After The File Has Been Downloaded

You have to comply with these steps to carry out minecraft server setup.

Step 1: Set up Java

You need a java to run the minecraft server, click right here, download the java from the download option in Home windows Offline (sixty four Bit). After the file has been downloaded, open the file and perform the installation.

Step 2: Obtain the Minecraft server files

For servers with a Windows operating system, we need to get the server .jar file first to start out the Minecraft server setup.

You possibly can entry the server file type that you really want by utilizing the following hyperlinks.

- Vanilla
- Craftbukkit
- Spigot

After downloading your recordsdata, create an empty folder on the desktop and transfer the server file to the folder.

Change the identify of the server .jar file to tekveri.

Step 3: Set the server start code

java -Xms1024M -Xmx1024M -Dfile.encoding=UTF-eight -jar tekveri.jar -o true PAUSE

We will prepare the codes required to start out the server with the above code.

- -Xms1024M specifies teamextrememc minecraft server of the server. M for writing in MB and G for writing in GB.
- -Xmx1024M specifies the utmost ram setting of the server. M for writing in MB and G for writing in GB.

Create a new textual content document within the server folder. In the textual content document that you just created, kind the code we provided above. Then come to the file tab and click on on save as. Sort begin.bat to file identify.

Step 4: Settle for the EULA

We're opening our start file, we do not shut the console until we see Stopping server in the console that comes after us. Eula.txt, server.properties, created such as files after we close our console.

Opening our Eula.txt file. Change the eula= false line to eula = true and save the file.

Step 5: Set up the server settings

After saving the Eula.txt file, we're launching our server from our start file.

Ready till the "Done" message is written, and after this publish comes to the console of our server, cease and close.