

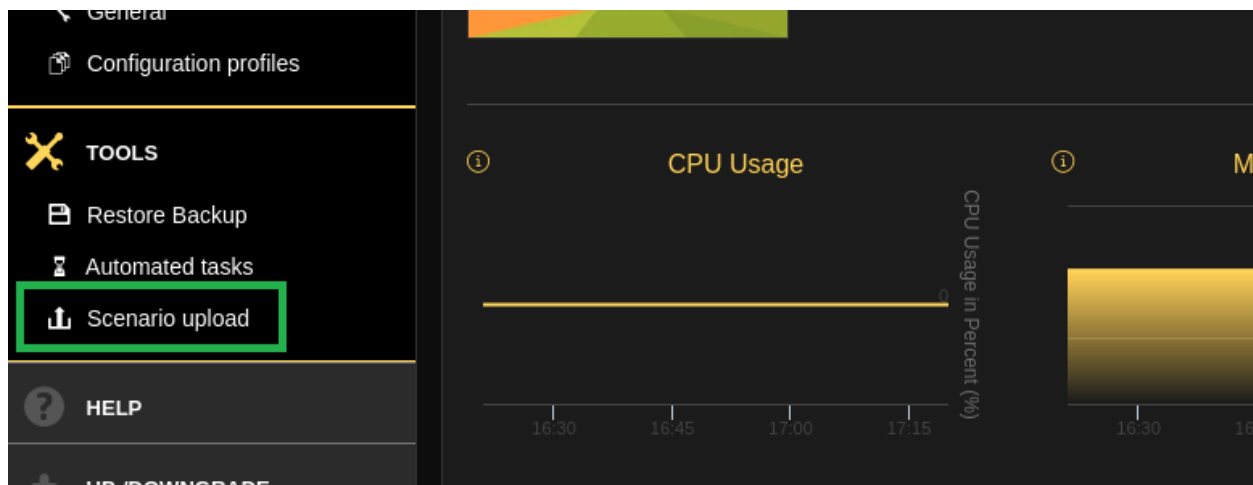
Using a custom scenario for Nitrado.net Ylands servers

1. First you will have to save the scenario you want to upload to your Ylands dedicated server by using the following command from within the Ylands game client, and while the scenario you want to save is loaded: **`/createdssave`**

The output from Ylands will look similar to the output in the picture below



2. Go to the Nitrado.net website and open your game server dashboard. In the left menu you will find the “Scenario upload” option.

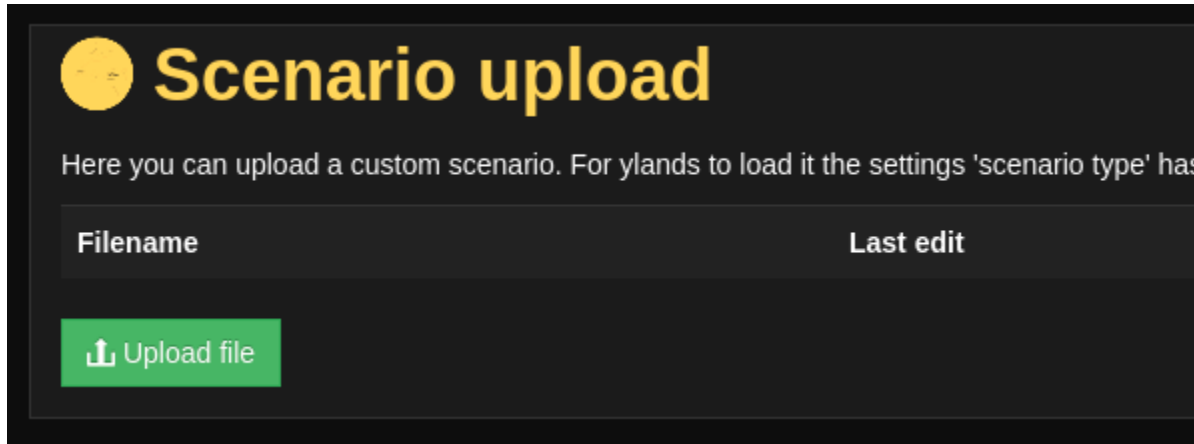


3. Click the “Upload file” button. You will now have to select the file we created earlier using the `/createdssave` command.

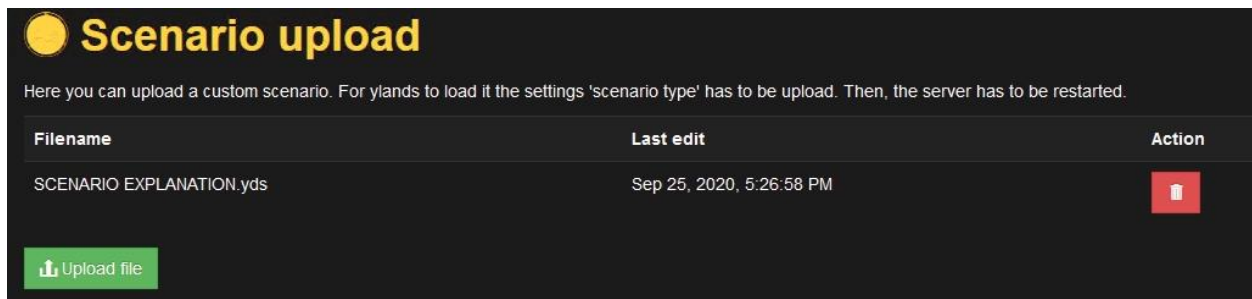
It can be found here

C:\Program Files (x86)\Steam\userdata**<steam id>**\298610\local\ServerGames

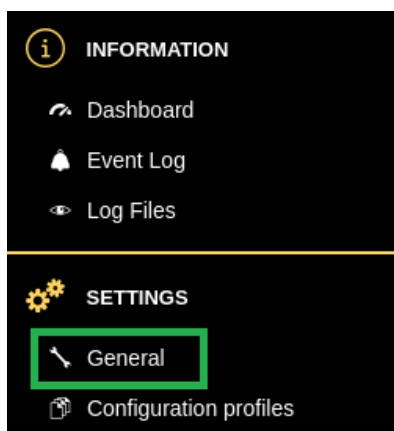
The **.yds** file you are looking for will have the same name as the scenario you saved.



Once done it will now be displayed on the Scenario upload page

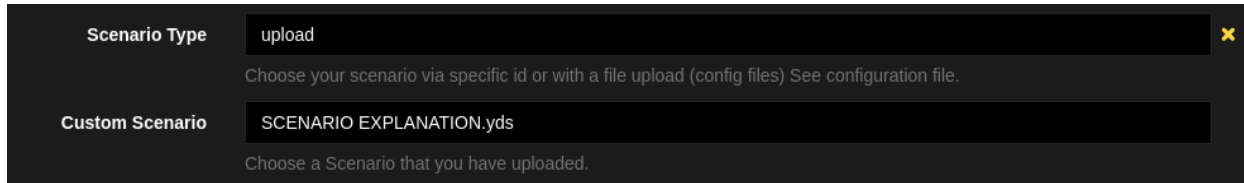


4. Go to the “General” option found under “Settings” in the menu on the left

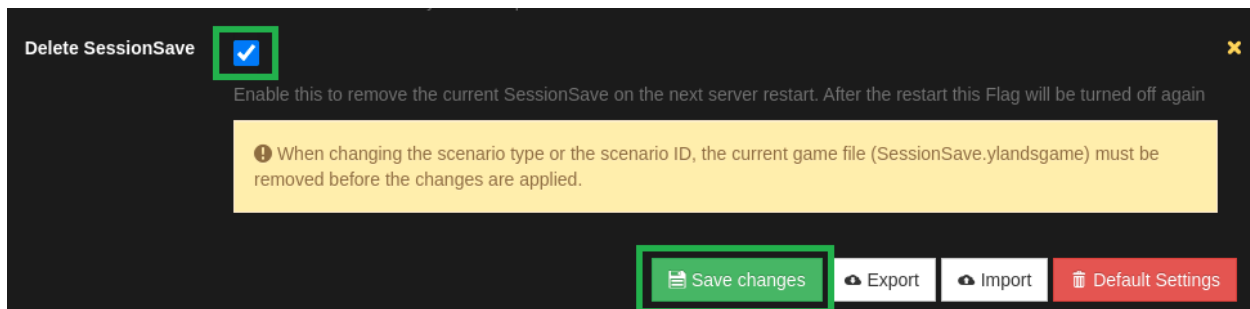


5. Change “Scenario Type” to “upload” and select the scenario you uploaded earlier in the “Custom scenario” box found below. Save the config.

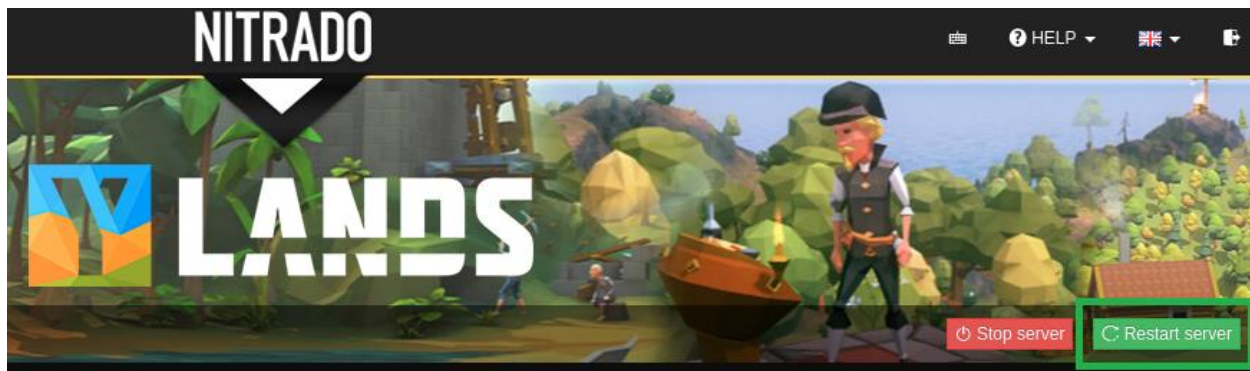
(Note: Please save your configuration once after selecting “upload” as the “Scenario Type” to correctly display the “Customer Scenario” dropdown box. In the very near future, once you change the “Scenario Type” option, the box below will change accordingly instead.)



6. If needed, check the button to remove previous Session saves and save the made changes.
NOTE: Do not check this box if you are not switching scenarios. It might remove all your made progress!



7. Restart your game server using the restart button on the top right of the page.



8. Done!