

How To Begin A Minecraft 1.16.5 Server (Home Windows 2022)

To start, players should set up the following software.

Install Java [Right here!](#)

Set up Official Minecraft Server file [here!](#)

Since Minecraft and its servers run on Java, players should download the newest Java update. The official server file is what allows other gamers to connect to the host's world. If in doubt, gamers can observe the steps outlined by KTaps in the following video.

Step Two: Preparations

After installing Java and the server, gamers should verify to verify their Java works. This can be accomplished by:

- Typing Command Prompt in Windows search bar
- In Command Immediate, kind `java -version`.
- Verify to make sure the model displayed is the version installed.

If all the pieces seem good, gamers can then place the server file into a brand new folder on the desktop. It is recommended to name the folder one thing associated to a Minecraft server.

Run `server.jar`. The server folder should now have some new information.

`eula.txt`

There ought to be a file known as `eula.txt`. Gamers must click on on this file and alter "`eula=false`" to "`eula=true`." Press save. This will enable the Minecraft server to run.

Step Three: Networking

A participant is now able to run their Minecraft server.

- Run `server.jar` once more
- Return to the command immediate

- kind ipconfig

The following IP info might be extra simply explained on this part of KTaps' video.

Players will need to put in writing the IPv4 and Default Gateway numbers down in a doc for later use. Use Server lists to test the IP tackle that others will use to hook up with the server. These three IPs have to be written down somewhere. These numbers are going to be necessary.

Step 4: Take a look at

That is the stage to join one's server. If the connection is successful, then others will even be ready to hitch this server.

- Run Minecraft 1.16.5
- Hit Multiplayer and Proceed (if prompted)
- Hit Direct Connection
- Paste copied IPv4 located in textual content file.

Step 5: Port Ahead (enable others to hitch)

Earlier than Port Forwarding, close this server. Port Forwarding could be performed in the following means:

- Go to the IP textual content file and copy Default Gateway.
- Paste Default Gateway in your web browser URL bar, then press enter

The player ought to then be taken to a login web page. If not, it is suggested to research find out how to port ahead with the particular router in use.

At the login page, sort in the router username in password. For many, the username and password will likely be admin.

The rest of port forwarding may be more simply defined at this half in KTaps' video.

Step Six: Server Properties

After port forwarding, go into their server folder and click on on the server properties file. This

may be carried out in the following approach.

- Click on on the server properties textual content file.
- Scroll down to find the server IP setting
- Paste IPv4 after the =
- Change other properties (optionally available)

Step Seven: Lastly

The player can now start their server and attempt to affix it once more. If all the things goes effectively, the public IP can now be shared. If the port forwarding was performed correctly, other players could join the server.