

Dedicated Server Build Button

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Version: 1.0.0 (Unity 6.3 LTS, 6000.3 and newer; editor-only; any render pipeline)

Introduction

One menu item builds a headless dedicated server of your game for Linux or Windows: the enabled scenes in Build Settings, Unity 6's dedicated server build with `SERVER_BUILD` defined, a run script and a zip. Player Settings are never modified.

Use

Tools > Dedicated Server > Build Linux Server, or Build Windows Server.

The server is built into `Builds/<product>-linux-server` (or `-windows-server`) under the project folder. The folder is emptied first, so nothing from an earlier build is left behind; as a guard, a folder that does not look like an earlier Unity build is never emptied and the build stops with a message instead. Next to the executable you find `run.sh` (Linux) or `run.bat` (Windows), which start the server with `-batchmode -nologistics -logfile -` and pass on any extra arguments. The whole folder is zipped to `<folder>.zip` without debug symbols and Unity's `DoNotShip` folders, and the zip is shown in Explorer or Finder.

Tools > Dedicated Server > Open Server Builds Folder opens the Builds folder.

In your code, use `#if UNITY_SERVER` (set by Unity) or `#if SERVER_BUILD` (set by this tool) for server-only code.

Requirements

Unity Hub module "Linux Dedicated Server Build Support" and "Linux Build Support (Mono)" for Linux, "Windows Dedicated Server Build Support" for Windows. When one is missing, a dialog names it. At least one enabled scene in Build Settings.

Command line

```
Unity -batchmode -quit -projectPath <project> -executeMethod  
DigitalSoftware.ServerBuildButton.Editor.ServerBuildButton.BuildLinuxCli -logfile  
build.log
```

BuildWindowsCli for Windows. Exit code 0 on success, 1 on failure.

Need more?

Ship It, from the same publisher, adds build profiles for clients and servers on Windows, Linux and macOS, a build stamp with the git hash readable at runtime, a server frame-rate cap, SteamPipe upload, a Dockerfile and deploy notes for the Linux server, and command-line and GitHub Actions builds. Tools > Dedicated Server > Steam Upload, Docker and CI: Ship It opens its page.

Further support

Head over to <https://community.digitalsoftware.se/> or the Discord at <https://discord.gg/fyqtxZt>