

Bully Online

Release #1

updated December 12th, 2025

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Welcome

Welcome! In this guide I'll be clearing up some things about what "Bully Online" actually is, how to host your own instance, and how to connect to it as a player.

Disclaimers

Bully Online is provided without any re-distribution of Rockstar Games / Take-Two Interactive assets. It will never consist of models, code, or other major assets from anything not made by the *Bully Online Team*.

It provides no system to recognize donations and / or supporters, and does not provide any perks in exchange for real world currency as this would go against Rockstar's policies for "GTA RP", which is what Take-Two sees Bully Online as.

Lastly, it is worth noting that it does *not* circumvent any DRM. Playing Bully Online requires the game to boot normally, as its code is only added to the game after it successfully starts up. Anyone found to be using an illegal copy of the game will be banned on the "official" Bully Online instance ([swegta.com](https://www.swegta.com)), and it is strongly urged that owners of other instances do the same.

With all that said, Bully Online is created and managed by a small team that is in no way affiliated with or endorsed by Rockstar Games / Take-Two Interactive.



What is Bully Online?

“Bully Online” technically refers to the set of scripts (and other files) released alongside this PDF. Bully Online runs on “*derpy’s script server*” (DSS) and can be connected to using “*derpy’s script loader*” (DSL), usually with an external launcher.

Bully Online does *not* refer to the online capabilities of DSL / DSS as a whole. Those tools are able to provide anyone with a way to create their own servers and experiences, but Bully Online specifically consists of the scripts curated by the *Bully Online Team* to create the experience shown on SWEGTA’s youtube channel.

The “official” instance of Bully Online is hosted on **swegta.com** and can be connected to by simply typing **swegta.com** into the Bully Online launcher. Unofficial instances are hosted by other teams, and may vary from the official instance as the entire project is open source.

Will there be updates?

Yes! We plan to keep working on Bully Online and providing updates to the experience. Updates of the source code will usually be released every month at the least, but sometimes more often when major features are ready.

Make sure you stay updated if you plan on hosting your own instance!

Connecting to Bully Online

You can connect to Bully Online through a launcher, or through using command line options. The *Bully Online Team* provides the “*Bully Online Launcher*”, which is the suggested way to connect unless you have a reason not to.

The Bully Online Launcher can be downloaded from swegta.com and should be pretty self explanatory once you get it running. Have fun!

If you want to use command line options instead, you can use up to 3 options where the last 2 shown here are optional.

```
--joinServerASAP swegta.com --username user --password pass
```

You can change **swegta.com** to be any IP or host name, **user** to be the username you want to connect with, and **pass** to the password you want to use.

Hosting your own instance

First off, you'll need an actual server to run Bully Online on. If you don't really know what you're looking for, the suggested option is to get a cheap VPS from a service like [vultr](#). The exact ins and outs of how to run a VPS are outside the scope of this guide, so you may need to refer to other tutorials to get started.

Once you're comfy using your dedicated server / VPS, create a new folder. We'll call this your “**server folder**” from here on out.

Download the latest version of [derpy's script server](#) from the miscellaneous section in DSL's Nexus Mods page, as this is what Bully Online runs on. There are instructions included for how to run it on Windows and Ubuntu, other platforms are not officially tested / supported. Put the executable for your platform in your server folder, along with the **html** folder if you plan to support account sign-up.

Next, take the “**scripts**” folder from the Bully Online release you downloaded and put it in your server folder. It should be right alongside the DSS executable you moved earlier if you're setting things up the recommended way.

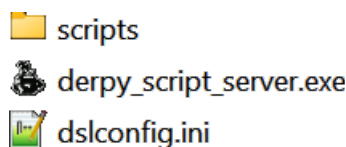
Run DSS to generate a **dslconfig.ini** file and edit it as needed. After that, there are only a few more things we need to do before running DSS again for real.

The default port for DSS (and hence Bully Online) is **17017**. You should allow TCP on this port in your server's firewall, and if relevant port forward it to your server. If you're using a VPS, you shouldn't need to port forward anything.

If you want to enable accounts for your Bully Online instance, you'll need a valid SSL certificate and a domain name attached to your server. These things are both outside the scope of this guide, but if you choose to do them you can enable them in your dslconfig.ini file before we continue. You should now also forward your signup port, and possibly edit the pages in DSS's **html** folder.

Now that your server is set up, you should be good to run DSS again. Bully Online should now start and you're good to play!

example structure for your server folder



The Bully Online Team

We are a small team of passionate modders who want nothing but to make the best online experience Bully modding has ever seen, and to continue working with the community to make bigger and better experiences going forward. Thank you for giving us the chance and enjoying our work. <3

Here's everyone that's contributed to the project, both in the past and present.

Community and Project Management

SWEGTA

Creative Direction, Design

SWEGTA

Snowy (/ derpy54320)

Server Programming / Scripting

Snowy (/ derpy54320)

meredith (/ rockstarfanatic)

Xx_Yubari_xX

Assistant Developers / Designers

MSTVD

StiffChris

User Interface Artists

bopenol

Play Testers

cop_fighter

nixkiez

sevn

Bully Online Launcher

Pixel

Version History

Release #1

The first public release. Many planned features are not yet completed, and some temp scripts still remain in place of properly implemented features.