

How To Setup A Simple Minecraft Server

Note: This guide shows you how to set up and configure a Minecraft Server. However, doing this requires changing your home networks configuration and is not recommended unless you know what you are doing. Minecraft Realms is a place where you can purchase a small server for your friends. If you are still interested in setting up your own private server but don't worry about it, we can't support home networks or privately created servers.

This guide will help you create a server that allows your friends to join and play together.

As a prerequisite you should make sure you have Java installed and up to date on the computer that will host the server so it can run .jar files. 1. Go to this website and download the `minecraft_server.1.XX.X.jar` file (The X's will be the current version number) 2. Once you have downloaded it, create a folder on your desktop where all your server files are kept. It can be named "Minecraft Server". 3. Drag the .jar file to the Minecraft Server folder.

4. While the file browser is open, open the command prompt in the start menu.

5. You can check if Java is installed in command prompt by typing without quotes `"java -version"`.

6. To start the server, change the directory to the place where the Minecraft Server folder is located and the .jar file.

7. The directory can be found in Windows by clicking on the browser directory link in the file browser. Copy the address to your clipboard.

8. Type without quotes `"cd"` hit space and then paste the address you just copied, then hit enter.- This should look like `"cd C:\Users\Admin\Desktop\Minecraft Server"`

9. After entering the directory manually, you can type the following into your command prompt.

10. After pressing Enter, you will receive an error message about the failed to load properties and failed eula.txt. Do not panic, as you will need to rerun the command after we have configured these files.

11. Open the "eula.txt" file you created with your text editor. This is where you will need change the eula=false setting to eula=true. Save.

12. You will also see a file called "server.properties". If it doesn't look like an editable text document, right-click it and click on "Open with", click "More applications" if Windows 10 is installed. Scroll down to select your text editor and notepad. If you don't want to have to do this again every time you open other.properties file, it is a good idea to keep the box saying "Always Use This App to Open.properties Files" in place.

13. Here you will be met with many settings so we will be focusing on the core ones to get your server running. You should pay attention to the query.port setting. It is the port that you will need for other inbound connections.

14. The gamemode setting will allow you set if you would like to play survival or creative. Type after the "=" to specify what you would like.

Spawn-protection is a restriction on the number of blocks that can be broken in the server's spawn. If you do not want them to break, you can change this value from 0 to 1.

15. The allow-nether option specifies whether you want the Nether to be available on your server.

Server difficulty can be set by the difficulty. This can be peaceful or normal.

16. The pvp setting indicates if you would like players to be able hurt each other.

17. Max-players indicates the maximum number players who can join your servers. This can be adjusted to reflect the amount of RAM your server has.

18. If you have one, the level-seed lets you insert a seed into the world.

Motd is the message that Minecraft server browser displays to other players once you have

been added to their list.

Now, you will just need to rerun command prompt launch and the server should now be running! Repeat steps 8-9 to launch the server again.

Making sure you are in the Minecraft Server file directory and enter `java -jar "your jar name".jar` into command prompts

You can find detailed information on the settings for the `server.properties` file by clicking [here](#). Scroll down to the Java Edition.

You will also need to forward the port listed in `server.properties` `query.port`. the one and only The default it is 25565 so in your router settings you will need to specify that port to forward. This process can vary between different router manufacturers. For assistance with forwarding ports, please visit your router's help page/manual.

If you do not specify anything in `server-ip` settings, the server will point at default to your public address. This will allow other players to connect to the server and play with your server.

Your public IP can be found by simply entering the following query in your browser: "What's my public IP?" make sure you look for an IP address that is IPv4, this means it only has three decimals and only contains numbers.

We strongly recommend that you do not publish your public IP and make any public announcements with it once you have it. Publicizing your public IP can pose a security risk to your home network. Only give your IP address to people you are comfortable with and trust.