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ServerSync Bungeecord 1.6.3
Sync data from your plugins across all of your BungeeCord servers without touching any data files!

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| Overview | Updates (9) | Reviews (7) | Version History | Discussion |

Tested Minecraft Versions:	1.7, 1.8, 1.9, 1.10, 1.11, 1.12
Source Code:	https://github.com/austinpilz/ServerSync-Bungeecord

ServerSync Bungeecord

ServerSync (Bungeecord) 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 (Bungeecord) is a plugin that is installed on your Bungeecord hub. It acts as the information relay and instructor on where to copy data to and from. There is a Bukkit version of ServerSync which is installed on each Bungeecord server. 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.

Requirements

- This version of the plugin gets installed on your Bungeecord Hub.
- You'll ALSO need to have the ServerSync Bukkit/Spigot plugin installed on all of the servers in your network that you'd like to sync data across.

For plugin information, commands, permissions and a detailed setup guide, please see the ServerSync Bungeecord Wiki
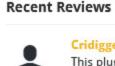
Donations

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!

Peterbob, RobiRami, kojoti and **1 other person** like this.

Recent Updates

1.6.3 - Spigot 1.12	Jun 14, 2017
1.6.2 - Fixed	Aug 11, 2016
1.6.1 - Hub Queue	Jan 22, 2016

Read all 9 updates...

Recent Reviews

Cridiggei ★★★★☆ Version: 1.6.3
This plugin is great! I synced PlayerPoints to the other servers, everything works, but when in a server points change in the other server they don't change! Do I just have to wait or is it a bug?
Feb 27, 2021

Zendrique ★★★★☆ Version: 1.6.3
I would like to add the plugins to my server but it should support 1.13.2 vault is not detecter
Mar 7, 2019

Crafted ★★★★★ Version: 1.6.2
good plugin i like it a lot :DDDDDDDDD, the devveloppersss areee goooddd codderrrrrsssssssssssssssssssssssssssssssss
Apr 10, 2017

CCCCarsten ★☆☆☆☆ Version: 1.6.2
No answer, no stars. I hate it when it seems that developer are not interested in their own plugin............

    Author's Response
    This is one of the most entitled comments I've ever read. This plugin is offered to you for free. Developers like myself earn no income from free plugins on Spigot, therefore we can't dedicate a ton of time to answering questions online. If you have a concern, contribute on GitHub by opening an issue.

Oct 19, 2016

zubydo ★★★★★ Version: 1.6.2
I think I love you, make more AND NEVER STOP UPDATING PLS NEVER DO PLS, (1.8 ftw :D) But i beg you add it with pex :D
Aug 19, 2016

Promic2 ★★★★☆ Version: 1.3
I like this and i works flawless .. the only thing there is missing is the PEX and maybe a extenstion for admin/staff with all the kick ban commands .. so it´s all in one plugin
Dec 1, 2015

    Author's Response
    Thanks for the review!

    I personally believe a review should be reviewing how the plugin functions. If something isn't working, then that's something to review. PEX not being a part of the plugin (yet) doesn't reduce its function or it's abilities.

    Furthermore, if you read the discussions, PEX is an ongoing discussion on how to get it to work properly and safely with ServerSync. Stay tuned, I'll be working on it over the next few weeks.

zimbabweh ★★★★★ Version: 1.2
Thanks so much for making this, it works great and I love that all my data stays together. Vault balances are perfect with this
Nov 26, 2015

INFORMATION

Author:	AustinPilz
Total Downloads:	4,402
First Release:	Nov 25, 2015
Last Update:	Jun 14, 2017
Category:	Tools and Utilities
All-Time Rating:	★★★★☆
	7 ratings

Find more info at github.com...

VERSION 1.6.3

Released:	Jun 14, 2017
Downloads:	2,330
Version Rating:	★★★★☆
	2 ratings

Ask Questions / Get Support

Discuss This Resource
Replies: 80, Latest: Jun 21, 2019

MORE RESOURCES FROM AUSTINPILZ

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Jason vs. The Counselors - Full Gameplay

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!

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