1. First lets setup a normal Minecraft server
   1. Download Minecraft server jar and save to remembered new folder

<https://piston-data.mojang.com/v1/objects/8f3112a1049751cc472ec13e397eade5336ca7ae/server.jar>

* 1. Run this jar

First time this is run it generates the first couple of files

* 1. Accepting the eula

open the eula.txt that was created

And change the line ```eula=false``` to ```eula=true```

Save it

* 1. Run the real server
  2. Run the jar again
  3. ~~Optionally write a .bat file to run a java command to add extra settings to the server~~

~~Create a run.bat file~~

~~Add ```java -Xmx4096M -Xms4096M -jar .\server.jar``` to the file~~

~~And in the future run the server by running the bat file instead of the server.jar~~

* 1. Check if you can join the server

Add a new server in Minecraft

With ip localhost

If you can join it worked otherwise try the steps again

1. Copy the Minecraft server folder or recreate a second world
2. Edit the configuration
   1. Edit the server.properties file of the first server (we will cal this one our lobby) with whatever you desire (go wild)
   2. Edit the server.properties file of the second server (we will call this our tnt minigame)

For both change at least the “server-port” to 2 ports you will remember

we will be using port 1000 for our lobby and 500 for our tnt minigame

```online-mode=true``` => ```online-mode=false```

1. installing the proxy hub

we will be using bungee cord

* 1. download bungeecord and save to remembered new folder

<https://ci.md-5.net/job/BungeeCord/lastSuccessfulBuild/artifact/bootstrap/target/BungeeCord.jar>

* 1. add create a new run.bat file

and add the following lines to it

```

@echo off  
java -Xms512M -Xmx512M -jar BungeeCord.jar  
pause

```

* 1. edit the config.yml

(watch out this file needs realy specific indentation best to edit this with vscode and enable a automatic yml indentation plugin if this has not yet happened)

* + 1. adding our servers

```

servers:

lobby:

motd: lobby

address: localhost:1000

restricted: false

Tnt:

motd: tnt game

address: localhost:500

restricted: false

```

as where using 2 locally hosted servers we can use localhost

normally this is where you set the ip of the actual server

* + 1. online\_mode: true => false
    2. add our our lobby to join

```

settings:

default\_server: lobby

online\_mode: false

```

* + 1. edit our listener this is our ip and port we want our users to connect to

```

listeners:

- query\_port:25577

…

Host: 0.0.0.0: 25565 => 127.0.0.1:1500

…

```