



Contents

Connecting to the Server Using In-Game Chat

3





- From the Minecraft start menu shown on slide 19, click the 'Multiplayer' button.
- The game may ask for network permissions which an Admin user will need to approve.
- A disclaimer for online play may appear. You can proceed despite the warning knowing that the server we will be using has a strict code of conduct that everyone (including you) will have signed before being given access.



- You should see a window similar to the one shown on the right.
- Click on the 'Add Server' button.
- For the server name you can enter any name you would like.
- For the server address enter 51.38.77.121:25565.
- Click on the 'Done' button.





- The server should now appear on your list of servers as shown by the image on the right.
- Hover over the server you created with the mouse and click on the Play button (a triangle) that appears.





- You may encounter an issue when attempting to connect to the server as shown on the following two slides.
- There are periods when the server will be unavailable and thus it will be normal that you can't access the server.
- Try connecting again when you know the server will be available e.g. during the Minecraft sessions of the festival.
- If you still can't connect to the server please contact a Student Ambassador or Staff Member via Aula and let them about the the issues you are experiencing.

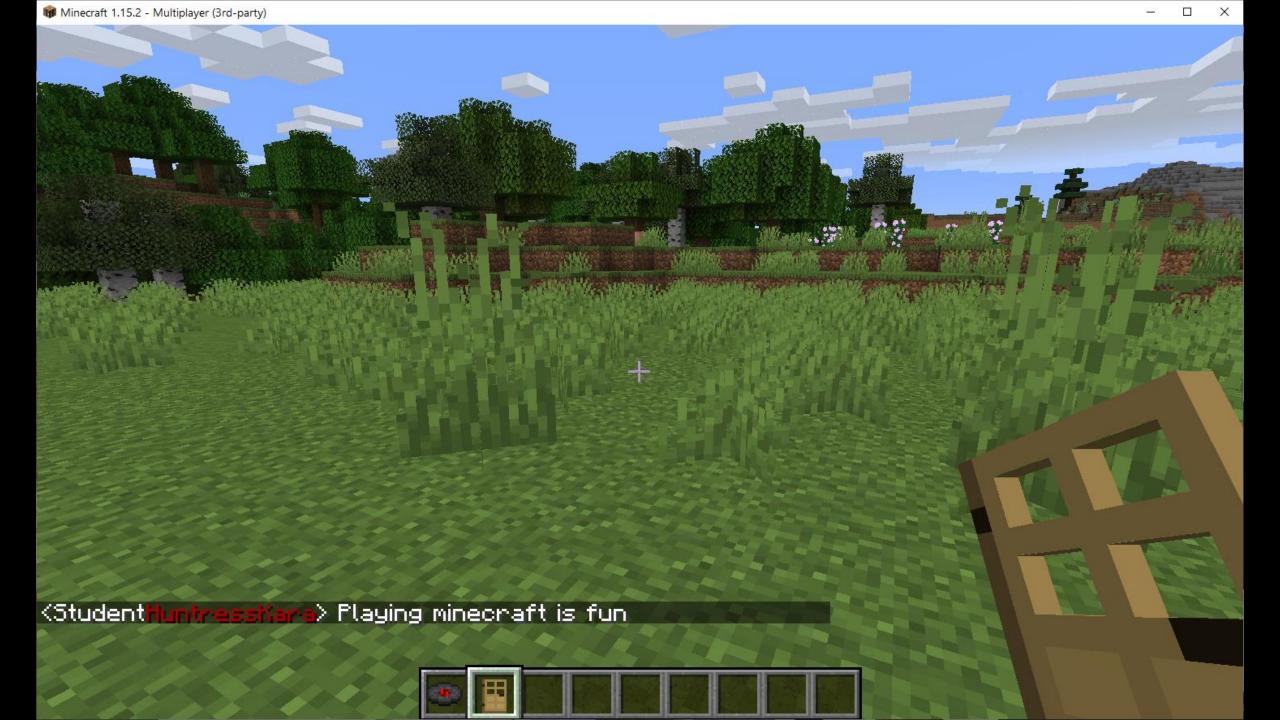






In-Game Chat

- Minecraft has an in-game chat that you can use to communicate with other players.
- Chat is only available in multiplayer games.
- When in a multiplayer game press the 'T' key on your keyboard to open the chat menu.
- Once opened you can type the message that you would like to send.
- Once you are happy with the message press the 'Enter' key to send the message (see the next slide).





In-Game Chat

- The message you send will be visible to all players currently playing the game.
- The messages you write in chat should always be clean and respectful.

