# How Can I Host My Very Own Minecraft Server?

This methodology is helpful in case you and your boyfriend are on the same community (ie. each computers are related to the web utilizing the same router). Open Minecraft, click on Singleplayer and enter the world you need shared. Press ESC and click on on Open to LAN, choose your required settings, and click Start LAN World. You will immediately see a message stating the following:

Native sport hosted on port 12345

Take note of the port quantity, shown here as example 12345 (Trace: If it is advisable see it again, press T and you will see it there in the chat historical past). As long as this world stays open and working, it will likely be out there for connection. If it's worthwhile to exit the world and/or close Minecraft, you might want to Open to LAN again subsequent time you play.

Open Minecraft on your boyfriend's laptop and click on Multiplayer. Minecraft should robotically detect and display a listing of open worlds in your native community. In case your world appears on this record, select it and click on Be a part of Server. It is best to now be playing in the identical world. Anyone else who's on the same community and wants to hitch simply must enter Multiplayer, and the world should appear of their lists as well.

If the world didn't appear on this listing, you'll be able to try connecting on to the host. Click on Direct Join and it'll ask you for a server handle. For this method, the handle should be written in two components:

[Native IP of host]:[host port quantity]

The port number we have already got, from above. The native IP might be discovered by using the host laptop to open this web page. It'll look one thing like this: 123.45.0.6. After getting these two numbers, kind them into the Server Handle box as such:

123.45.0.6:12345

and click Be part of Server. If this technique has labored, it's best to now be playing in the identical world. Once more, anyone else who's on the identical community and desires to hitch merely needs to type the above address into their Direct Join screen.

If none of this has labored in any respect, or someone needs to join your server from outdoors your local network, consider using Technique 2 listed beneath to arrange a standalone server.

Methodology 2: Standalone Server

This methodology is beneficial if you would like someone to be able to hook up with your server from wherever on this planet.

Begin by downloading minecraft_server.jar from the official minecraft website. Place it in an empty folder somewhere on your laptop and open it. It's going to generate a few information round itself, including one called eula.txt. Open this file and follow the directions inside to view Minecraft's End Person License Agreement, and finish by changing the line eula=false to eula=true and saving the file. Now when you open minecraft_server.jar you'll see the world being created, and when it's carried out, it's going to inform you so. As long as that program is open and working, your server will probably be accessible for connection.

Any pc on your LAN will have the ability to hook up with this server now. Simply open minecraft, login and head into multiplayer. Click Direct Connect and sort in the LAN handle (found here) of the pc where the server is operating (the "host"), and hit Be a part of Server. To attach utilizing a computer outside of the local network, use the host's exterior IP address instead (found right here). To connect with a server running by yourself laptop, simply use the IP 127.0.0.1.

Troubleshooting

- If clicking Be a part of Server does not undergo on the first attempt, give it a couple extra tries.
- Make sure you may have Java put in and configured in your computer. You possibly can download Java right here, and in case your server nonetheless would not open properly, Java configuration directions can be found here or here.
- Strive changing your firewall settings (XP, Vista/7). The applying you are adding is minecraft_server.jar, the port is 25565 (or port vary 25565-25565), and also you want this on each TCP and UDP protocols (you could have to add a rule for every).
- Strive port forwarding on your router. In case you have entry to your router, open your router configuration webpage (um, what?) I'm Bonnie And You Are and discover the Port Forwarding section (is likely to be listed below Applications and Gaming). Use the same ports and protocols as above.
- Attempt setting the server to offline mode. Close the server for a second. Go into the folder where Minecraft_Server.exe is sitting, and find the server.properties file (may simply seem as server). Open this with Notepad and change on-line-mode from true to false. Reserve it, close it, and start the server again.
- Try connecting the computers on to each other, through ethernet cable. This one will work as a last resort, and is useful for laptops or desktops which are pretty close together. If you're selecting up wireless internet or have a second ethernet port in your pc, you will not even should sacrifice your internet connection.
- Instead of connecting by placing in your LAN deal with in the server IP box, put in "localhost" (with out the quotes) in the server IP box and check out to attach.

- 3

Minecraft adds :25565 on the end by default. So long as you do not change the port, adding

it explicitly is redundant. - Keaanu
Apr 9, 2011 at 6:30

Technical be aware, if you are connecting 2 computers together immediately (with no hub change or router) you want a crossover cable slightly than a regular ethernet cable. - Kurley
Apr 9, 2011 at 8:15

- 5

Good troubleshooting part. +1 - Stu Pegg
Apr 9, 2011 at 8:Fifty eight

- 4

@Kurley Not essentially. Many fashionable community playing cards will detect a direct ethernet connection over a "straight" (non-crossover) cable and make the necessary pinout crossover internally. - SevenSidedDie
Sep 19, 2011 at 23:Fifty nine

- 1

Can you update this? The answer to this question (contemplating the entire thing, not just the title) is different and easier now that Minecraft can self-host a LAN session.