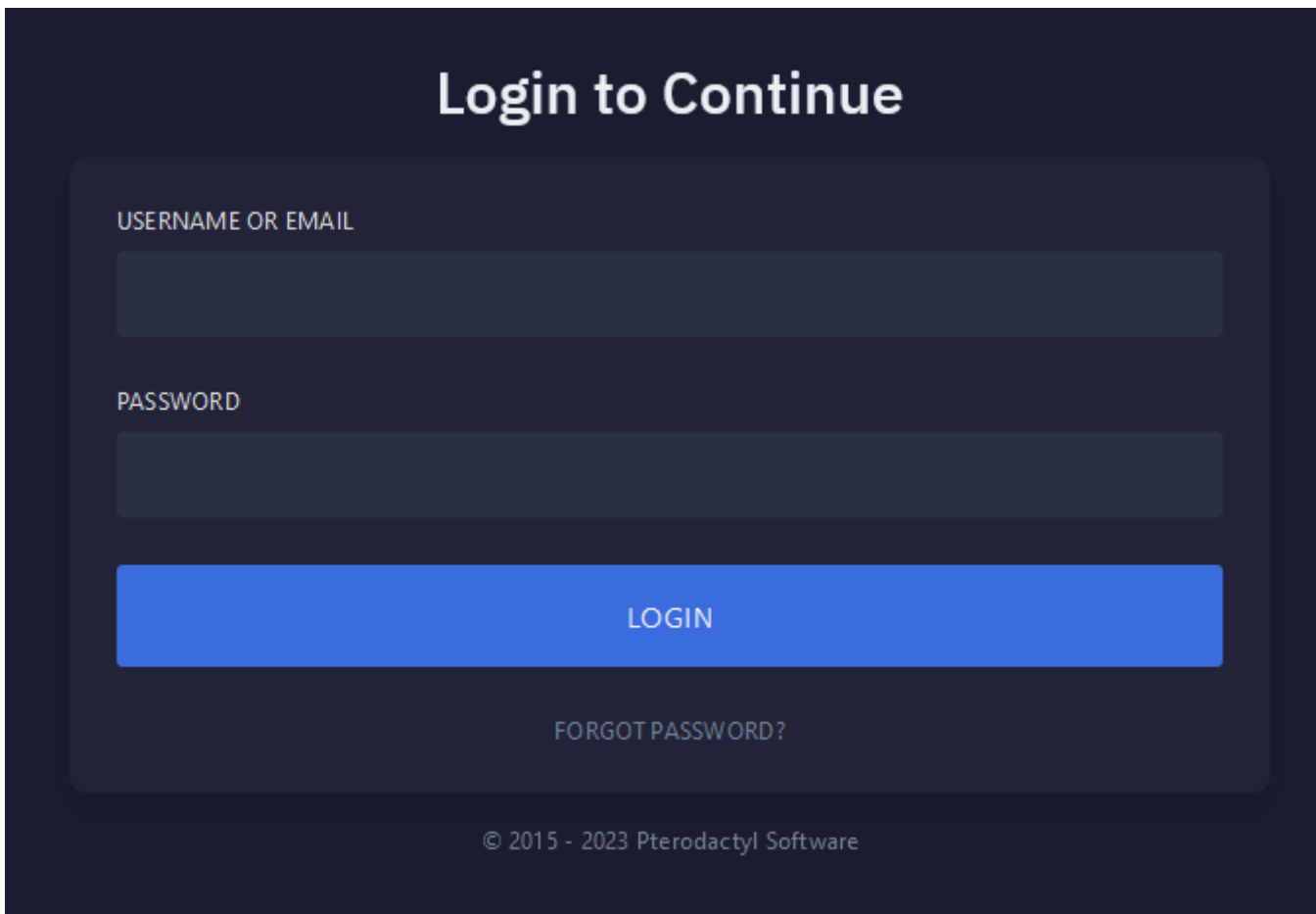


# How do I add/open a server port on Pterodactyl?

## Step 1

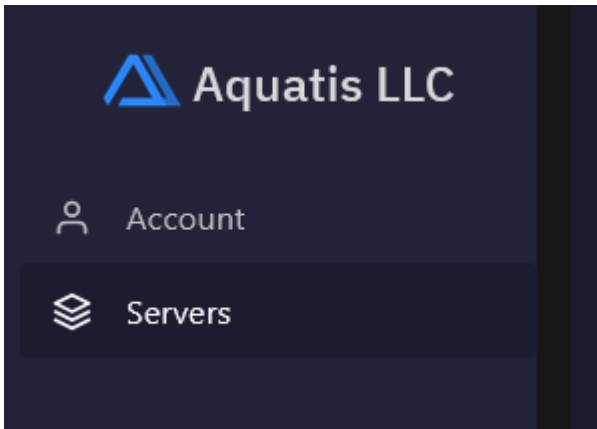
Navigate to [Pterodactyl](#) panel's login screen and **Login**.



The image shows a dark-themed login screen for Pterodactyl. At the top, the text "Login to Continue" is displayed in white. Below this, there are two input fields: "USERNAME OR EMAIL" and "PASSWORD", both with dark gray backgrounds. A prominent blue button labeled "LOGIN" is centered below the password field. Underneath the button, the text "FORGOT PASSWORD?" is visible in a smaller, lighter font. At the bottom of the screen, the copyright notice "© 2015 - 2023 Pterodactyl Software" is shown in a small, light gray font.

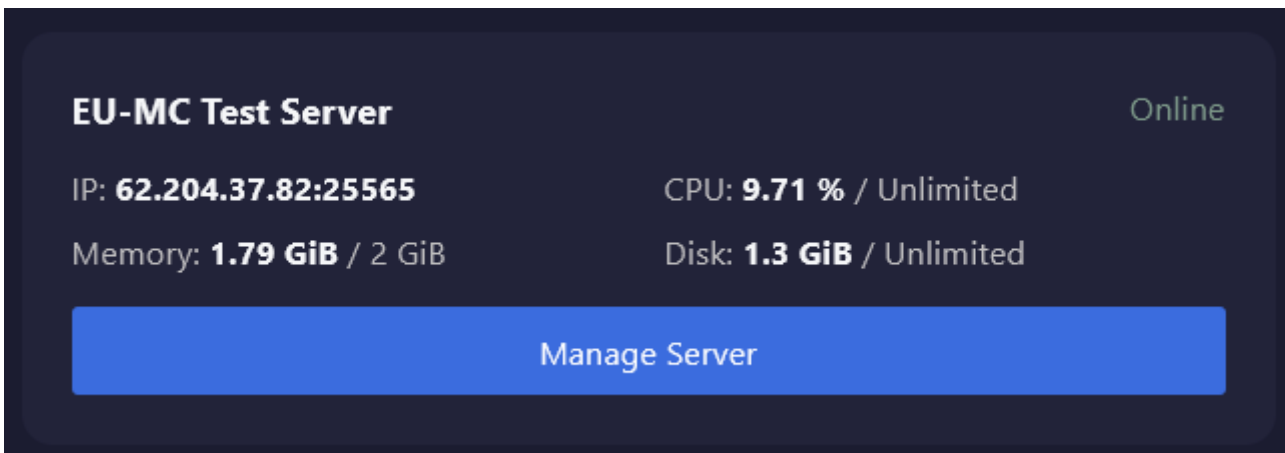
## Step 2

Navigate to the **Server** section on the left side navigation.



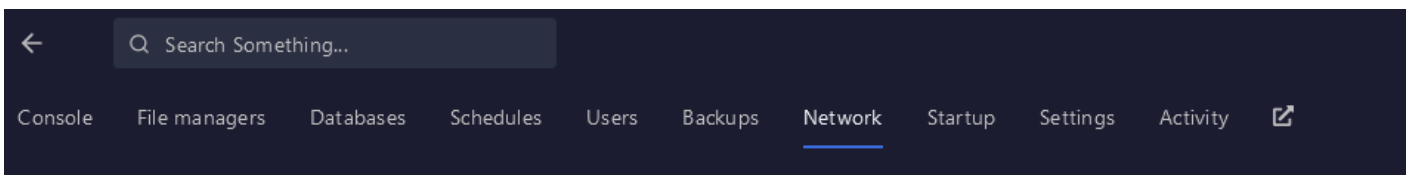
### Step 3

Navigate to the server you wish to manage, select the **Manage Server** button.



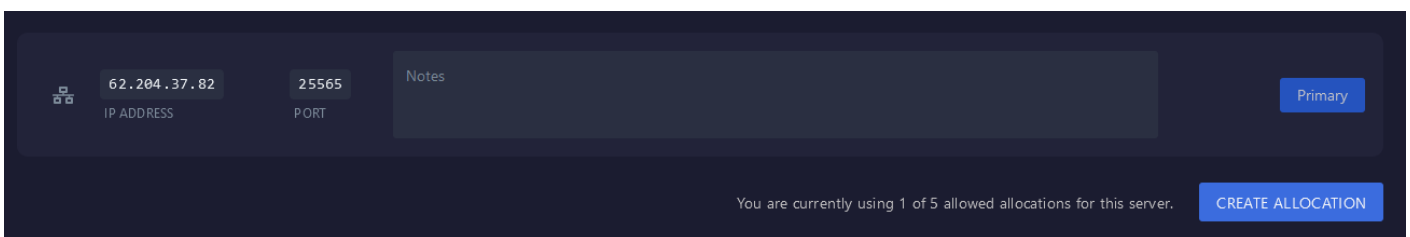
### Step 4

On the top navigation, select the **Network** text to manage the networking for your server.



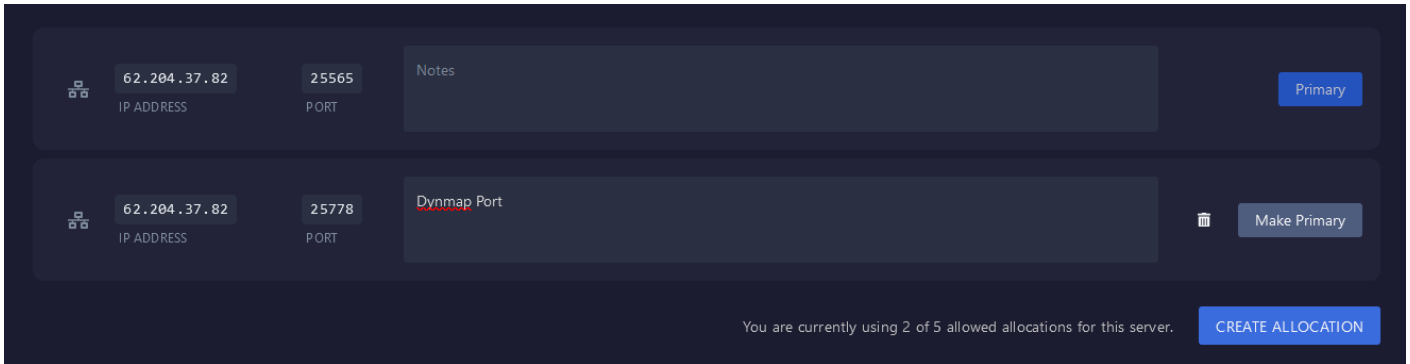
### Step 5

Select the **Create Allocation** button to create a new port allocation for your server.

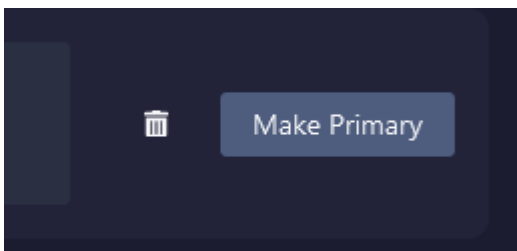


### Step 6

Type **Notes** into the notes box to create a reminder of what you are using that port for.



You are also able to delete the additional port, or make it the primary port for your server for players to connect with.



## Step 7

On the top navigation, select the **Console** text to navigate to the server console.



## Step 8

Restart the server with the stop then start button. Upon completion, the ports will be open.

You have completed reading this guide.

Revision #2

Created 28 April 2023 22:55:22 by Joseph K

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