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## ServerSync 1.6.3

Sync data from your plugins across all of your BungeeCord servers without touching any data files!

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- Updates (8)
- Reviews (14)
- Version History
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### 1.6.3 - Spigot 1.12

Provides support for Spigot 1.12

**Note:** This version of ServerSync gets installed on all of your Spigot/Bukkit servers. You'll need to install/update the [ServerSync Bungeecord version](#) on your Bungeecord hub. The ServerSync versions on all servers and the Bungeecord hub must match otherwise data will not sync!

AustinPilz, Jun 14, 2017

### ServerSync 1.6.2

- Updated to Minecraft 1.10
- Added plugin update checker

Please note that all of the documentation and setup instructions for ServerSync Bukkit/Spigot have been moved to the new [wiki](#)

**Note:** This version of ServerSync gets installed on all of your Spigot/Bukkit servers. You'll need to install/update the [ServerSync Bungeecord version...](#)

AustinPilz, Aug 10, 2016

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Clumsyjeck likes this.

### 1.6.1 - Hub Queue

#### ServerSync 1.6.1

- Adds message queue to [ServerSync Bungeecord](#) which ensures that the hub holds any update messages until a server comes online or a server joins the server for the messages to be delivered.
  - Previously, Bungee was responsible for holding messages, but it was discovered that there was a timeout. ServerSync now manages it to ensure your plugins stay in sync
- Improves...

AustinPilz, Jan 22, 2016

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### 1.6 - Super Sync Speeds

#### ServerSync 1.6

- Improves the syncing algorithm and schedule to make player balance syncs almost instantaneous!
- ServerSync requires players to be online in order to sync data due to Bungeecord limitations. If no players are online, update messages are held in a queue and updated when players come online - ensuring all servers are always in sync.

**Note:** This version of ServerSync gets installed on all of your Spigot/Bukkit servers....

AustinPilz, Jan 12, 2016

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### ServerSync 1.5 - Command Relay

#### ServerSync Bungeecord 1.5

- Adds support for command relay
  - Users with ServerSync admin privileges on the separate Spigot / Bukkit servers can send commands that will be executed across all of your associated servers.
  - `/serversync commandrelay [yourCommand]`
  - `/serversync cr [yourCommand]`
  - You can read more on the [ServerSync Spigot / Bukkit...](#)

AustinPilz, Jan 11, 2016

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### 1.4 - Transmission Encryption

#### ServerSync 1.4 Bukkit/Spigot

- Adds option to encrypt data transmission
  - To setup, view "**Transmission Encryption**" section on the spigot main page
  - Encryption allows you to create your own 16 character encryption key that is used to encrypt data transmitted by ServerSync (ex Vault player balances). This ensures the data cannot be intercepted and modified. Encryption is highly recommended!
- Adds metric reporting

...

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### 1.3 - PlayerPoints

#### ServerSync 1.3

- This update adds support for plugin [PlayerPoints](#). Player points can now be synced across all of your servers!
- Fixed a couple of errors and improved accuracy for determining sync schedules!
- Added soft dependency for Player Points (soft dependency means it is not required but will look for it)

**NOTE** - You must have the same version (1.3) of...

AustinPilz, Nov 29, 2015

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### 1.2 - Security Update

#### ServerSync 1.2

- ServerSync Bukkit and ServerSync Bungeecord now require that **both** are the same versions in order to sync data across
- This update brings new commands to ServerSync Bukkit (See [Commands](#)), such as verbose output for debugging

AustinPilz, Nov 25, 2015



#### SPONSORS



#### INFORMATION

Author: AustinPilz  
Total Downloads: 3,513  
First Release: Nov 25, 2015  
Last Update: Jun 14, 2017  
Category: Tools and Utilities  
All-Time Rating: ★★★★★  
13 ratings

Find more info at [github.com...](#)

#### VERSION 1.6.3

Released: Jun 14, 2017  
Downloads: 1,879  
Version Rating: ★★★★★  
5 ratings

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Replies: 78, Latest: May 26, 2021

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