

# Reborn Windows & Linux Installation Guides

## Overview

The following page will guide you through getting the Reborn Patch on your MOHAA Server.

Please note this is basic first steps after which you should read the individual instructions for each feature.

## Windows Installation

There are some basic rules that should be followed during installation:

- **MAKE A BACKUP OF YOU ORIGINAL FILES BEFORE INSTALLING THE PATCH**
  - mohaa\_server.exe
  - gamex86.dll

## Quick Guide

1. Rename your original **gamex86.dll** to **gamex86mohaa.dll**
2. Paste patch **gamex86.dll** to \main\
3. Paste all the **.cfg** and **.ini** files to \main\
4. Run the server

## Detailed Guide

1. Download latest Windows patch version from Main Site download section <http://www.x-null.net/>
2. Unzip the download using Winzip/Winrar/7zip or any other archives manager that supports .zip files (certain Windows versions also offer unzipping packed archives)
3. **Make a backup of your existing server.** There are only a couple of files changed by the patch, but if you are not familiar with all the files and folders on your server it can become confusing if you wished to remove all the patch files.
4. Shut down your MOHAA server via your host in the normal way. **If your host has an auto restart feature ensure your server does not restart after you have stopped it.**
5. Now, on your hosted MOHAA server the following file **gamex86.dll** must be renamed to **gamex86mohaa.dll** - the file will be located in your MOHAA main folder - example of this folder path would be *</i>MOHAA/main</i> this may differ depending on what host you are on. Some host's may provide a HTTP file manager where you can rename the file or use FTP.*

6. After you have renamed original file, go back to unzipped archive, **copy gamex86.dll** file and paste it into your **server's /main/** folder.
7. Do the same with all files which have following extensions: **.cfg, .ini**
8. You are done with installing the patch, it should run without crashing. If it crashes, or doesn't start at all, you probably made a mistake during installation process, restore your back-up copy and repeat the installations steps, this time with more caution.

**Please Note: It is important that you keep the original files and just rename them, else the server will not work.**

## Linux Installation

There are some basic rules that should be followed during installation:

- **MAKE A BACKUP OF YOU ORIGINAL FILES BEFORE INSTALLING THE PATCH**
  - mohaa\_lnxded
  - fgameded.so

### Quick Guide

1. Rename your original **fgameded.so** to **fgamededmohaa.so**
2. Paste patch fgameded.so to game base folder. **Important:** This has to be server base folder, **not /main/** folder.
3. Paste all the **.cfg** and **.ini** files to game base folder.
4. Run the server

**Please Note: It is important that you keep the original files and just rename them, else the server will not work.**

### Detailed Guide

1. Download latest Linux patch version from Main Site download section <http://www.x-null.net/>
2. Unzip the download using Winzip/Winrar/7zip or any other archives manager that supports .zip files (certain Windows versions also offer unzipping packed archives). You can also unzip the archive under Linux, using command **unzip** in shell ([more](#))
3. **Make a backup of your existing server.** There are only a couple of files changed by the patch, but if you are not familiar with all the files and folders on your server it can become confusing if you wished to remove all the patch files.
4. Shut down your MOHAA server via your host in the normal way. **If your host has an auto restart feature ensure your server does not restart after you have stopped it.**

5. Now, on your hosted MOHAA server the following file **fgameded.so** must be renamed to **fgamededmohaa.so** - the file will be located in your MOHAA base folder - example of this folder path would be */MOHAA/* this may differ depending on what host you are on. Some host's may provide a HTTP file manager where you can rename the file or use FTP.
6. After you have renamed original file, go back to unzipped archive, **copy fgameded.so** file and paste it into your **server's /MOHAA/** base folder.
7. Do the same with all files which have following extensions: **.cfg, .ini**
8. You are done with installing the patch, it should run without crashing. If it crashes, or doesn't start at all, you probably made a mistake during installation process, restore your back-up copy and repeat the installations steps, this time with more caution.

**Please Note: It is important that you keep the original files and just rename them, else the server will not work.**

## **Additional information**

If your server crashes, it can be caused by incompatible MoH:AA binary files versions. You may want to replace them with binaries that are known to be working with the patch. You can find them under this link: [Binaries Zip Package](#)