How to Update the Login/File Server

By: l3j

Software Required

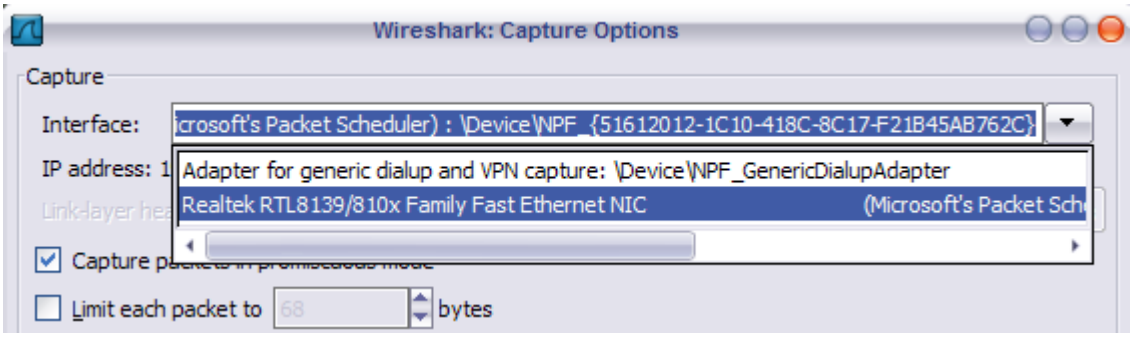
- Guild Wars
- Wireshark
- GWLP Login Server
- Hex Editor (Optional)
- GWLP File Server (Optional)

Login Server Procedure

1. Start Wireshark

2. Select *Capture->Options* from the main menu bar.

3. For the *Interface:* select your NIC



4. Uncheck *Capture packets in promiscuous mode*

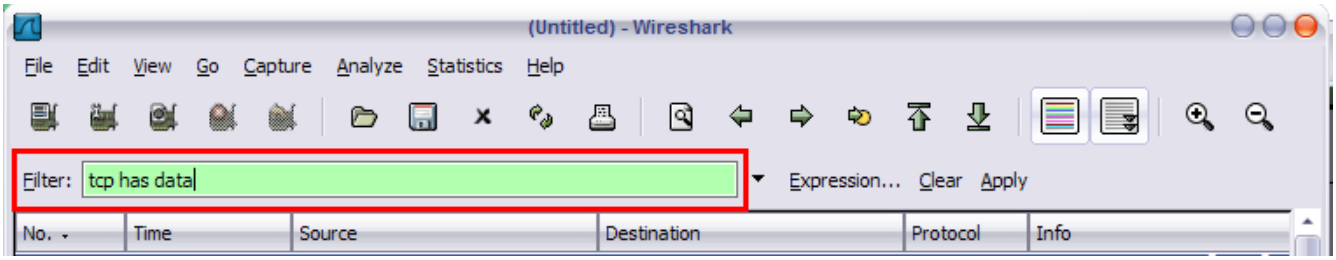
5. Click the *Start* button.

6. Start Guild Wars.

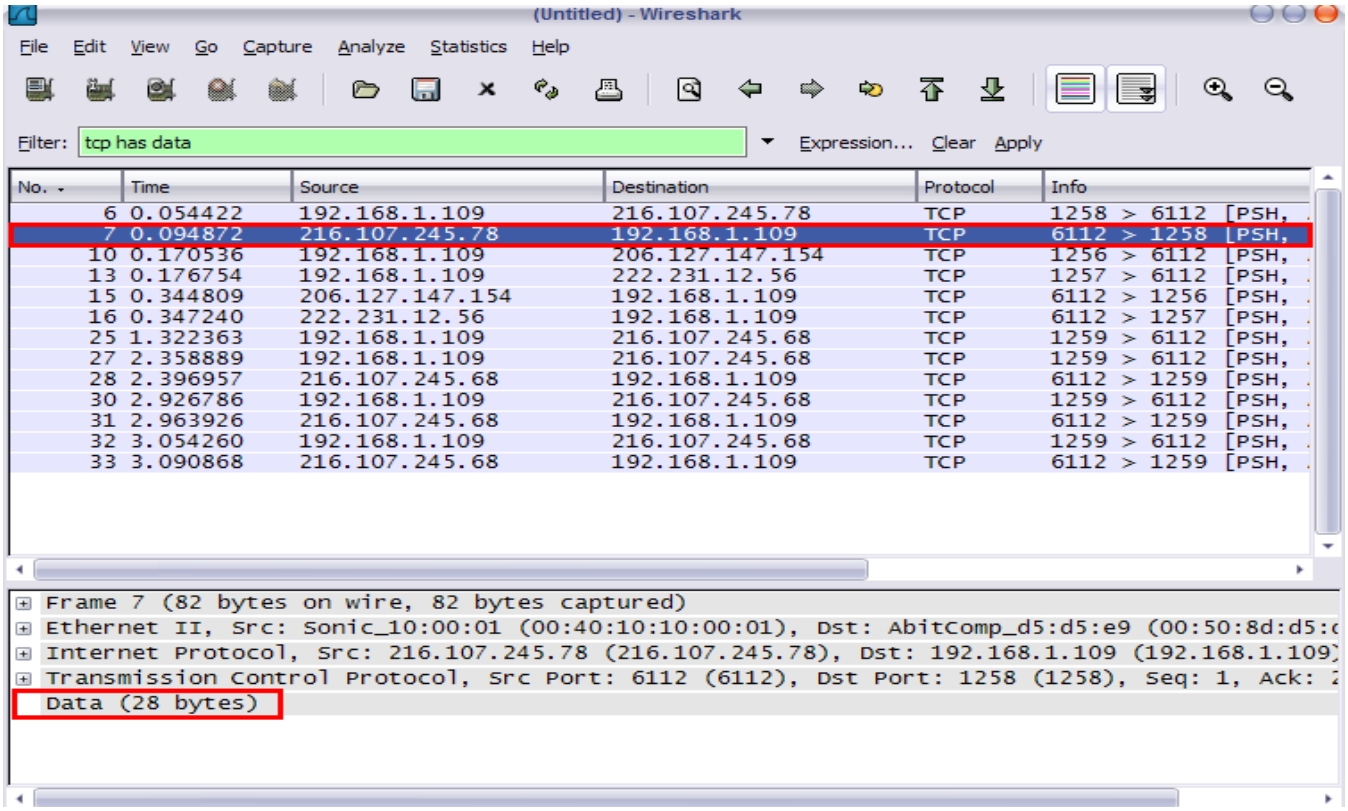
7. Close Guild Wars when you get to the login screen.

8. Select *Capture->Stop* from the main menu bar.

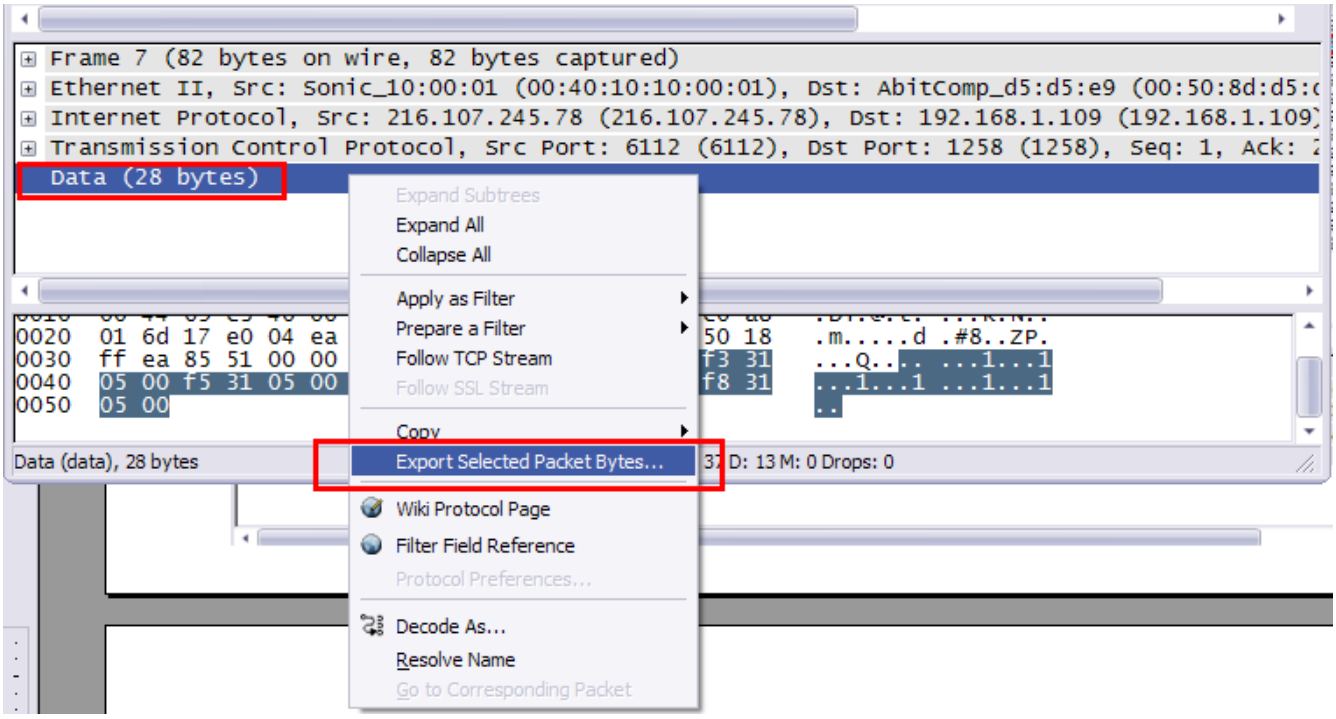
9. In the *Filter:* field add the following minus the quotation marks: “tcp has data” and hit enter or return.



Check each packet's size in the list for the packet that is twenty-four or twenty-eight bytes in size.



Right-click the *Data* row and select *Export Selected Packet Bytes...*



Save the data over the *NoUpdateAvailable* file found in the Login Server *Data/Packets* directory.

File Server Procedure

(Taken from the file server readme file.)

The following will guide you in setting up a server that can upgrade clients to the live version of Guild Wars. This is merely a set up to get you started messing around.

1. Install the server software

2. Obtain a fully -image 'ed *gw.dat* file and store it somewhere accessible. Store the associated *gw.exe* as well.

3. Open the *FsConfig.ini* file in */Config*

4. Change "*IPAddress*" to the address you want to run the server on. OR set "*AutomaticIP*" to true.

5. Set "*ArchivePath*" to either a relative or full path to the stored *gw.dat*

6. Set "*UseArenaNet*" to true, leave all other options at their default, and save and close.

Now you need to use a network sniffer or similar packet capturing program such as Wireshark or WPE to capture the first packet sent from the official file server. The packet you want is twenty-four [or twenty-eight] bytes in size. It contains the unique file id's we need ("file hash" is what we refer to it as). [This packet is the same as the one capture by following the steps for the login server above.]

Ex.

F102 1800 601F 0500 DB1F 0500 DF1F 0500
E01F 0500 E11F 0500

We don't care about the first four bytes. So...

601F 0500 DB1F 0500 DF1F 0500
E01F 0500 E11F 0500

Then join each two byte pair. 1st joins the second. 3rd joins the 4th...

601F0500 DB1F0500 DF1F0500
E01F0500 E11F0500

These are example hex values and are going to be used for the build version configuration. You should have a list as follows, minus the descriptions. You need to prefix each number with "0x" as I have done below.

0x601F0500 - unknown
0xDB1F0500 - This is the dependency file hash
0xDF1F0500 - This is the executable file hash
0xE01F0500 - unknown
0xE11F0500 - unknown

7. Open "*BuildVersion.ini*" and change the values as follows. "*Unknown1*" should be set to the first number in the above list you made. "*DepFileHash*" is the second so set it to the second number and so on. Save and close the file.

8. Copy your stored gw.exe to the /Files directory.

9. Open "*FileList.ini*"

Each entry in this file should following the syntax:

<File hash> <Filename> <File decompressed size, 0 if the file is NOT compressed>

Continuing with the example we need to add the executable file hash. So we add the line that follows, minus the quotation marks. Note: Any file entries in this file override both archive and ArenaNet backends.

"0xDF1F0500 gw.exe 0"

10. Add your file entry line to "*FileList.ini*" similar to the example above.

11. Start "*FileServer.exe*"

If all is well you shouldn't see any errors or anything strange. Now that the server is ready for

connections we need to redirect the Guild Wars client to our file server. To do this we need to edit the HOSTS file.

1. Open your "hosts" file. It can be found within your Windows installation. It is usually in,

C:\WINDOWS\system32\drivers\etc

2. Figure out the IP of the server. If you set automaticIP look in the server window for the "Server: <Ip Address>" text. It should say what IP address the server is listening on. You need to substitute "<ip>" for your server IP address in the text that follows.

<ip> file1.arenanetworks.com
<ip> file2.arenanetworks.com
<ip> file3.arenanetworks.com
<ip> file4.arenanetworks.com
<ip> file5.arenanetworks.com
<ip> file6.arenanetworks.com
<ip> file7.arenanetworks.com
<ip> file8.arenanetworks.com
<ip> file9.arenanetworks.com
<ip> file10.arenanetworks.com
<ip> file11.arenanetworks.com
<ip> file12.arenanetworks.com
<ip> file13.arenanetworks.com
<ip> file14.arenanetworks.com
<ip> file15.arenanetworks.com
<ip> file16.arenanetworks.com

Example: If I'm running a server on 127.0.0.1 I need to add the following on a new line of the hosts file.

127.0.0.1 file1.arenanetworks.com
127.0.0.1 file2.arenanetworks.com
127.0.0.1 file3.arenanetworks.com
127.0.0.1 file4.arenanetworks.com
127.0.0.1 file5.arenanetworks.com
127.0.0.1 file6.arenanetworks.com
127.0.0.1 file7.arenanetworks.com
127.0.0.1 file8.arenanetworks.com
127.0.0.1 file9.arenanetworks.com
127.0.0.1 file10.arenanetworks.com
127.0.0.1 file11.arenanetworks.com
127.0.0.1 file12.arenanetworks.com
127.0.0.1 file13.arenanetworks.com
127.0.0.1 file14.arenanetworks.com
127.0.0.1 file15.arenanetworks.com
127.0.0.1 file16.arenanetworks.com

3. Add this to your hosts file and save it.

4. Start Guild Wars. If you are running the right version it should say Connecting and then 100% The game will proceed to the login screen. Congratulations, you now have a working file server. Try deleting your Guild Wars installation's gw.dat (NOT the gw.dat you are using the server.) and running Guild Wars. It should connect and start downloading.

Note: To connect to the official files servers again, remove the lines added to your hosts file.