Hosting

Hosting a Brick Hill set is a main way to show off your build or scripting capabilities to other players. Nowadays, with the shutdown Brick Hill site API (which was used to make an access to player information[1]), you can host a set locally[2].

Node Hill hosting

So, you have made a set on some unofficial Workshop executable (BrickBuilder[3], for example), but you don't have Node Hill installed. Refer to https://brickhill.gitlab.io/open-source/node-hill/.

But, if you have Node Hill fully configured but you wanna host a set locally, you must change the `local` option to `true` in `start.js` script of your root Node Hill folder and only then you can type `node .\start.js` in terminal[4].

Pre-Node Hill Hosting

As it is stated in notes, >October 2017 Host executables require patching just in order to make them work correctly (not as intended, though). Ditto with Pre-October 2017 Host executables (

🔧 Fix Me!

, requires information).

Notes:

[1]

Inventory, currently wearing, user ID, unique self-regenerating key, etc.

[2]

Does not work on non-patched >October 2017 Brick Hill Legacy Hosts (before Node Hill), due to host IP requirement for the `master_post` script.

[3]

https://tyjupiter.itch.io/brickbuilder

[4]

On Windows platforms, you can use `launch_server.bat` for starting a server.

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