After The File Has Been Downloaded

You should observe these steps to perform minecraft server setup.

Step 1: Install Java
You need a java to run the minecraft server, click on here, obtain the java from the obtain option in Home windows Offline (64 Bit). After the file has been downloaded, open the file and perform the set up.

Step 2: Download the Minecraft server files
For servers with a Windows working system, we need to get the server .jar file first to begin the Minecraft server setup.

You can access the server file type that you want by utilizing the following links.

• Vanilla
• Craftbukkit
• Spigot

After downloading your files, create an empty folder on the desktop and transfer the server file to the folder.
Change the title of the server .jar file to tekveri.

Step 3: Set the server begin code
java -Xms1024M -Xmx1024M -Dfile.encoding=UTF-8 -jar tekveri.jar -o true
PAUSE

We are going to put together the codes required to begin the server with the above code.
-Xms1024M specifies the minimal ram setting of the server. M for writing in MB and G for writing in GB.
-Xmx1024M specifies the maximum ram setting of the server. M for writing in MB and G for writing in GB.

Create a brand new textual content document in the server folder. In the text document that you created, type the code we offered above. Then come to the file tab and click on save as. Sort start.bat to file identify.

Step 4: Settle for the EULA
We're opening our begin file, we don't close the console until we see Stopping server within the console that comes after us. I'm Just Here To Blog , server.properties, created reminiscent of 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: Arrange the server settings

After saving the Eula.txt file, we are launching our server from our begin file.
Waiting until the "Completed" message is written, and after this publish comes to the console of our server, cease and shut.