

GeyserMC

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(<https://github.com/GeyserMC/Geyser/edit/master/docs/index.md>)

Introduction



Geyser is a bridge between Minecraft: Bedrock Edition and Minecraft: Java Edition, closing the gap from those wanting to play true cross-platform.

Geyser is an open collaboration project by CubeCraft Games.

What is Geyser?

Geyser is a proxy, bridging the gap between Minecraft: Bedrock Edition and Minecraft: Java Edition servers. The ultimate goal of this project is to allow Minecraft: Bedrock Edition users to join Minecraft: Java Edition servers as seamlessly as possible. Please note, this project is still a work in progress and should not be used on production. Expect bugs!

Special thanks to the DragonProxy project for being a trailblazer in protocol translation and for all the team members who have now joined us here!

Currently supporting Minecraft Bedrock v1.14.6(0) and Minecraft Java v1.15.2.

Setting Up

Take a look [here](https://github.com/GeyserMC/Geyser/wiki#Setup) (<https://github.com/GeyserMC/Geyser/wiki#Setup>) for how to set up Geyser.



(<https://>

www.youtube.com/watch?v=U7dZZ8w7Gi4)

Links: ¶

- Website: <https://geysermc.org> (<https://geysermc.org>)
- Docs: <https://github.com/GeyserMC/Geyser/wiki> (<https://github.com/GeyserMC/Geyser/wiki>)
- Download: <http://ci.geysermc.org> (<http://ci.geysermc.org>)
- Discord: <http://discord.geysermc.org/> (<http://discord.geysermc.org/>)
- Donate: <https://patreon.com/GeyserMC> (<https://patreon.com/GeyserMC>)

Libraries Used: ¶

- NukkitX Bedrock Protocol Library (<https://github.com/NukkitX/Protocol>)
- Steveice10's Java Protocol Library (<https://github.com/Steveice10/MCProtocolLib>)
- TerminalConsoleAppender (<https://github.com/Minecrell/TerminalConsoleAppender>)
- Simple Logging Facade for Java (slf4j) (<https://github.com/qos-ch/slf4j>)

Last update:

(<https://github.com/GeyserMC/Geyser/edit/master/docs/contributing.md>)

Contributing¶

Here are some ways that you can help contribute to this project.

New ideas or Bug Reports¶

Need something? Found a bug? Or just have a brilliant idea? Head to the [Issues](https://github.com/GeyserMC/Geyser/issues) (<https://github.com/GeyserMC/Geyser/issues>) and create new one.

Please feel free to reach out to us on [Discord](http://discord.geysermc.org/) (<http://discord.geysermc.org/>) if you're interested in helping out with Geyser.

Contributing Code¶

If you know Java then take a look at open issues and create a pull request.

Do the following to build the code:

```
git clone https://github.com/GeyserMC/Geyser
cd EduSupport
git submodule update --init --recursive
mvn clean install
```

Contributing Documentation¶

If you can help improve the documentation it would be highly appreciated. Have a look under the docs folder for the existing documentation.

The documentation is built using mkdocs. You can set up a hot-build dev environment that will auto-refresh changes as they are made.

Requirements¶

- python3
- pip3
- npm (only if changing themes)

Install dependencies by running:

```
pip3 install -r requirements.txt
```

Dev Environment¶

To start a http document server on `http://127.0.0.1:8000` execute:

```
mkdocs serve
```

Change PDF Theme¶

Edit the PDF theme under `docs/theme/pdf`. Rebuild by doing the following:

```
cd docs/theme/pdf  
npm install  
npm run build-compressed
```

This will update `pdf.css` under `docs/css/pdf.css`. Rebuilding the docs will now use the new theme.

Last update: