1.38

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Fresh Install

Please follow instructions in GDLE 1.37 guide here

Backup custom edits

Any custom edits that are need to be kept moving forward that are in the [install location]\bin\Data\json folder should be backed up.

Unzipping release

If not already downloaded, the zip archive can be downloaded at gdleac.com. Extract the zip file into the folder of your current server. E.g. If your server is at D:/GDLE then extract the files there. The files will be extracted in the correct layout.

Restoring custom edits

Any custom edits for files backed up before unzipping the release should be restored now.

Lifestone Content

Lifestone World Releases contain all recipe, spawnmaps, and weenies used on the server that aligns with the events.json and quests.json files. The latest WorldRelease can be found here: 1.38LifestoneWorldRelease . Note: WorldReleases are created monthly and by release and any WorldRelease created between official GDLE releases may contain untested content.

1. Open the World Release archive.
2. Copy the "recipe" folder to [install location]\bin\Data\json
3. Copy the "spawnmaps" folder to [install location]\bin\Data\json
4. Copy the "spells.json" to [install location]\bin\Data\json
5. Copy the "weenies" folder to [install location]\bin\Data\json

Advanced Content deployment for Weenies

 (Only needed if custom content or localized versions of Lifestoned) Under the [install location]\bin\Data\json\weenies folder, create folders similar to:

1. 00_wip
2. 80_custom
3. 90_LSD

Copy the weenies from the world release into 90_LSD. Place any custom overrides into 80_custom. 00_WIP can be for content being tested. The server loads the folders alphabetically so if Lifestoned content is loaded last, any weenie ID already loaded from other folders will take precedence over Lifestoned version

Advanced Content deployment for Recipes and Spawnmaps

The same process for weenies with the subfolders can be used for custom recipes or spawnmaps as well even if they override those from Lifestoned.

Config

See GDLE 1.37 guide for exiting configuration option.

New file cfg option:

Setting	Default	Use
auto_kick_clients	False	If true, the server will try to force kick a connection when trying to log back in after a disconnect.

Starting your server

(Windows) Start the GDLEnhanced.exe. This will load a UI with a "Start" button. The "Launch Admin" button functionality has been removed but the button remains at this time. The "Edit" button will launch notepad with the server.cfg file loaded (See "Config file" section above)

(Linux) Linux releases and builds will be in a future version.

In Game Commands

No changes for commands for this release. See GDLE 1.37 guide.