Minecraft: How To Make & Play On A Private Server

It is no secret that Minecraft's appeal lies in the fact that users can play online with their friends. From user-generated content to seasonal events, there's no limit to the amount of fun to be had in Minecraft, though sometimes the experience is best enjoyed with a smaller group of people. Private servers are a great way for friends to play together in their digital homes without worrying about strangers or other factors affecting your enjoyment of Minecraft.

You'll need to ensure you have the most recent versions of Java and Minecraft installed before you can host your friends on your personal server. Click on the launcher to install the game and wait for it to update automatically. Java can be found here. Follow the prompts to confirm your agreement and continue. If nothing happens, Java is up-to date.

Next, create an folder on your desktop that allows you to quickly find the files that you are downloading. Go here and click on "minecraft_server.1.12.2.jar" to begin downloading the file. Make sure that you place it into the desktop folder you just created.

Once the JAR file exists, create a new text file within the folder. If you are unsure how to do this, click on "Home" in the folder window and then "New Item" under the "New" section. You should be able create your text document using the drop-down menu.

Go back to your website where you downloaded JAR files and copy the highlighted text. Copy the command and paste it in the new text file. Once this is all done and you've made sure that the red text is the only text appearing in the file, save the text file as a BAT file as you would on Word or PowerPoint (by clicking on "File" and then "Save As").

Your JAR file should now be accompanied by an image that has a few gears. Double-click your newly created BAT files to launch your Minecraft private server. Once the server has finished manifesting itself, you will see several files.

There should be a single text file named "eula" right now. Click on this link to open Notepad. By changing the text that reads "eula=false" into "eula=true", you can confirm that you have accepted the End User License Agreement. Then, save the document and close it. Double-click on your BAT file again to allow your server setup to resume and if prompted, click "Allow Access" to complete the process.

With all that out of the way, it's time to actually connect to your personal server and play! Open Minecraft as you normally would and click "Play." Click "Multiplayer," then click "Direct Connect" near to the bottom. A text field will open and allow you to type in "localhost." To open the server you are hosting, click "Join Server".

Of course, this would be a lot better with friends involved. MINECRAFT You must first ensure that port forwarding is enabled on the router or that an exception has been made in your firewall to invite them to your private servers. Open your router's page, and click on "Port Forwarding". You can create a new rule, such as "Minecraft", that you will remember. Make sure that your protocol is set to "TCP" and set up the entry and exit port as 25565. Save and reboot your router if needed.

Click here to get your public IP address. As anyone can access your game with this address, make sure you only give it to trusted people. To invite your friends to join your private server, send your IP information. If they aren't sure how to do that, have them click "Multiplayer," then "Direct Connect," then enter the IP address. You should be able to see them join you in-game very shortly after that.

That's it. You should only give your IP address to people you trust. Now, you can enjoy your private server with your friends. For more helpful guides, be sure to search for Twinfinite.