Multiplayer Instructions:

SkyFactory 4 has a ton of great features that translate into multiplayer. There are multiple world types available to all servers, a team system, prestige, and much more. The following information has been provided to help out get running quickly! You can also find this information at:
https://github.com/Darkosto/SkyFactory4Issues/wiki/Multiplayer-Instructions

World Types:

SkyFactory 4 features 30+ world types. Each world type has a unique challenge or environment. To set your server to one of these world types, include the following information into your “server.properties” file before starting up. For world images and descriptions, refer to the modpack world creation screen in your client.

- ★ **Sky Factory 4 Classic**:

```
generator-settings={"Topography-Preset":"Sky Factory 4"}
level-type=DEFAULT
```

- ★ **Skygrid**:

```
generator-settings={"Topography-Preset":"Skygrid"}
level-type=skygrid
```

- ★ **Compactsky**:

The CompactSky world type allows players to each have their own Compact Machine. Players spawn in a hub and choose which machine they would like. There are 3 settings to have a hub with 16, 64, or 256 slots available. Choose the world size that best suits your server.

- **16 Machines**:

```
generator-settings={"Topography-Preset":"Compactsky","schema":"test002","givePSD":false,"size":"SMALL"}
level-type=compactsky
```

- **64 Machines**:

```
generator-settings={"Topography-Preset":"Compactsky","schema":"test002","givePSD":false,"size":"MEDIUM"}
level-type=compactsky
```

- **256 Machines**:

```
generator-settings={"Topography-Preset":"Compactsky","schema":"test002","givePSD":false,"size":"LARGE"}
level-type=compactsky
```

- **Amplified**:

```
generator-settings={"Topography-Preset":"Amplified"}
level-type=amplified
```

- **Default**:

```
generator-settings={"Topography-Preset":"Default"}
level-type=DEFAULT
```

- **LargeBiomes**:

```
generator-settings={"Topography-Preset":"LargeBiomes"}
level-type=largeBiomes
```

- **Lostcities**:

```
generator-settings={"Topography-Preset":"Lostcities"}
level-type=lostcities
```

- **Flat**:

```
generator-settings={"Topography-Preset":"Flat"}
level-type=flat
```

- **SkyFactory Tutorial**:

```
generator-settings={"Topography-Preset":"SkyFactory Tutorial"}
level-type=DEFAULT
```

- **Peace Out**:

```
generator-settings={"Topography-Preset":"Peace Out"}
level-type=DEFAULT
```

- **Project trEe**:

```
generator-settings={"Topography-Preset":"Project trEe"}
level-type=DEFAULT
```

- **Stone Factory**:

```
generator-settings={"Topography-Preset":"Stone Factory"}
level-type=DEFAULT
```

- **ObservaTree**:

```
generator-settings={"Topography-Preset":"ObservaTree"}
level-type=DEFAULT
```

- **Sky Village**:

```
generator-settings={"Topography-Preset":"Sky Village"}
level-type=DEFAULT
```

- **Sea World**:

```
generator-settings={"Topography-Preset":"Sea World"}
level-type=DEFAULT
```

- **Lava Factory**:

```
generator-settings={"Topography-Preset":"Lava Factory"}
level-type=DEFAULT
```

- **Ender the Sea**:

```
generator-settings={"Topography-Preset":"Ender the Sea"}
level-type=DEFAULT
```

- **Bedrock Your World**:

```
generator-settings={"Topography-Preset":"Bedrock Your World"}
level-type=DEFAULT
```

- **Between Bedrock and a Hard Place**:

```
generator-settings={"Topography-Preset":"Between Bedrock and a Hard Place"}
level-type=DEFAULT
```

- **Rock Bottom**:

```
generator-settings={"Topography-Preset":"Rock Bottom"}
level-type=DEFAULT
```

- **Minesweeper**:

```
generator-settings={"Topography-Preset":"Minesweeper"}
level-type=DEFAULT
```

- **Lights Out!**:

```
generator-settings={"Topography-Preset":"Lights Out!"}
level-type=DEFAULT
```

- **Sticky Situation**:

```
generator-settings={"Topography-Preset":"Sticky Situation"}
level-type=DEFAULT
```

- **Cobbled Together**:

```
generator-settings={"Topography-Preset":"Cobbled Together"}
level-type=DEFAULT
```

- **Sludgehammer**:

```
generator-settings={"Topography-Preset":"Sludgehammer"}
level-type=DEFAULT
```

- **Resonant Sleeper**:

```
generator-settings={"Topography-Preset":"Resonant Sleeper"}
level-type=DEFAULT
```

- **Chill Out**:

```
generator-settings={"Topography-Preset":"Chill Out"}
level-type=DEFAULT
```

- **Hot Topic**:

```
generator-settings={"Topography-Preset":"Hot Topic"}
level-type=DEFAULT
```

- **The Floor is Lava**:

```
generator-settings={"Topography-Preset":"The Floor is Lava"}
level-type=DEFAULT
```

- **Seven Seas**:

```
generator-settings={"Topography-Preset":"Seven Seas"}
level-type=DEFAULT
```

- **Chunk Norris**:

```
generator-settings={"Topography-Preset":"Chunk Norris"}
level-type=DEFAULT
```

- **Skiiiilands**:

```
generator-settings={"Topography-Preset":"Skiiiilands"}
level-type=DEFAULT
```

- **Material Girl in a Material World**:

```
generator-settings={"Topography-Preset":"Material Girl in a Material World"}
level-type=DEFAULT
```

- **Lava Cake**:

```
generator-settings={"Topography-Preset":"Lava Cake"}
level-type=DEFAULT
```

- **Hardcore**:

```
generator-settings={"Topography-Preset":"Hardcore"}
level-type=DEFAULT
```

- **Are You Afraid of the Dark**:

```
generator-settings={"Topography-Preset":"Are You Afraid of the Dark"}
level-type=DEFAULT
```

Island Creation for players:

On multiplayer servers you may need to create separate islands for players. Use the following commands (or setup a command block) to get started:

/topography spawn [player] - Teleports the player to world spawn.

/topography island

/topography island home [player] - Teleports the player to their spawn point or island. If they do not have an island, it will generate one for them and teleport them to it.

/topography island new [player] - Generates the player a new island, and teleports them to it.

/topography island set [player] x z - Sets the provided coordinates as the players island and teleports them to it.

/topography island info [player] - Gets the coordinates of the players island.

/topography island invite

/topography island accept

Teams (Together Forever):

You may want to team up with other players to share your advancement progress. The Together Forever mod will allow you to invite players with the following commands:

/together invite <player>

Prestige Settings:

Prestige is a new system in SkyFactory. This allows you to enable a progression system where each player can gain prestige points to unlock items and mods. Prestige is per player and not shared. Servers and Single Player do not share prestige so any progress you make on Single Player does not transfer to a server. To enable prestige you will have to enable the setting in the “prestige.cfg” file to “true”. Keep in mind, certain unlocks one player have may still be accessible by another player and in most situations this is okay. Keep in mind, forcing prestige enabled may cause some issues and should be used only as a last resort.

Note: When all players have voted to close the parabox loop, the server will have to restart. Please make sure to have something in place to work with this system.

Prestige on:

```
    # What is the default value for prestige? [default: true]
    B:"Prestige Enabled Default"=true
```

Prestige off:

```
    # What is the default value for prestige? [default: true]
    B:"Prestige Enabled Default"=false
```

If, for any reason, Prestige is enabled but players are unable to open the window to spend their prestige points (Default "P") then the following command will force enable for all players:

```
/prestige force enabled
```

To force disable:

```
/prestige force disabled
```