ServerSync 1.6.3

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

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Via external site

Overview | Updates (8) | Reviews (14) | Version History | Discussion

Tested Minecraft Versions: 1.8, 1.9, 1.10, 1.11, 1.12

Source Code: https://github.com/austinpilz/ServerSync

ServerSync Bukkit/Spigot
ServerSync allows you to sync data from your supported plugins across all of your BungeeCord servers using their built in API's - ensuring data is always in sync and never corrupted.

Why ServerSync?
ServerSync approaches syncing data across your Bungeecord servers in a unique way. In the past, you would have to share a MySQL or SQLite file, or copy whole files across servers every so often. This is extremely dangerous as the files can become corrupt. ServerSync uses the built in API's from plugins to sync data across servers using Bungeecord's messaging system

How ServerSync Works
ServerSync (Bukkit/Spigot) is a plugin that is installed on your Bungeecord servers which communicate with the ServerSync (Bungeecord) plugin on your Bungeecord hub. These servers will automatically detect and link with the Bungeecord hub, no configuration required. The ServerSync hub plugin will determine when each server should send and receive data to remain in sync.

ServerSync currently supports syncing of data with Vault and PlayerPoints. The syncing of permissions via Vault will hopefully be coming soon. For full plugin list and detailed supported plugin, please see the ServerSync Wiki

Requirements

- You'll need to have ServerSync Bungeecord (a separate plugin) installed your Bungeecord server/hub.
- You'll also need to have **this** plugin installed on all of the Bukkit/Spigot servers to and from which you'd like to sync data.

Plugin Information

- **ServerSync Wiki**
- How ServerSync Works
- Feature Guide
- Installation & Configuration Guide
- Commands
- Permissions
- Supported Plugins

Spoiler: Issues / Support

Donations

Donate

I am an independent developer who creates all of my plugins in my spare time. If you enjoy my work, you can donate and help me pay for some of my development costs!

Recent Updates

1.6.3 - Spigot 1.12 Jun 14, 2017
ServerSync 1.6.2 Aug 10, 2016
1.6.1 - Hub Queue Jan 22, 2016

Read all 8 updates...

Recent Reviews

Brasil150200 ★★★★★ Version: 1.6.3
The plugin is really good! An alternative for those who do not have databases at their disposal. Although synchronization takes about 5 seconds to occur when switching servers.
Jul 9, 2021

z_o_o_m_ ★★★★☆ Version: 1.6.3
Good plugin but

you can support Group Manager ? please..

Thank youuuuuuuuuuuuu
May 18, 2019

BrunoAvixdubSB ★★★★☆ Version: 1.6.3
How to disable vault co9nection ? PLEASE HEALP .
Sep 14, 2018

Author's Response
At this time you cannot disable Vault sync, since it's the main component that the plugin syncs

Ctandeus ★★★★★ Version: 1.6.3
Works wonderful! With essentials eco and Playerpoints. Thank you for this plugin :D
Dec 11, 2017

Anonymous ★★★★★ Version: 1.6.3
ExellentExellentExellentExellentExellentExellentExellentExellentExellent
Aug 7, 2017

Norden_MC ★★★★★ Version: 1.6.2
Nice plugin! But if you add serversync permissonsEX the plugin will become huge!

-Nordfjord_
Thanks for making the plugin!!! :)
Mar 19, 2017

zzvenuszz ★★★★★ Version: 1.6.2
Nice plugin. but i'm looking for more supported plugin than vaut and playerpoint. It will be excelent if you add more...
Aug 18, 2016

Simonchan ★★★★★ Version: 1.6.1
nice plugins
but i dont know how to config
i want sync playerpoint and pex
now i use this plugins
but playerpoints no sync
serversync plugins file
i dont see the config.yml
plaese help me
Jun 26, 2016

DfieldJr ★★★★★ Version: 1.3
Cant wait for Permissions Ex!
Also thanks for adding my request of PlayerPoints,
I know this plugin will grow huge one day =)
Nov 29, 2015

ISniffingWolf ★★★★★ Version: 1.3
Awesome plugin
Please add support for pex before Christmas I have to get a server that I'm working on up at that time. :)
Nov 29, 2015

Read all 14 reviews...

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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:	★★★★½ 5 ratings

Ask Questions / Get Support

Discuss This Resource
Replies: 78, Latest: May 26, 2021

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CustomSoundManagerAPI
API that allows for management/playback of custom resource pack sounds.

SandFall
An original game where players must avoid falling flaming sand to be the last one standing!

Alcatraz
Alcatraz is a unique prison role playing game. Survive until execution in any way you can!

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