

Minecraft: Setting Up Your Minecraft Home Server

Package used for configuration: <https://cubecoders.com/AMP>

Enabling non-premium players

Change in server.properties file

```
root@minecraft-  
server:/home/amp/.ampdata/instances/MinecraftWithFriends2001/Minecraft# cat  
server.properties | grep online-mode  
online-mode=false  
root@minecraft-  
server:/home/amp/.ampdata/instances/MinecraftWithFriends2001/Minecraft#
```

AMP will strenuously try to override this setting one solution that works for me is to take away permissions to the file

```
root@minecraft-  
server:/home/amp/.ampdata/instances/MinecraftWithFriends2001/Minecraft# ls -  
l server.properties  
-r-xr--r-- 1 amp amp 1590 Oct 11 2024 server.properties  
root@minecraft-  
server:/home/amp/.ampdata/instances/MinecraftWithFriends2001/Minecraft#
```

Making the server available to Bedrock players



In order for playing with bedrock players to work correctly, the server must always be in the latest version of the

Port to be forwarded on the router: 19132

Firstly install geysermc

source: <https://geysermc.org/>

downloading flodgate and geysers: <https://geysermc.org/download/>

1. Download the plugin from the download page.

1. Place the Geyser-Spigot.jar in the plugins folder, and restart the server.

1. Open your Geyser config, located in /plugins/Geyser-Spigot/config.yml, and find the following:

```
bedrock:  
# The IP address that will listen for connections.  
# Generally, you should only uncomment and change this if you want to limit  
what IPs can connect to your server.  
#address: 0.0.0.0  
  
# The port that will listen for connections. This is the port that Bedrock  
players will use to connect to your server.  
port: 19132
```

The vital part is the port. This is the port that Bedrock players will use to connect to your server! If you enable clone-remote-port, the port will be overridden and the Java port is used. Since you are self-hosting, you can choose the port freely - the default port is 19132. Important: Other services/plugins that rely on ports with UDP, such as Voice Chats or Query, cannot share the port with Geyser.

1. Connecting to your server

Connecting locally in the same network On the same device as the server, you can connect using localhost, or 127.0.0.1 as the address. Do note: When hosting and playing on the same Windows device, you will need the loopback fix. Other devices in the same local network can use your local IPv4 to connect - it starts with 10. or 192.168..

Connecting from a different network You will need to expose the port Geyser runs on to the Internet if you want players from outside your network to join. To achieve that, you have two options:

Port forwarding: Open the Geyser port (e.g. 19132) on the UDP protocol in your router/modem, and in the Windows/Linux firewall. Our port forwarding guide explains how to do this in detail. After doing this, players can connect with your public IPv4 + port to your server.

playit.gg: Instead of opening a port (which might not be an option/if you do not want to expose your home ip), you can use the playit.gg service to create a tunnel for you to route the traffic through. See our playit.gg guide. Ngrok will not work since it is TCP-only.

Verify whether connections from other networks are possible by running `geyser connectiontest <ip> <port>` in the console.

Then install floodgate

1. Download Floodgate-Spigot from the download page.
2. Place the Floodgate-Spigot.jar in the plugins folder, and restart the server.
3. Change auth-type in Geyser's config to floodgate.
4. Restart the server.

Have fun playing together with bedrock players