

幻兽帕鲁

V2.0 版本 操作指南

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一、商品说明

1、版本说明

Palworld（幻兽帕鲁）是一款由 Pocketpair 开发和发行的开放世界生存制作游戏，购买本镜像可在阿里云一键部署。镜像集成云安全中心、云助手、云监控插件，完美兼容云服务器，更新时间 2024 年 8 月，搭建幻兽帕鲁游戏私服，满足您对游戏的个性化需求，和您朋友畅玩世界。

2、安全加固

为进一步提升云服务的安全性，我公司对镜像产品实施了全面的安全加固，共计完成 88 项基线加固措施。这些精细化的安全改进，不仅确保我们的镜像产品严格符合等保 2.0 的安全标准，更在防御外部攻击、内部漏洞修复、数据加密保护等多个安全维度上实现了显著增强，为您的数据的安全存储与业务的平稳运行提供坚实保障。选择我们的镜像产品，意味着您将获得一个经过深度安全加固、符合高标准安全要求的云端解决方案，让您的业务在安全的护航下稳健运行。

如您的业务环境有其他安全需求，请与客服联系，我们可为您提供一对一定制服务。

二、操作指南

1、服务器建议配置

服务器配置建议：

2~4 人畅玩推荐配置：4 核 8G 及以上

4~8 人畅玩推荐配置：4 核 16G 及以上

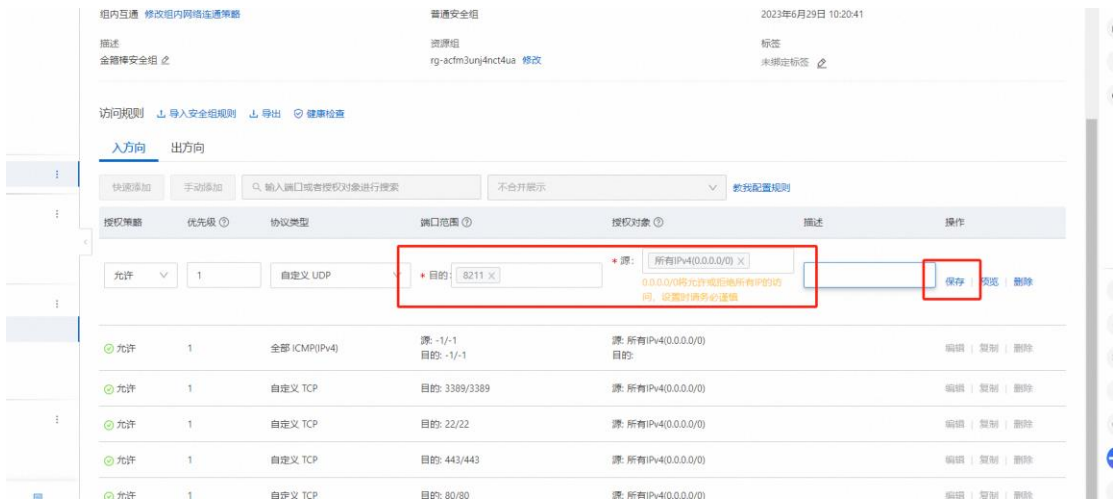
10~20 人畅玩推荐配置：8 核 32G 及以上

2、安全组需要开启远程 UDP 8211 端口

点击阿里云 ecs，点击安全组，入方向，手动添加



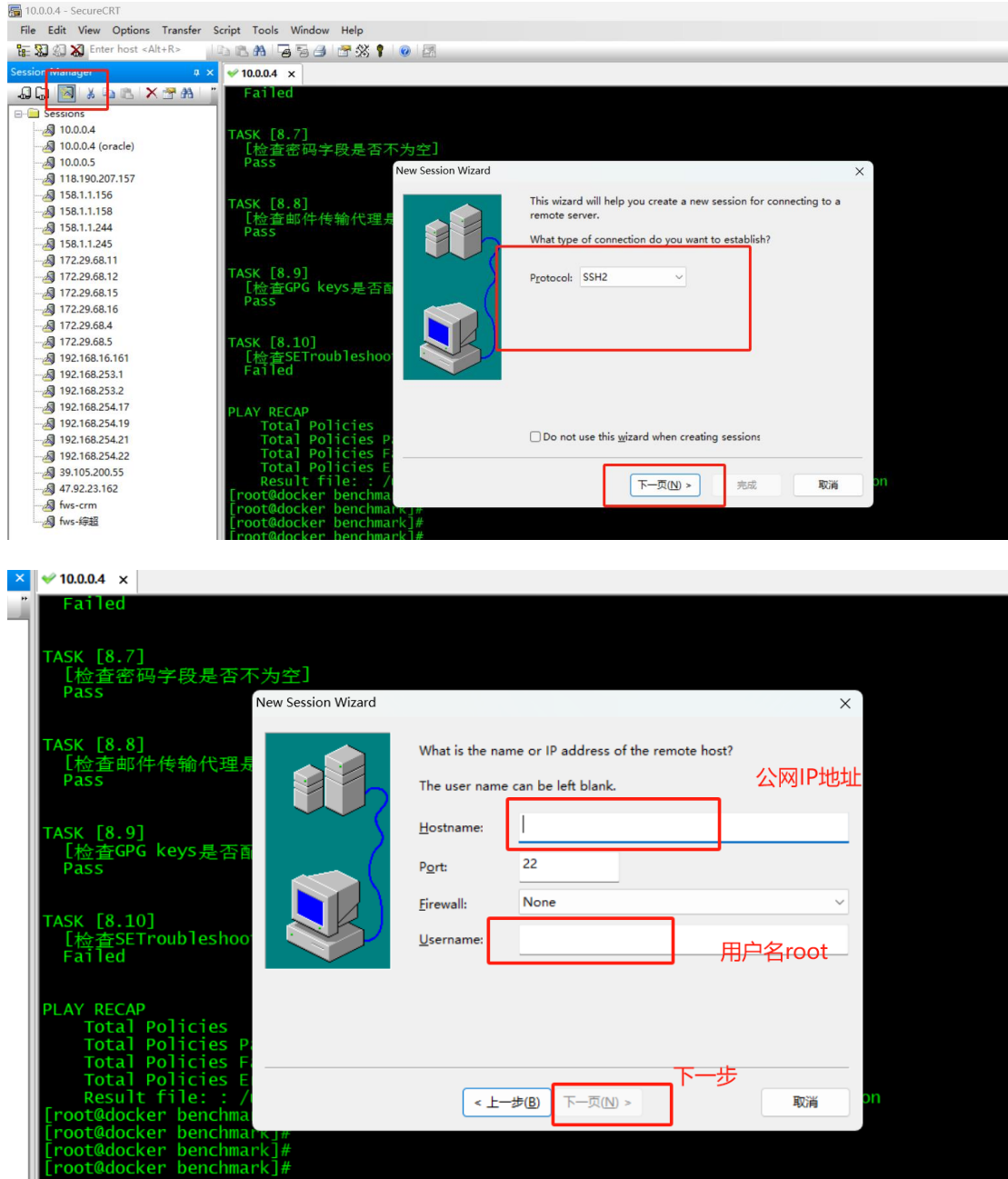
允许 UDP、端口 8211、允许所有 IPv4, 保存即可。



3、登录操作系统

使用 (Crt、putty、xshell 等远程工具进行链接)。

选择 ssh 协议、输入公网地址以及账户名密码，进行远程链接。



双击链接即可

查看游戏服务进程

ps -ef | grep PalServer

```
root@hsp1 ~]#
root@hsp1 ~]# ps -ef | grep PalServer
team      745      1    0 10:31 ?        00:00:00 /bin/sh /home/steam/Steam/steamapps/common/PalServer/PalServer.sh &
team      801      745  29 10:31 ?        00:18:29 /home/steam/Steam/steamapps/common/PalServer/Pal/Binaries/Linux/PalServe
~Linux-Test Pal &
root      3001    2091  0 11:35 pts/0    00:00:00 grep --color=auto PalServer
root@hsp1 ~]#
```

netstat -nalup

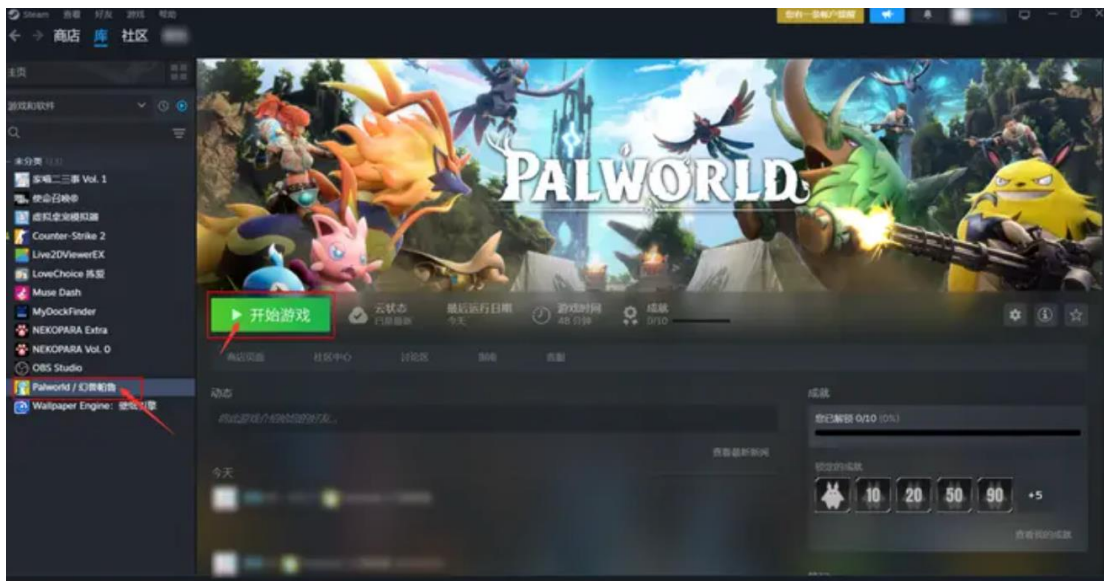
```
[root@hsp1 ~]# netstat -nalup
Active Internet connections (servers and established)
Proto Recv-Q Send-Q Local Address           Foreign Address         State       PID/Program name
udp    0      0 0.0.0.0:8211           0.0.0.0:*                *          801/PalServer-Linux
udp    0      0 192.168.122.1:53      0.0.0.0:*                *          1439/dnsmasq
udp    0      0 0.0.0.0:67            0.0.0.0:*                *          1439/dnsmasq
udp    0      0 10.0.2.15:68          10.0.2.2:67            ESTABLISHED 733/NetworkManager
udp    0      0 0.0.0.0:111           0.0.0.0:*                *          1/systemd
udp    0      0 0.0.0.0:45240         0.0.0.0:*                *          746/avahi-daemon: r
udp    0      0 127.0.0.1:323         0.0.0.0:*                *          760/chronyd
udp    0      0 0.0.0.0:5353          0.0.0.0:*                *          746/avahi-daemon: r
udp    0      0 0.0.0.0:27015         0.0.0.0:*                *          801/PalServer-Linux
udp6   0      0 :::111                 :::*                    *          1/systemd
udp6   0      0 :::1:323               :::*                    *          760/chronyd
udp6   0      0 :::5353                :::*                    *          746/avahi-daemon: r
udp6   0      0 :::34940               :::*                    *          746/avahi-daemon: r
[root@hsp1 ~]#
```

4、幻兽帕鲁游戏简单操作

打开 Steam 客户端，并登录您的 Steam 账号。



在“库”中找到幻兽帕鲁 (Palworld)，并开始游戏



在游戏菜单选择“加入多人游戏（专用服务器）”



输入您已部署帕鲁游戏的 服务器 IP 地址:8211 即可畅快开玩。



5、幻兽帕鲁服务器配置

启动脚本如下

```
/bin/sh /home/steam/Steam/steamapps/common/PalServer/PalServer.sh
```

&

```
[root@hsp1 ~]# ps -ef | grep PalServer
steam      745      1   0 10:31 ?        00:00:00 /bin/sh /home/steam/Steam/steamapps/common/PalServer/PalServer.sh &
steam      801      745  17 10:31 ?        00:39:50 /home/steam/Steam/steamapps/common/PalServer/Pal/Binaries/Linux/PalServe
r-Linux-Test Pal &
root       4722    2091  0 14:18 pts/0    00:00:00 grep --color=auto PalServer
[root@hsp1 ~]#
```

启动服务

systemctl start steam

```
[root@hsp1 ~]# systemctl status steam
● steam.service - My Custom Startup Script
   Loaded: loaded (/etc/systemd/system/steam.service; enabled; vendor preset: disabled)
   Active: active (running) since Fri 2024-08-16 18:31:38 CST; 4h 13min left
     Main PID: 745 (PalServer.sh)
        Tasks: 36 (limit: 49236)
       Memory: 1.4G
      CGroup: /system.slice/steam.service
              └─745 /bin/sh /home/steam/Steam/steamapps/common/PalServer/PalServer.sh &
                └─801 /home/steam/Steam/steamapps/common/PalServer/Pal/Binaries/Linux/PalServer-Linux-Test Pal &

8月 16 10:32:00 hsp1 nohup[801]: decompress to graphics memory quickly?" in the Oodle FAQ.
8月 16 10:32:00 hsp1 nohup[801]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
8月 16 10:32:00 hsp1 nohup[801]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
8月 16 10:32:00 hsp1 nohup[801]: or write-combined memory! This is extremely slow. See "How do I
8月 16 10:32:00 hsp1 nohup[801]: decompress to graphics memory quickly?" in the Oodle FAQ.
8月 16 10:32:00 hsp1 nohup[801]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
8月 16 10:32:00 hsp1 nohup[801]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
8月 16 10:32:00 hsp1 nohup[801]: or write-combined memory! This is extremely slow. See "How do I
8月 16 10:32:00 hsp1 nohup[801]: decompress to graphics memory quickly?" in the Oodle FAQ.
8月 16 10:32:00 hsp1 nohup[801]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
[root@hsp1 ~]#
```

查询服务运行状态

systemctl status steam

```
[root@hsp1 ~]# systemctl status steam
● steam.service - My Custom Startup Script
   Loaded: loaded (/etc/systemd/system/steam.service; enabled; vendor preset: disabled)
   Active: active (running) since Fri 2024-08-16 18:31:38 CST; 4h 13min left
     Main PID: 745 (PalServer.sh)
        Tasks: 36 (limit: 49236)
       Memory: 1.4G
      CGroup: /system.slice/steam.service
              └─745 /bin/sh /home/steam/Steam/steamapps/common/PalServer/PalServer.sh &
                └─801 /home/steam/Steam/steamapps/common/PalServer/Pal/Binaries/Linux/PalServer-Linux-Test Pal &

8月 16 10:32:00 hsp1 nohup[801]: decompress to graphics memory quickly?" in the Oodle FAQ.
8月 16 10:32:00 hsp1 nohup[801]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
8月 16 10:32:00 hsp1 nohup[801]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
8月 16 10:32:00 hsp1 nohup[801]: or write-combined memory! This is extremely slow. See "How do I
8月 16 10:32:00 hsp1 nohup[801]: decompress to graphics memory quickly?" in the Oodle FAQ.
8月 16 10:32:00 hsp1 nohup[801]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
8月 16 10:32:00 hsp1 nohup[801]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
8月 16 10:32:00 hsp1 nohup[801]: or write-combined memory! This is extremely slow. See "How do I
8月 16 10:32:00 hsp1 nohup[801]: decompress to graphics memory quickly?" in the Oodle FAQ.
8月 16 10:32:00 hsp1 nohup[801]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
[root@hsp1 ~]#
```

关闭游戏服务

systemctl stop steam

```
[root@hsp1 ~]# systemctl status steam
● steam.service - My Custom Startup Script
   Loaded: loaded (/etc/systemd/system/steam.service; enabled; vendor preset: disabled)
   Active: active (running) since Fri 2024-08-16 18:31:38 CST; 4h 13min left
     Main PID: 745 (PalServer.sh)
        Tasks: 36 (limit: 49236)
       Memory: 1.4G
      CGroup: /system.slice/steam.service
              └─745 /bin/sh /home/steam/Steam/steamapps/common/PalServer/PalServer.sh &
                └─801 /home/steam/Steam/steamapps/common/PalServer/Pal/Binaries/Linux/PalServer-Linux-Test Pal &

8月 16 10:32:00 hsp1 nohup[801]: decompress to graphics memory quickly?" in the Oodle FAQ.
8月 16 10:32:00 hsp1 nohup[801]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
8月 16 10:32:00 hsp1 nohup[801]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
8月 16 10:32:00 hsp1 nohup[801]: or write-combined memory! This is extremely slow. See "How do I
8月 16 10:32:00 hsp1 nohup[801]: decompress to graphics memory quickly?" in the Oodle FAQ.
8月 16 10:32:00 hsp1 nohup[801]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
8月 16 10:32:00 hsp1 nohup[801]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
8月 16 10:32:00 hsp1 nohup[801]: or write-combined memory! This is extremely slow. See "How do I
8月 16 10:32:00 hsp1 nohup[801]: decompress to graphics memory quickly?" in the Oodle FAQ.
8月 16 10:32:00 hsp1 nohup[801]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
[root@hsp1 ~]#
```

游戏服务安装位置/home/steam/Steam

```
[steam@hsp] Steam]$ pwd
/home/steam/Steam
[steam@hsp] Steam]$
[steam@hsp] Steam]$
[steam@hsp] Steam]$
[steam@hsp] Steam]$ ll
总用量 24
drwxrwxr-x 3 steam steam 65 2月 4 2024 appcache
drwxrwxr-x 2 steam steam 50 2月 4 2024 config
drwxrwxr-x 3 steam steam 23 2月 2 2024 cs_go
drwxrwxr-x 2 steam steam 4096 2月 4 2024 depotcache
drwxrwxr-x 2 steam steam 205 2月 4 2024 linux32
drwxrwxr-x 2 steam steam 51 2月 4 2024 linux64
drwxrwxr-x 2 steam steam 4096 2月 4 2024 logs
drwxrwxr-x 2 steam steam 4096 2月 4 2024 package
drwxrwxr-x 2 steam steam 4096 2月 2 2024 public
drwxrwxr-x 3 steam steam 21 2月 2 2024 siteserverui
drwxrwxr-x 5 steam steam 136 2月 4 2024 steamapps
-rwxrwxr-x 1 steam steam 1212 2月 4 2024 steamcmd
-rwxrwxr-x 1 steam steam 1212 10月 7 2021 steamcmd.sh
drwxrwxr-x 3 steam steam 23 2月 2 2024 userdata
```

游戏服务运行日志

```
cd /home/steam/Steam/logs
```

```
tail -f connection_log.txt
```

```
steam@hsp] logs]$
steam@hsp] logs]$ tail -f connection_log.txt
2024-08-16 18:19:11] Client version: no bootstrapper found
2024-08-16 18:19:11] Connectivity test: Starting test, fetching 'http://test.steampowered.com/204'
2024-08-16 18:19:12] Connectivity test: OK!
2024-08-16 18:19:12] Connectivity test: result=Connected (since 0.0s ago), prev=Unknown, in progress=0

2024-08-16 18:31:42] Client version: no bootstrapper found
2024-08-16 18:31:42] Connectivity test: Starting test, fetching 'http://test.steampowered.com/204'
2024-08-16 18:31:42] Connectivity test: OK!
2024-08-16 18:31:42] Connectivity test: result=Connected (since 0.0s ago), prev=Unknown, in progress=0
```

服务监听端口 8211

```
netstat -nalup
```

```
[root@hsp] ~]# netstat -nalup
Active Internet connections (servers and established)
Proto Recv-Q Send-Q Local Address          Foreign Address        State                   PID/Program name
udp        0      0 0.0.0.0:8211           0.0.0.0:*                LISTEN                  801/PalServer-Linux
udp        0      0 0.0.0.0:8211           0.0.0.0:*                LISTEN                  801/PalServer-Linux
udp        0      0 192.168.122.1:53      0.0.0.0:*                LISTEN                  1439/dnsmasq
udp        0      0 0.0.0.0:67            0.0.0.0:*                LISTEN                  1439/dnsmasq
udp        0      0 10.0.2.15:68          10.0.2.2:67            ESTABLISHED            733/NetworkManager
udp        0      0 0.0.0.0:111           0.0.0.0:*                LISTEN                  1/systemd
udp        0      0 0.0.0.0:45240         0.0.0.0:*                LISTEN                  746/avahi-daemon: r
udp        0      0 127.0.0.1:323         0.0.0.0:*                LISTEN                  760/chronyd
udp        0      0 0.0.0.0:5353          0.0.0.0:*                LISTEN                  746/avahi-daemon: r
udp        0      0 0.0.0.0:27015         0.0.0.0:*                LISTEN                  801/PalServer-Linux
udp6       0      0 :::111                :::*                    LISTEN                  1/systemd
udp6       0      0 :::1:323               :::*                    LISTEN                  760/chronyd
udp6       0      0 :::5353                 :::*                    LISTEN                  746/avahi-daemon: r
udp6       0      0 :::34940                :::*                    LISTEN                  746/avahi-daemon: r
[root@hsp] ~]#
```

6、常规错误如何排查

首先重启一下程序服务 `systemctl restart steam`

重启完成之后是否恢复正常。

```
[root@hsp] ~]# systemctl restart steam
[root@hsp] ~]#
[root@hsp] ~]#
[root@hsp] ~]#
[root@hsp] ~]# systemctl status steam
● steam.service - My Custom Startup Script
   Loaded: loaded (/etc/systemd/system/steam.service; enabled; vendor preset: disabled)
   Active: active (running) since Fri 2024-08-16 14:28:15 CST; 5s ago
     Main PID: 4947 (PalServer.sh)
        Tasks: 36 (limit: 49236)
       Memory: 1.1G
      CGroup: /system.slice/steam.service
              └─4947 /bin/sh /home/steam/Steam/steamapps/common/PalServer/PalServer.sh &
                 └─4954 /home/steam/Steam/steamapps/common/PalServer/Pal/Binaries/Linux/PalServer-Linux-Test Pal &

8月 16 14:28:19 hsp1 nohup[4954]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
8月 16 14:28:19 hsp1 nohup[4954]: or write-combined memory! This is extremely slow. See "How do I
8月 16 14:28:19 hsp1 nohup[4954]: decompress to graphics memory quickly?" in the Oodle FAQ.
8月 16 14:28:19 hsp1 nohup[4954]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
8月 16 14:28:19 hsp1 nohup[4954]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
8月 16 14:28:19 hsp1 nohup[4954]: or write-combined memory! This is extremely slow. See "How do I
8月 16 14:28:19 hsp1 nohup[4954]: decompress to graphics memory quickly?" in the Oodle FAQ.
8月 16 14:28:19 hsp1 nohup[4954]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
8月 16 14:28:19 hsp1 nohup[4954]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
8月 16 14:28:19 hsp1 nohup[4954]: or write-combined memory! This is extremely slow. See "How do I
```

然后查看运行日志，是否有明显错误信息。

```
cd /home/steam/Steam/logs
```

```
tail -f connection_log.txt
```

```
steam@hsp1 logs]$
steam@hsp1 logs]$ tail -f connection_log.txt
2024-08-16 18:19:11] Client version: no bootstrapper found
2024-08-16 18:19:11] Connectivity test: Starting test, fetching 'http://test.steampowered.com/204'
2024-08-16 18:19:12] Connectivity test: OK!
2024-08-16 18:19:12] Connectivity test: result=Connected (since 0.0s ago), prev=Unknown, in progress=0

2024-08-16 18:31:42] Client version: no bootstrapper found
2024-08-16 18:31:42] Connectivity test: Starting test, fetching 'http://test.steampowered.com/204'
2024-08-16 18:31:42] Connectivity test: OK!
2024-08-16 18:31:42] Connectivity test: result=Connected (since 0.0s ago), prev=Unknown, in progress=0
```

再次查看操作系统日志，是否有严重问题

```
tail -f /var/log/messages
```

```
[root@hsp1 ~]# tail -f /var/log/messages
Aug 16 14:28:19 hsp1 nohup[4954]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
Aug 16 14:28:19 hsp1 nohup[4954]: or write-combined memory! This is extremely slow. See "How do I
Aug 16 14:28:19 hsp1 nohup[4954]: decompress to graphics memory quickly?" in the Oodle FAQ.
Aug 16 14:28:19 hsp1 nohup[4954]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
Aug 16 14:28:19 hsp1 nohup[4954]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
Aug 16 14:28:19 hsp1 nohup[4954]: or write-combined memory! This is extremely slow. See "How do I
Aug 16 14:28:19 hsp1 nohup[4954]: decompress to graphics memory quickly?" in the Oodle FAQ.
Aug 16 14:28:19 hsp1 nohup[4954]: (Usage warnings can be disabled via Oodle_SetUsageWarnings.)
Aug 16 14:28:19 hsp1 nohup[4954]: OODLE USAGE WARNING : Destination buffer appears to be in uncached
Aug 16 14:28:19 hsp1 nohup[4954]: or write-combined memory! This is extremely slow. See "How do I
```

三、技术支持

1、售后服务

- (1) 您可以第一时间在阿里云市场联系售后获取服务。
- (2) 服务时间：09:00-18:00（紧急情况请打电话）
- (3) 服务热线：18091296777、4009030002 转 15953

(4) 服务邮箱: 22958288@qq.com

2、服务范围

远程支持: 如果您在使用过程中遇到技术操作问题, 请及时联系客服, 我们的工程师可远程协助您完成操作。

定制服务: 本公司支持一对一定制服务, 如您的业务环境有特殊需求, 请与客服联系。

付费服务: 本公司可提供镜像部署、故障处理、安全运维代维等一站式托管服务, 全面涵盖服务器环境配置, 网站程序调试, 数据库配置更改, 数据库权限、账户, 系统安全加固, 故障排查, 系统调优, 数据库优化等范围。如您有相关需求, 请咨询客服。