

Minecraft Setup

- [Modpacks](#)
 - [How to install Fabric modpack](#)
 - [How to install Forge modpack](#)
- [Velocity](#)
 - [How To Setup Velocity](#)

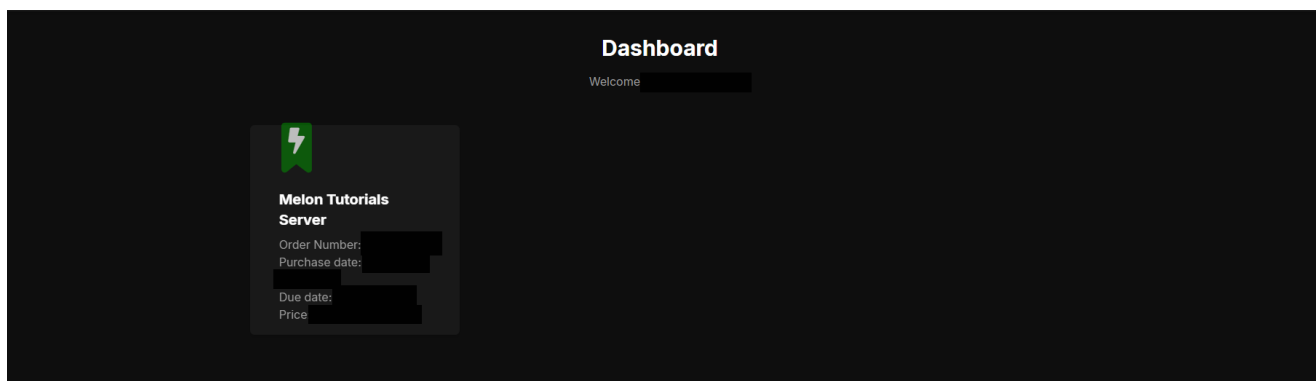
Modpacks

How to install Fabric modpack

Make your server Fabric

Before installing your modpack there are a few things we need to do before hand to set it up.

Step 1: Make sure to head over to your <https://alienhost.net/dashboard.php> and head to your server that you want to change to **Fabric**. After clicking on your server you have selected, proceed down to the tab section at the bottom right hand side and change your server to **Fabric Minecraft**. Then click **Change Egg**.



Melon Tutorials Server

600%
CPU

10240 MiB
Memory

30960
MiB
Storage

Price: 0.00€ /Monthly

Server ID: 494ccb36

Ryzen 9 5950X (EU Dedicated) CPU

Purchase Date: 2023-03-10

Status: Active

Due Date: 2056-09-25

Extend Plan

Manage

Cancel

Paper

Change Egg

Melon Tutorials Server

600%
CPU

10240 MiB
Memory

30960
MiB
Storage

Price: /Monthly

Server ID:

Ryzen 9 5950X (EU Dedicated) CPU

Purchase Date:

Status: Active

Due Date:

Step 1

Extend Plan

Select Egg

Vanilla Minecraft

Forge Minecraft

Fabric

Spigot

Paper

Purpur

Velocity

Paper

Change Egg

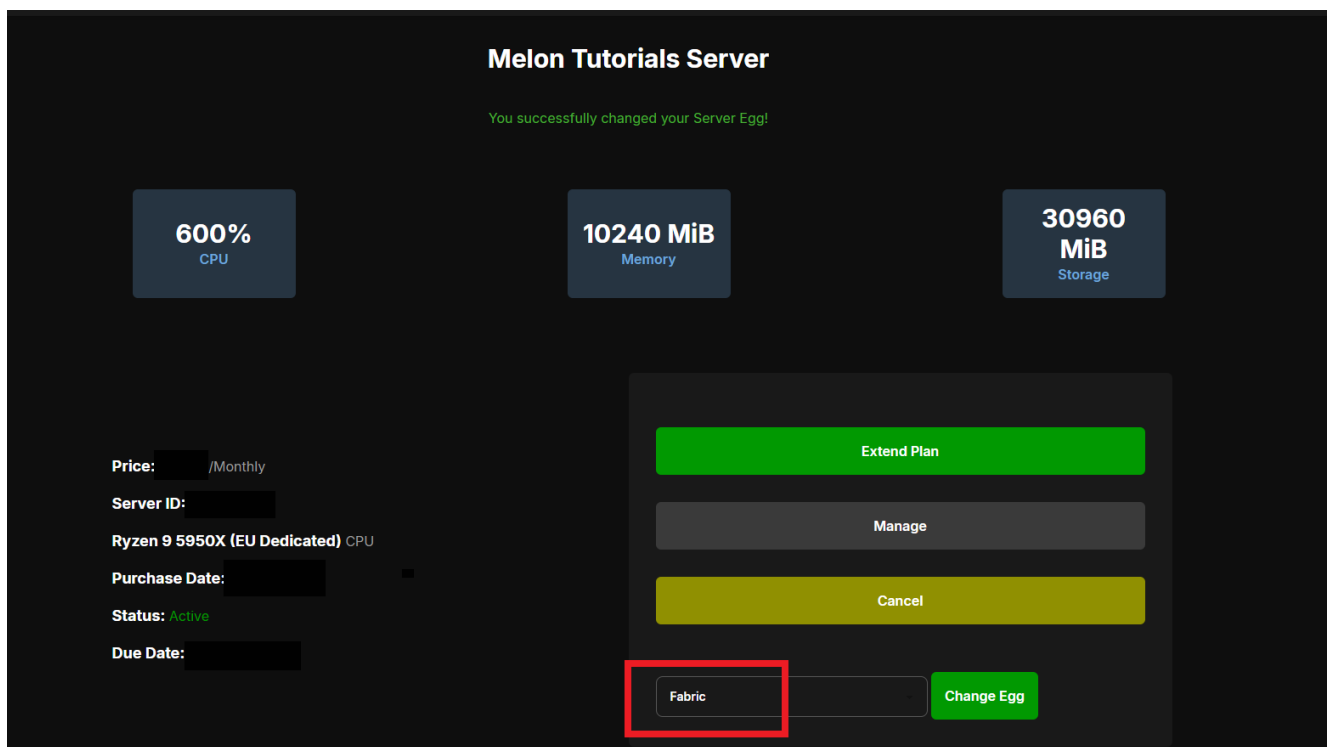
Step 2

ALIENHOST.NET SAYS

Are you sure you want to do that. This might re-install your server?

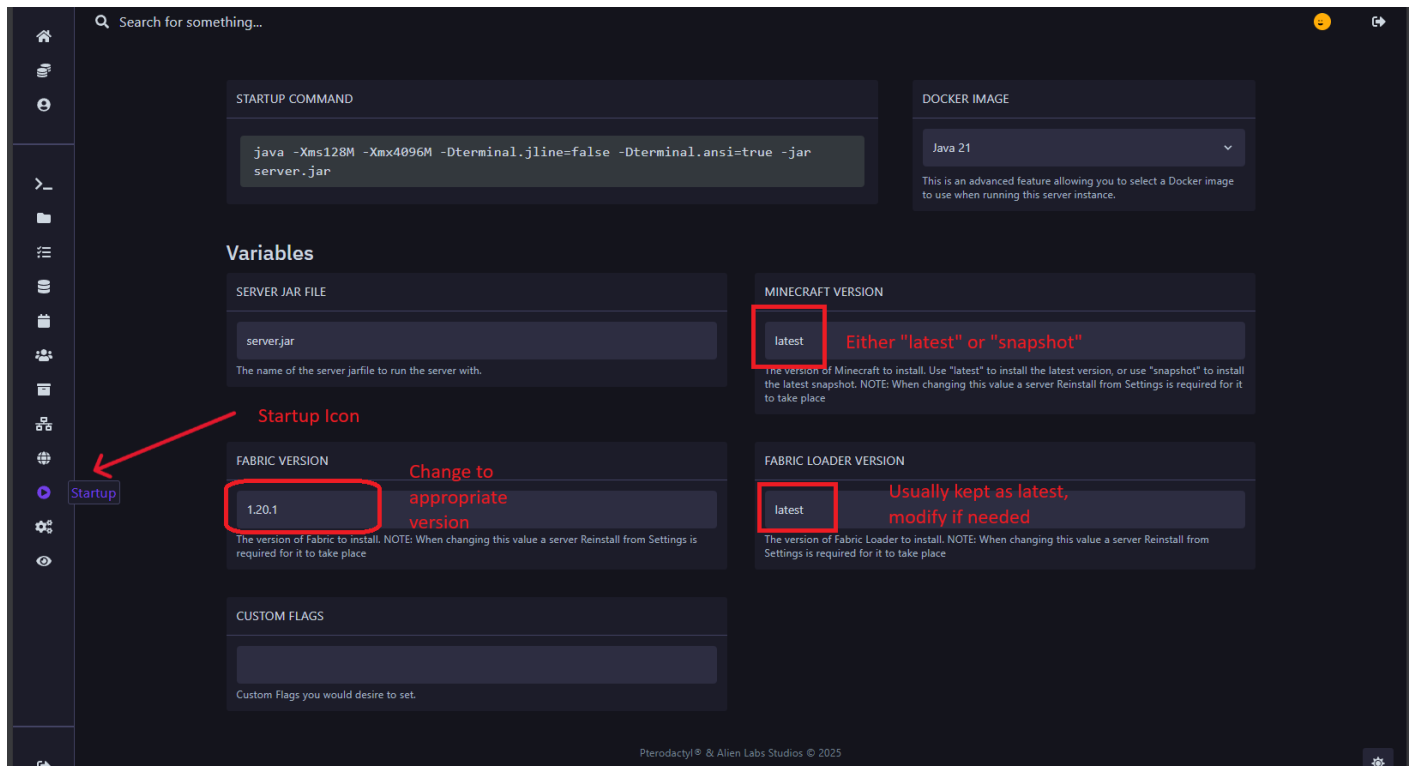
OK

Cancel



And now you have a Fabric compatible server. (May need to reinstall from the "Settings" area.

Step 2: After Completing Step 1, we now head over to our panel to config our server to run forge. To check that your server is **Fabric**, head over to the **Startup** Icon on the left hand side and see if it looks like this. Check photo Below

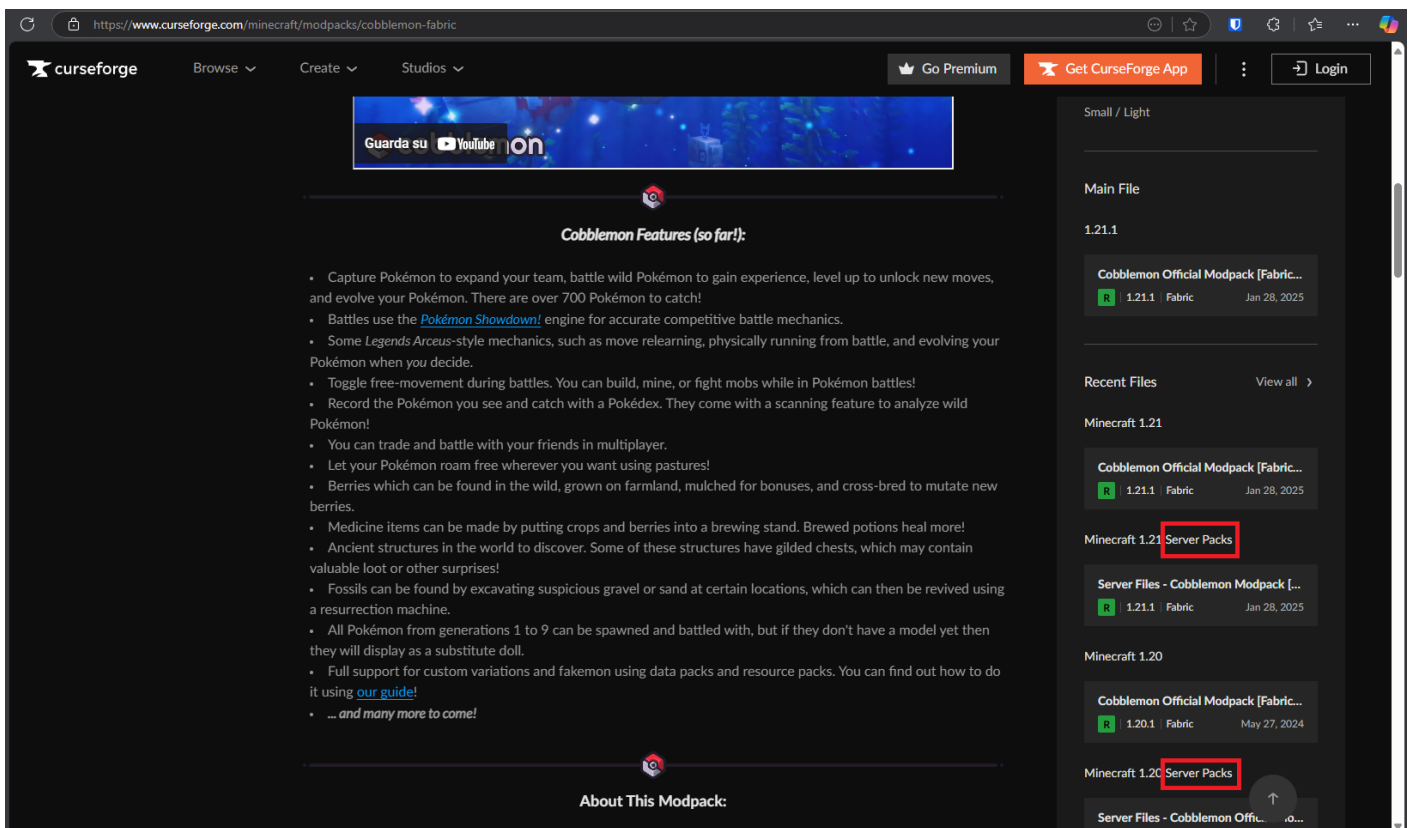


Downloading the Modpack

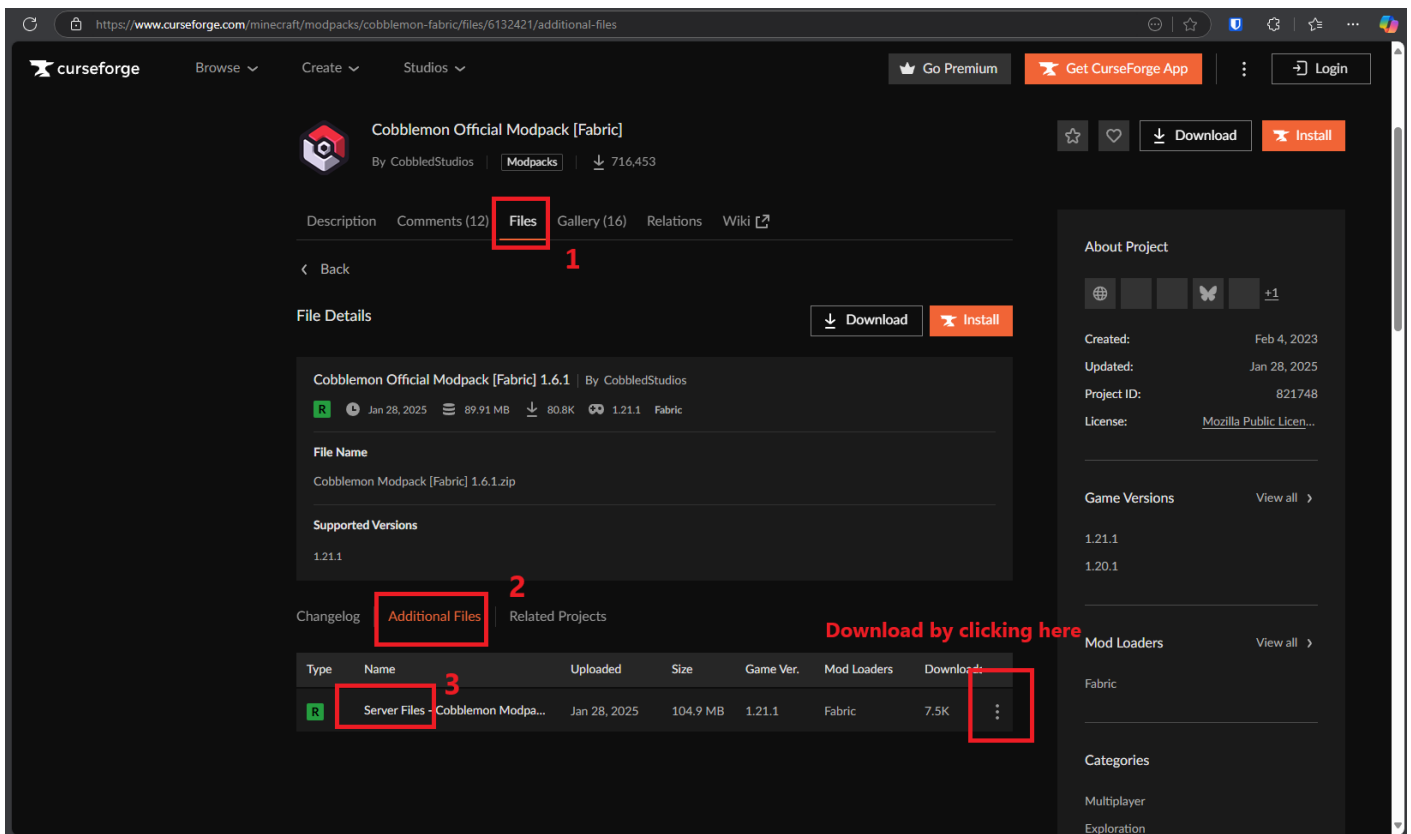
Step 3: Download the modpack you want, from the [CurseForge website](#). I'll be downloading [Cobblemon](#).

Step 4: Download the **server pack** of the modpack. There are 2 ways.

1st method: Scroll down, and on the right you'll find these (check image below)



2nd method: This one **will always work**. When you've opened the modpack's webpage, click on "Files", then "Additional files" and to download the modpack, click the 3 dots.



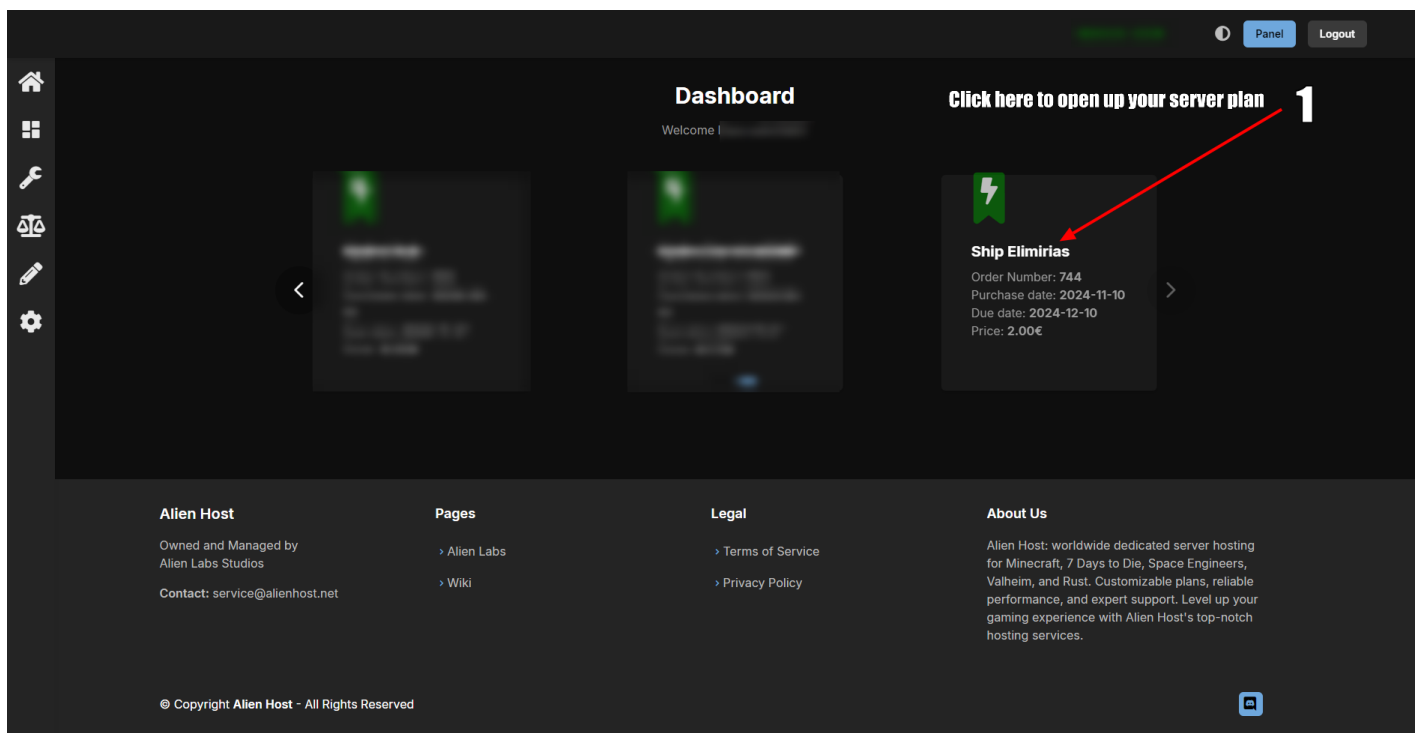
Uploading the files

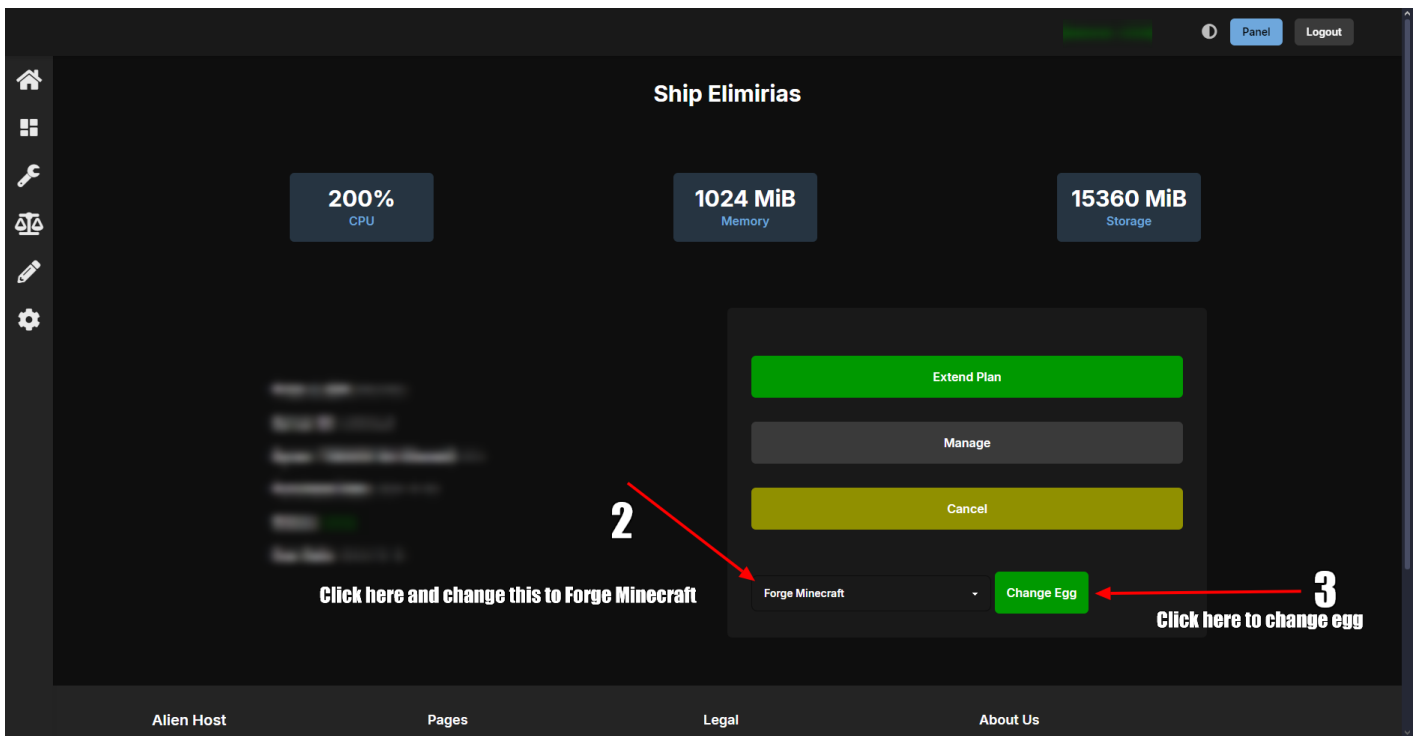
Additional changes you need to make

How to install Forge modpack

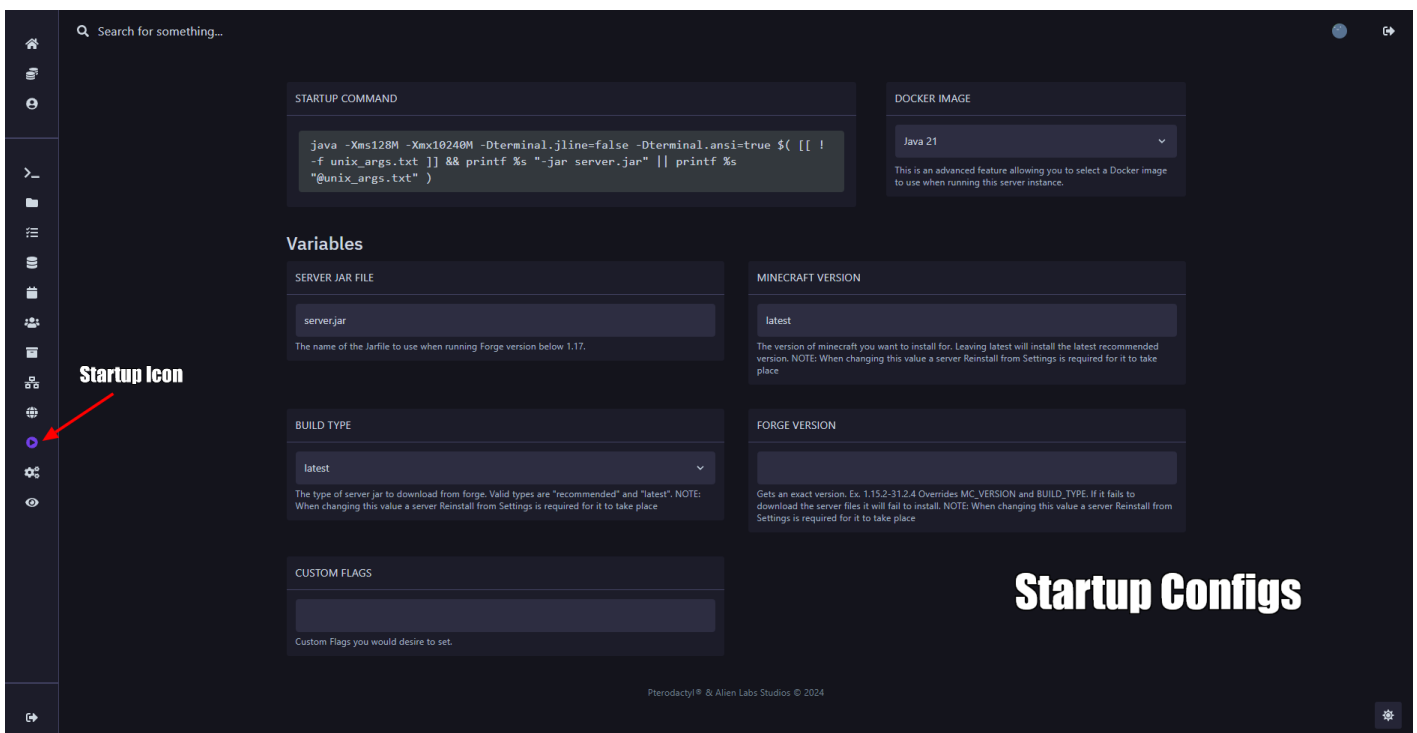
Before installing your modpack there are a few things we need to do before hand to set it up.

Step 1: Make sure to head over to your <https://alienhost.net/dashboard.php> and head to your server that you want to change to **Forge**. After clicking on your server you have selected, procced down to the tab section at the bottom right hand side and change your server to **Forge Minecraft**. Then click **Change Egg**. See Photos below to see.

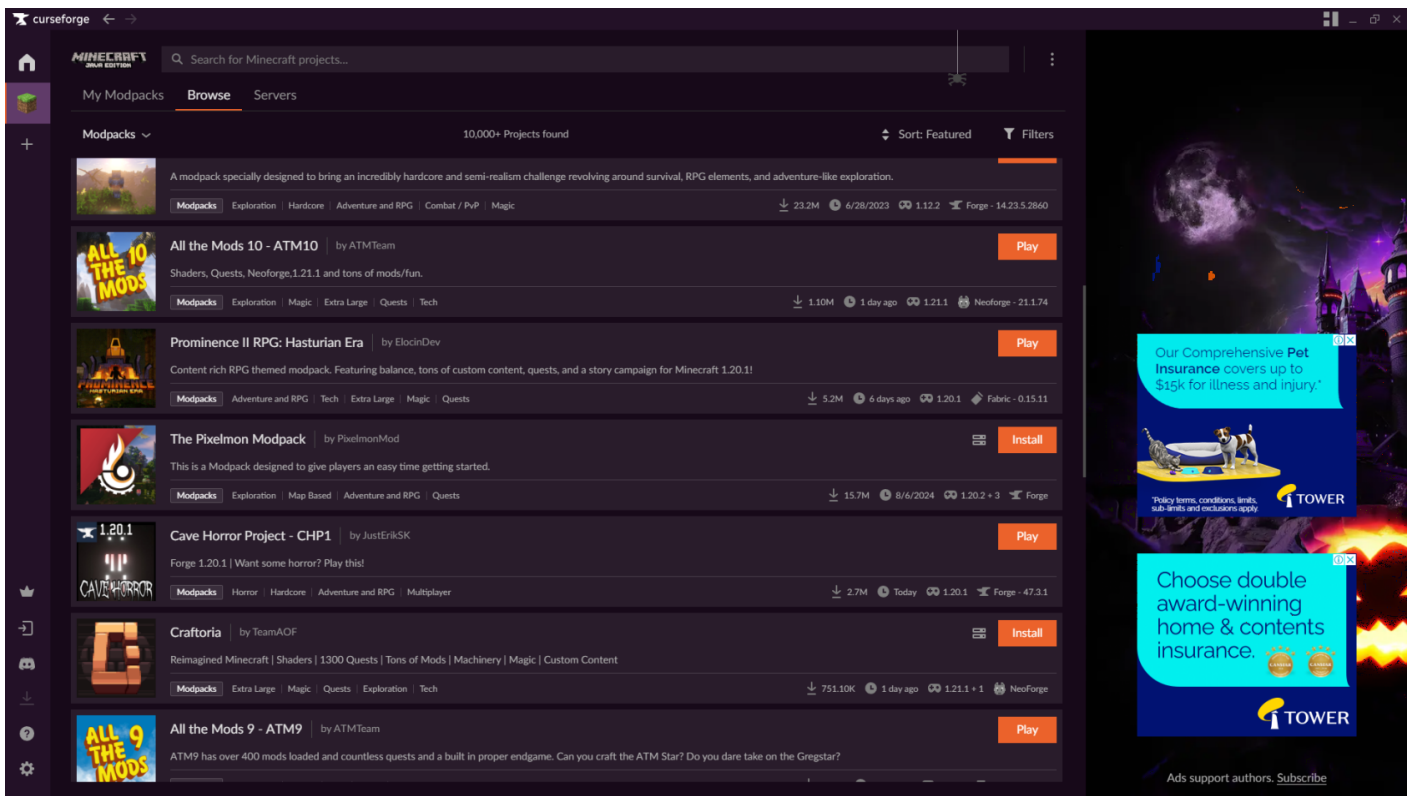




Step 2: After Completing Step 1, we now head over to our panel to config our server to run forge. To check that your server is **Forge**, head over to the **Startup** Icon on the left hand side and see if it looks like this. Check photo Below

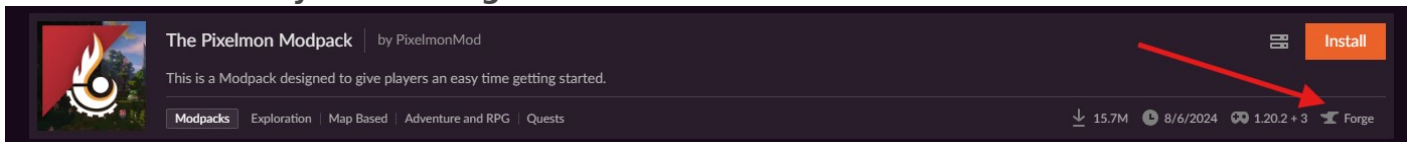


2a. After checking, we now want to add in the correct version of you Modpack. Now head over to CurseForge Launcher and look for the modpack you want to install on your server. In this example we going to install **"The Pixelmon Modpack"**.

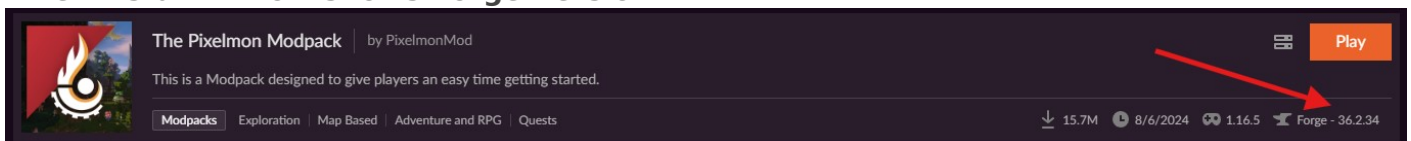


2b. We want to now find the **Forge Version** for "**The Pixelmon Modpack**" but you might notice it says Forge and doesn't show any version like the other forge modpacks. What you have to do is install the modpack first on your pc and then after installing it. It should now show you the latest version. Check photos below to see.

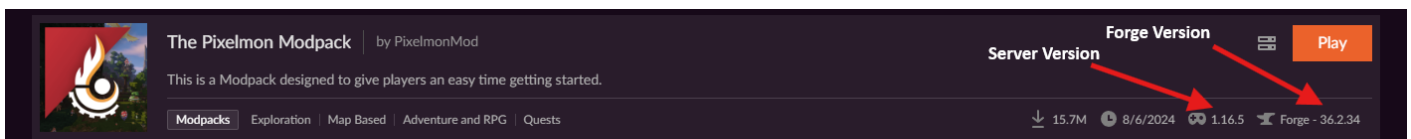
Before Install. Only shows Forge.



After Install. It now shows Forge Version.



After Completing this, we can now add in our correct **Forge Version** we need to our server to run the modpack. To find what version we need, we need to grab 2 different Startup numbers. **Server Version** and **Forge Version** to find this look at the photo below.



When you have the numbers, we can now add it into the **Forge Version** section on our startup panel. However, you need to make sure you write it correctly. Because, if you space it out or put in the wrong number your forge version will not work.

You need to write it like this:

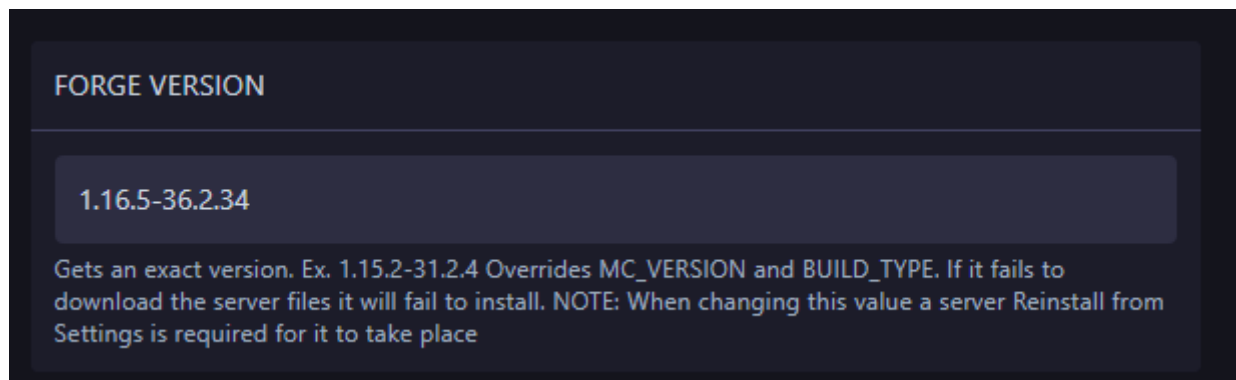
1.16.5-36.2.34

Not like this:

1.16.5 - 36.2.34

Make sure you have no spaces and double check you have written it correctly.

Here how it should look like in the startup:

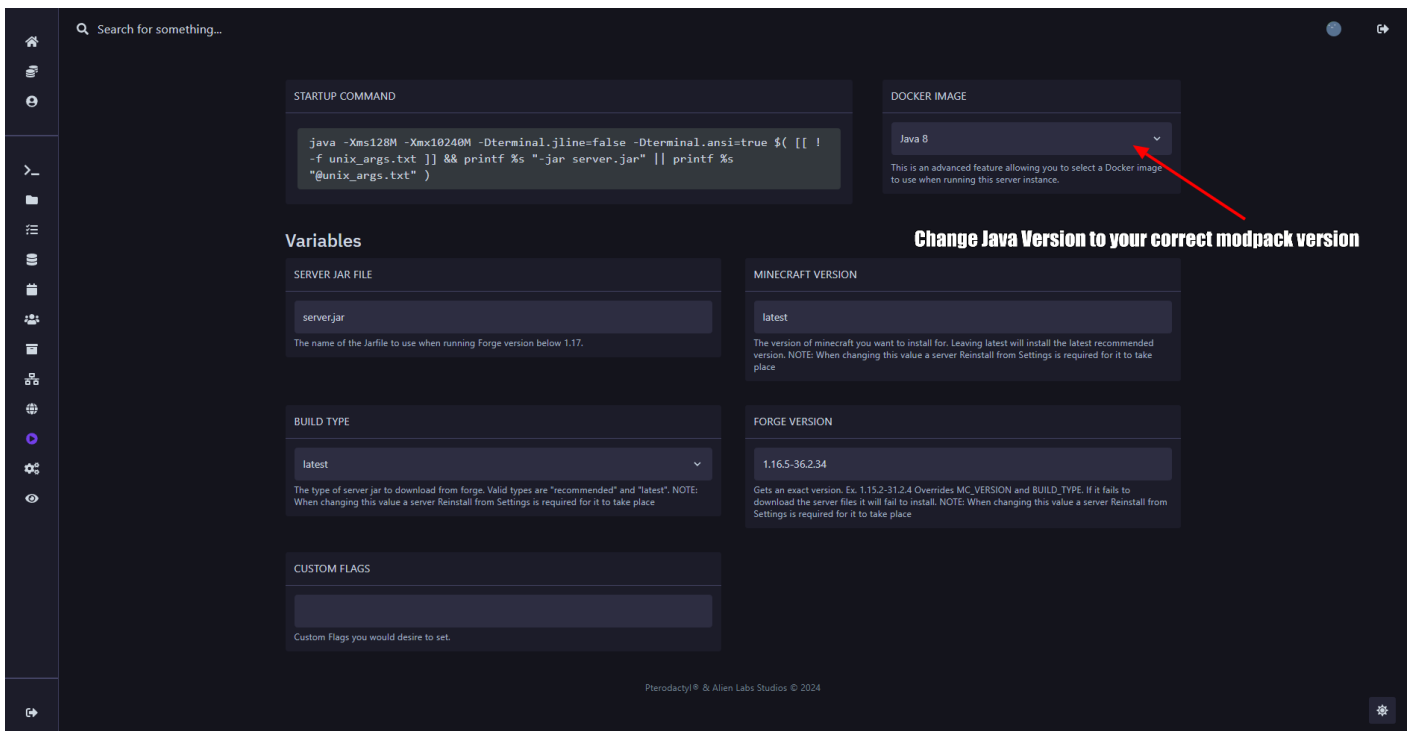


Now one more thing before we do our next step. We need to make sure we are running the correct version of Java as each modpack is different. So to run our version which is 1.16.5 we need to change our Java Version to 8. To see what version you need look at the photo below.

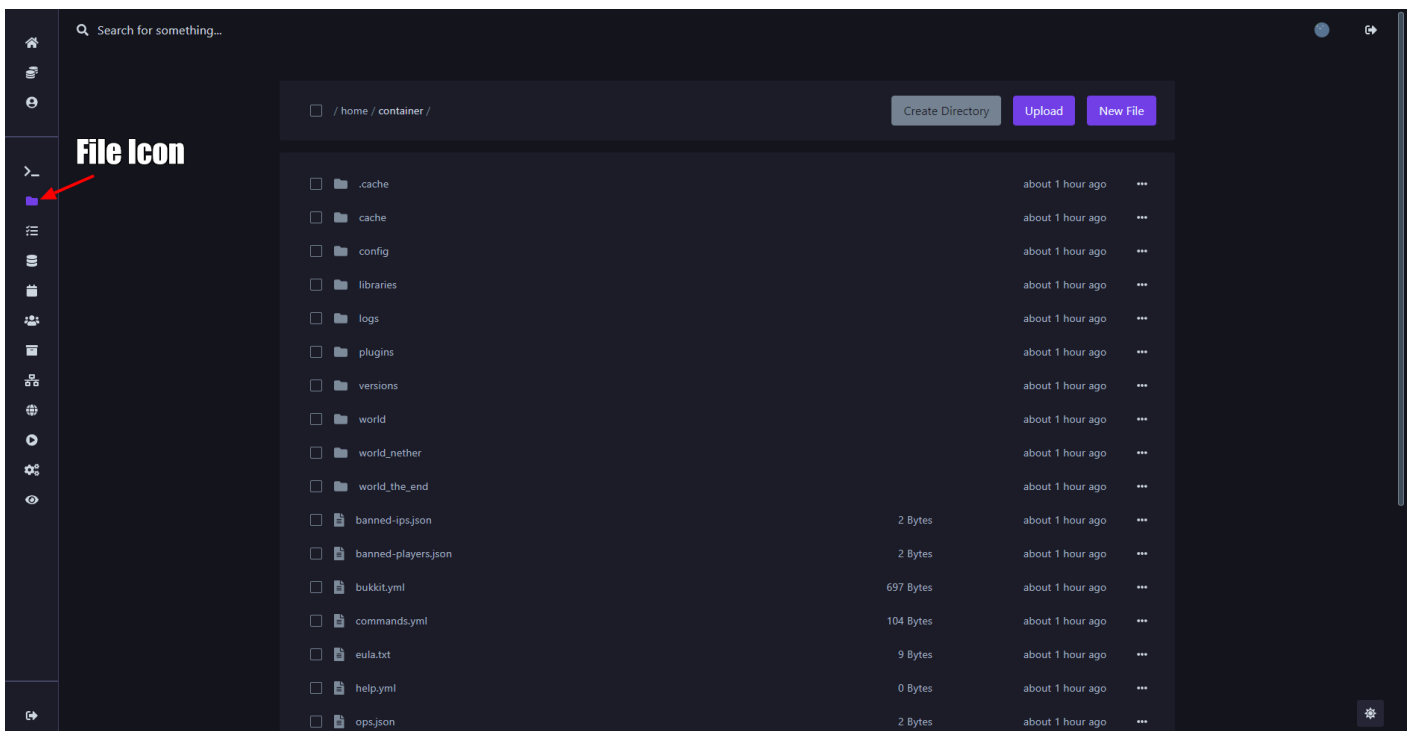
What version of Java do I need?

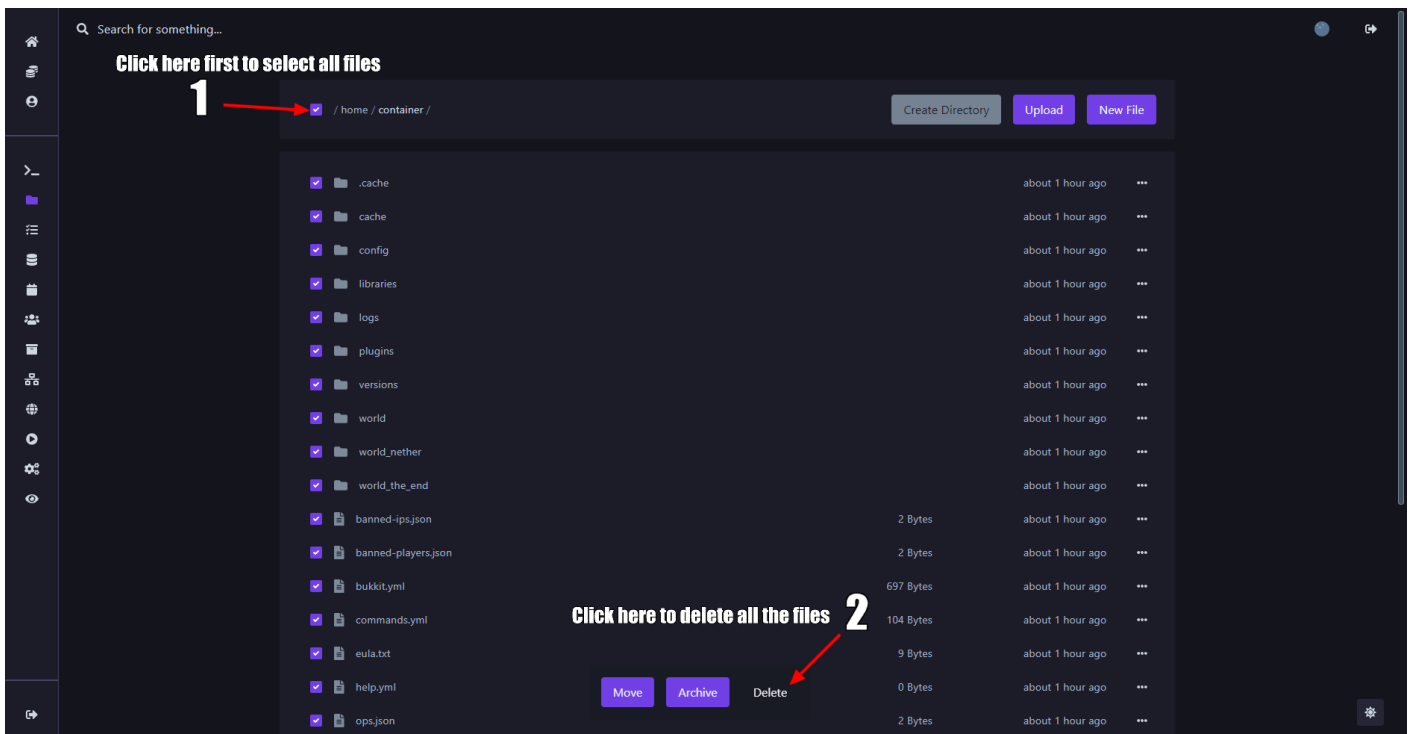
Minecraft version	Forge version	Java version
-----	-----	-----
1.20.6 or newer	50.x or newer	21
1.18 - 1.20.4	38.x or newer	17
1.17.1	37.x	16
1.16.5 or older	36.x or older	8

Change Java Version here as seen in photo.

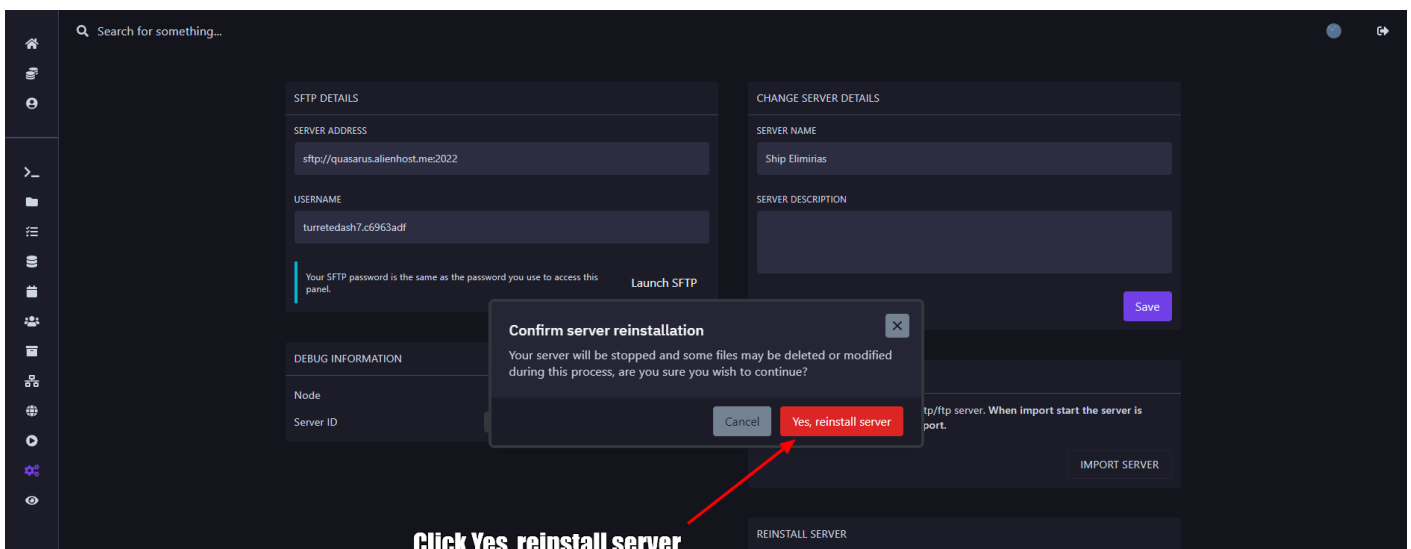
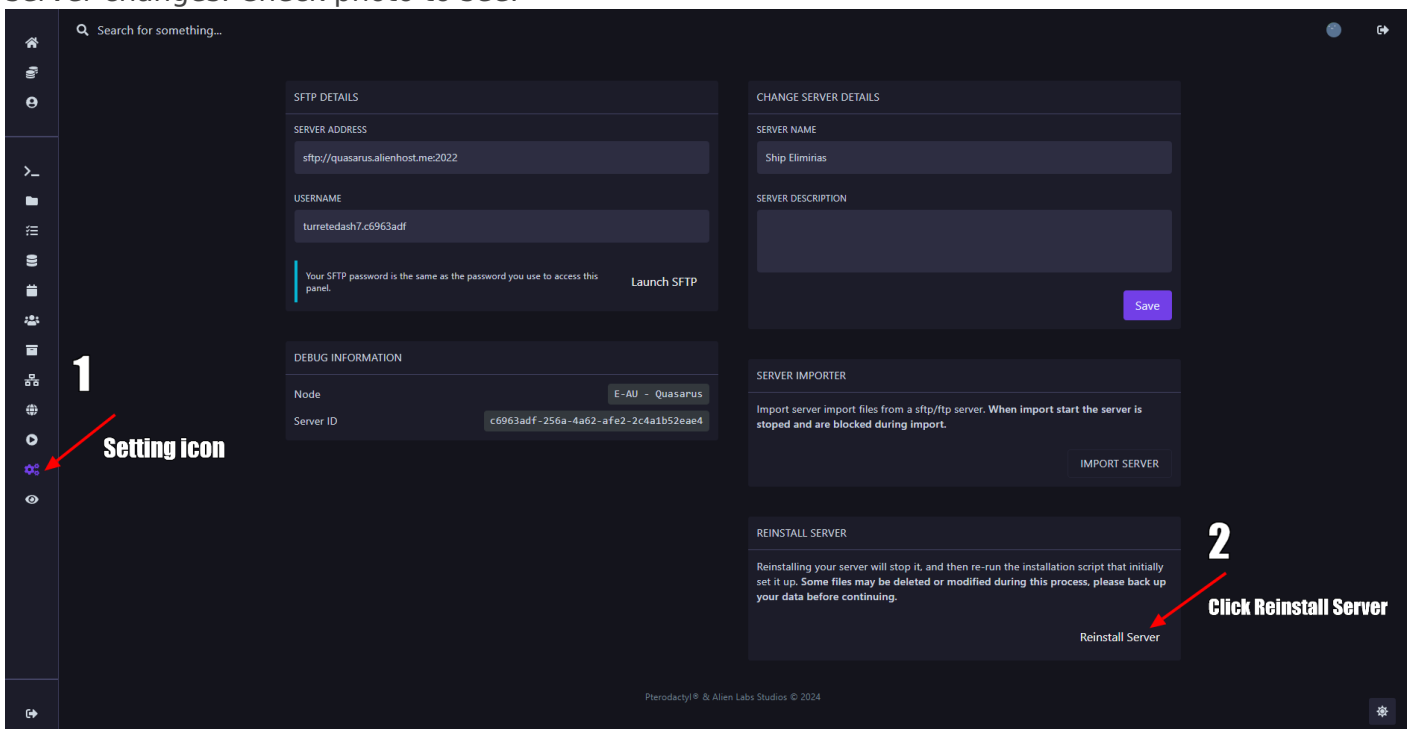


2c. After completing those steps, we can now add in the modpack to the server. However, we need to go to our files and do some changes here. You might notice that in your files you will likely either have **Paper/Spigot/Purpur/Velocity** Files. Reason for this, is that when you buy a server it generates those server file depending on what type of server you brought before you change it to **Forge Minecraft**. We can delete all those files as we don't need it.

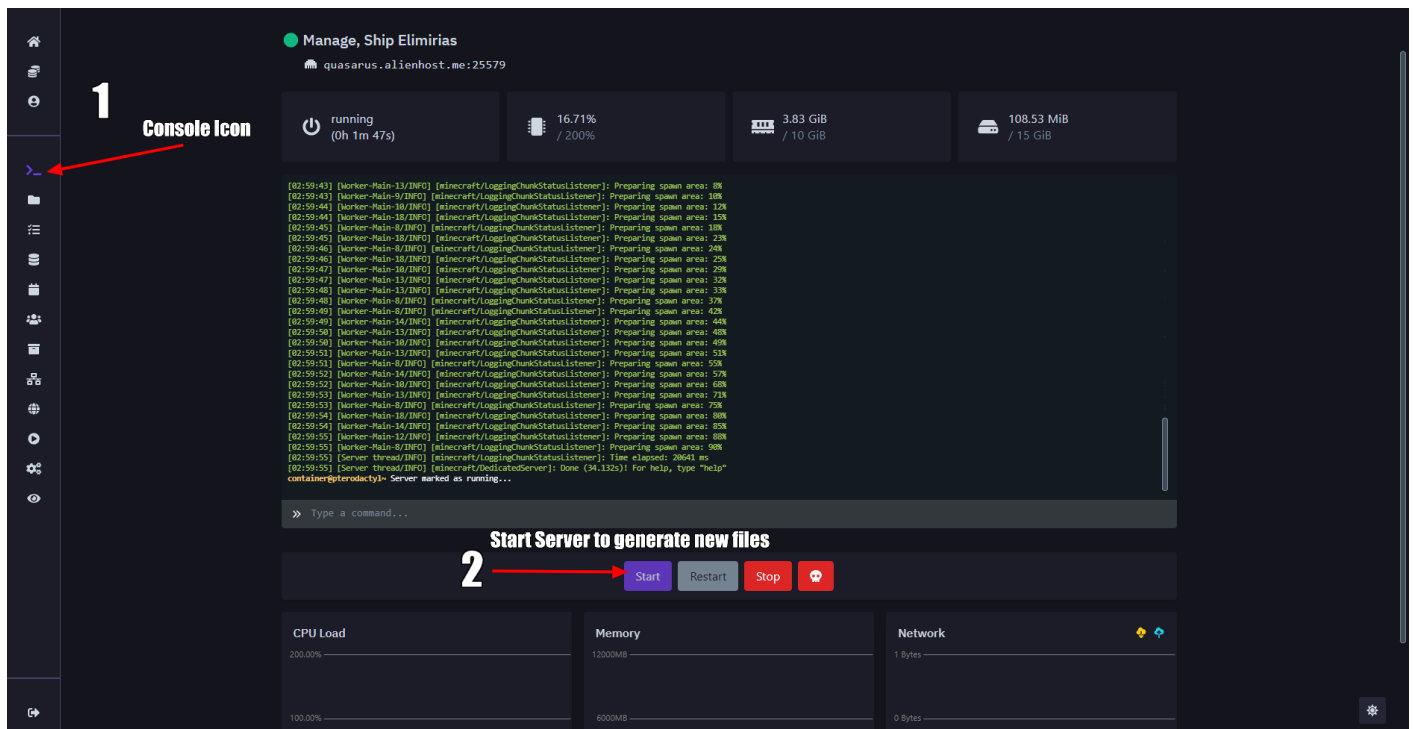




After deleting your files head over to the **Setting** Icon and reinstall your server to add in the new server changes. Check photo to see.

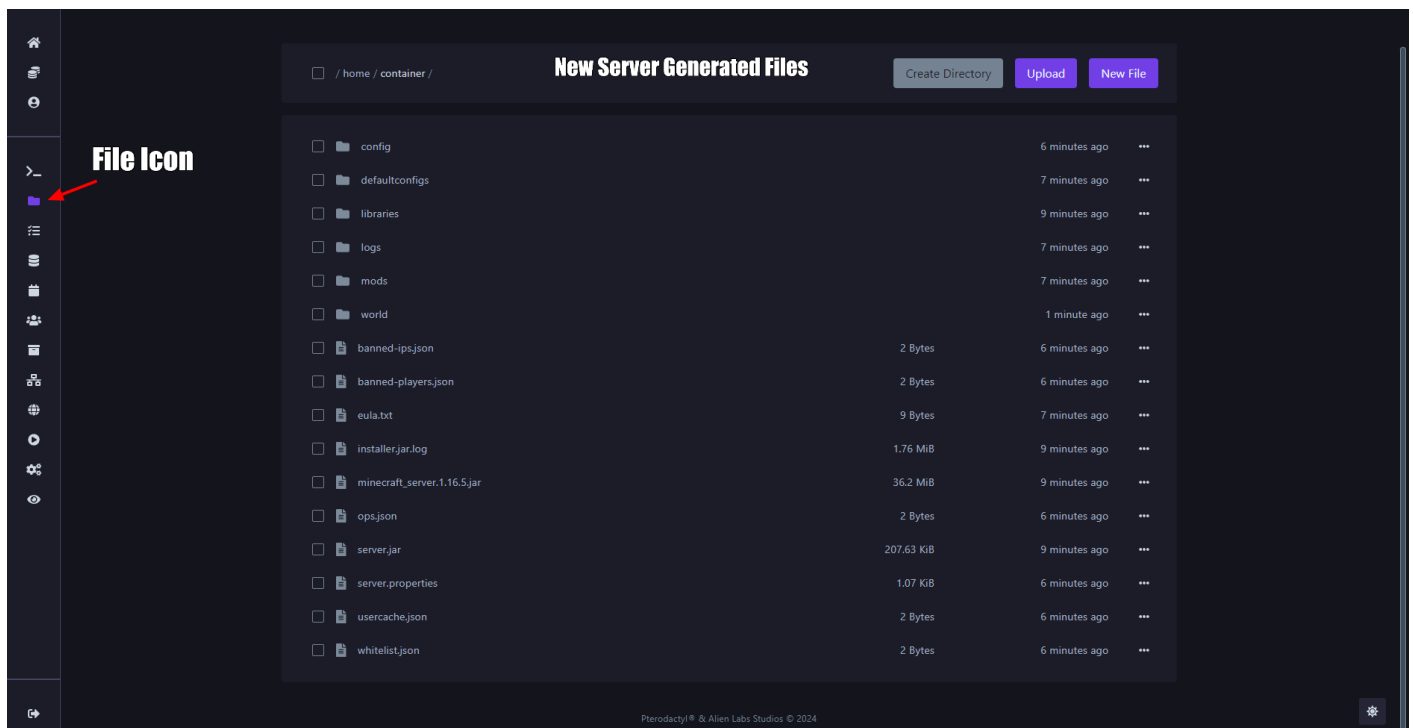


Step 3: When you are done reinstalling your server, head over to the **Console** and start your server to generate new files to run your forge version. Make sure to accept **EULA** because your server will keep crashing until its accepted. After your accepted it, give it some time to load as it can take a bit depending on the forge version.



The screenshot shows the Pterodactyl web interface for a server named "Manage, Ship Elimirias" (ID: quasarus.alienhost.me:25579). The server is running. A red arrow points to the "Console Icon" in the left sidebar, labeled with a large "1". The console output shows logs from the Minecraft server, including "Preparing spawn area" and "Done (34.132s)! For help, type 'help'". Below the console, there is a "Start Server to generate new files" button, labeled with a large "2". The interface also displays resource usage: 16.71% CPU, 3.83 GiB memory, and 108.53 MiB disk space.

Now your file should look like this. If it does, we can now proceed in adding your modpack.



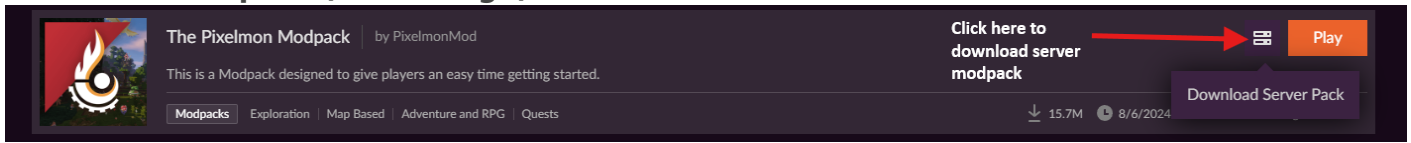
The screenshot shows the Pterodactyl web interface for the same server, displaying the "New Server Generated Files" section. A red arrow points to the "File Icon" in the left sidebar, labeled with a large "1". The file list shows various files and directories, including "config", "defaultconfigs", "libraries", "logs", "mods", "world", "banned-ips.json", "banned-players.json", "eula.txt", "installer.jar.log", "minecraft_server.1.16.5.jar", "ops.json", "server.jar", "server.properties", "usercache.json", and "whitelist.json". The "eula.txt" file is highlighted, indicating it has been accepted.

Step 4: Before adding your modpack Make sure to STOP your server!

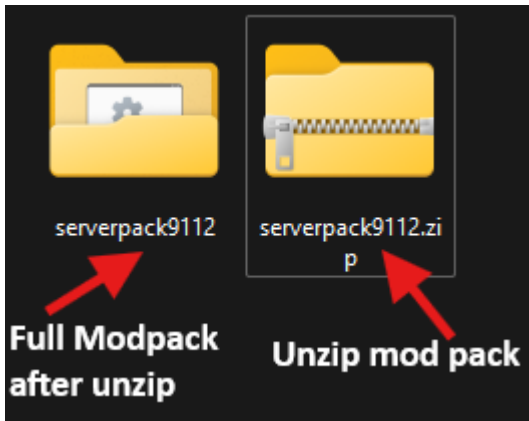
We now want to download the server pack to run on our server. So let head back to **CurseForge**

and click on **Download Server Pack** icon to install the latest serverpack on our pc. Check photo below to follow each step by step.

Download Modpack (CurseForge)



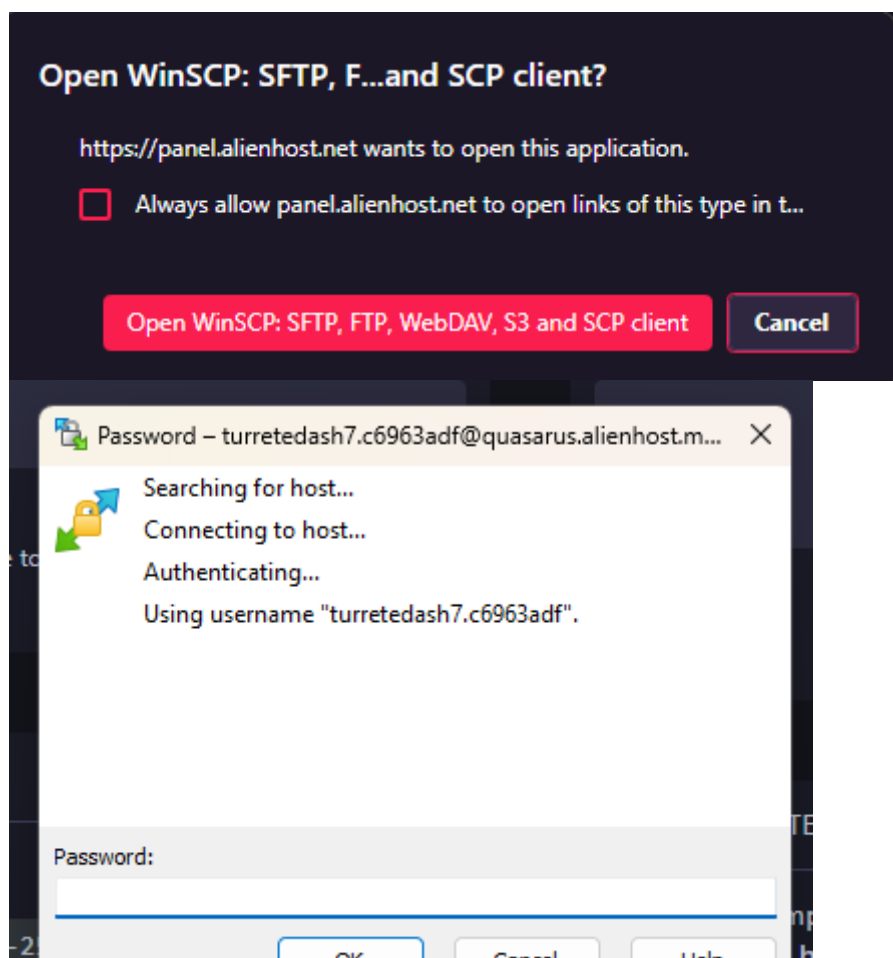
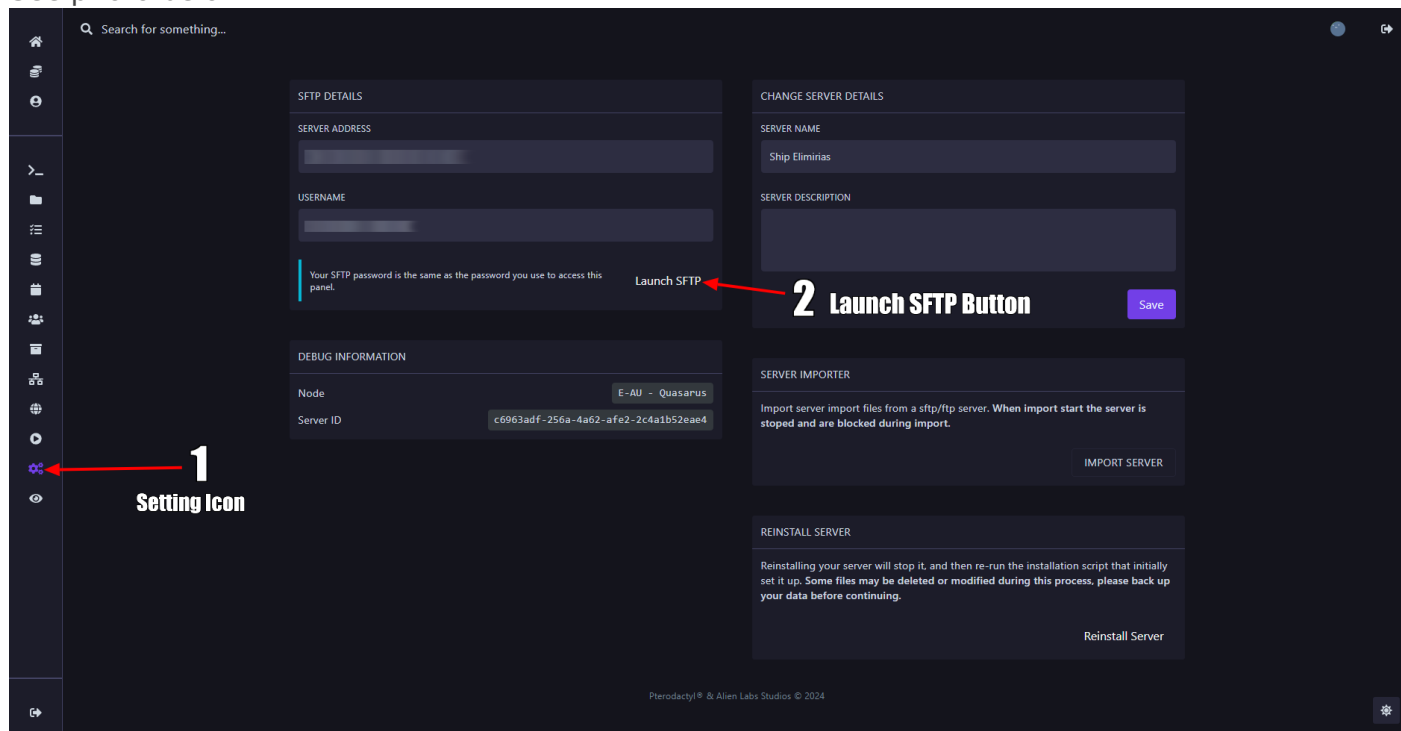
Unzip Modpack on pc



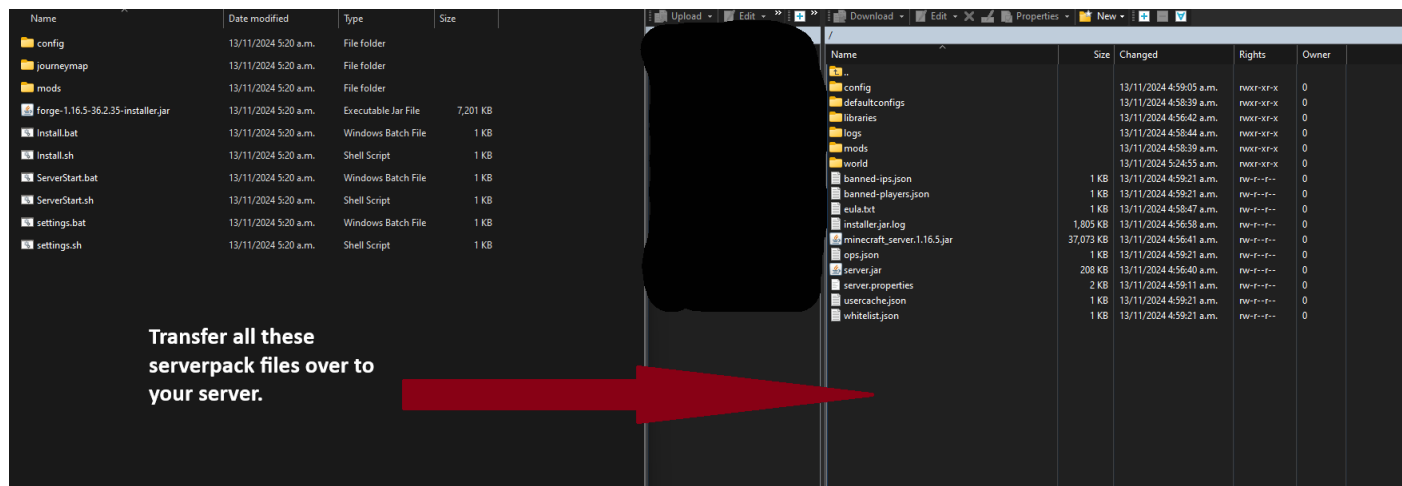
Head over to the Setting Icon and connect to your SFTP. You have two ways of doing this, you can either use WinSCP or FileZilla. Check out the photo below for which option you would like to use. Go here if you don't have either one installed [How to use SFTP](#) .

How to Connect with WinSCP:

Go to setting and click Launch SFTP and you should get a pop up window, then click Open WinSCP. A popup window should show up from WinSCP and now you can enter your AlienHost Password. See photo below

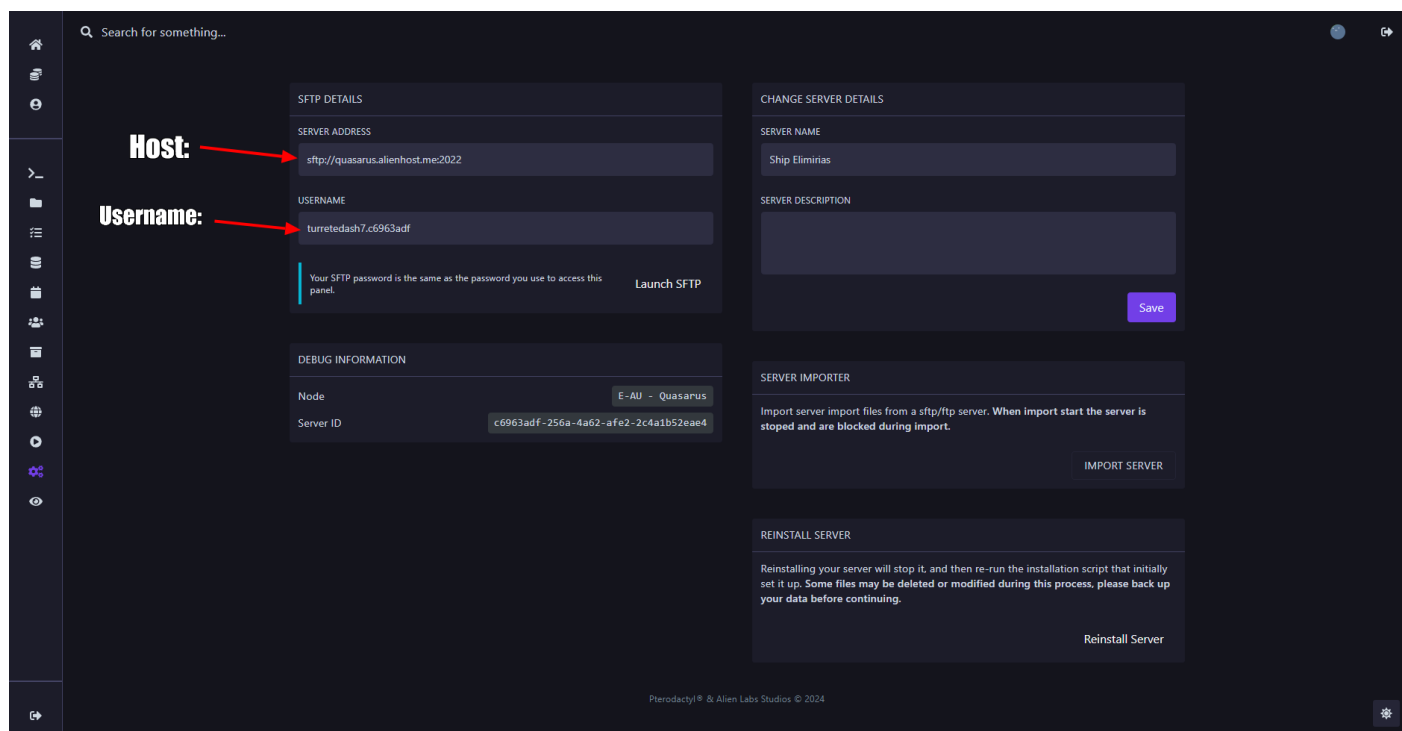


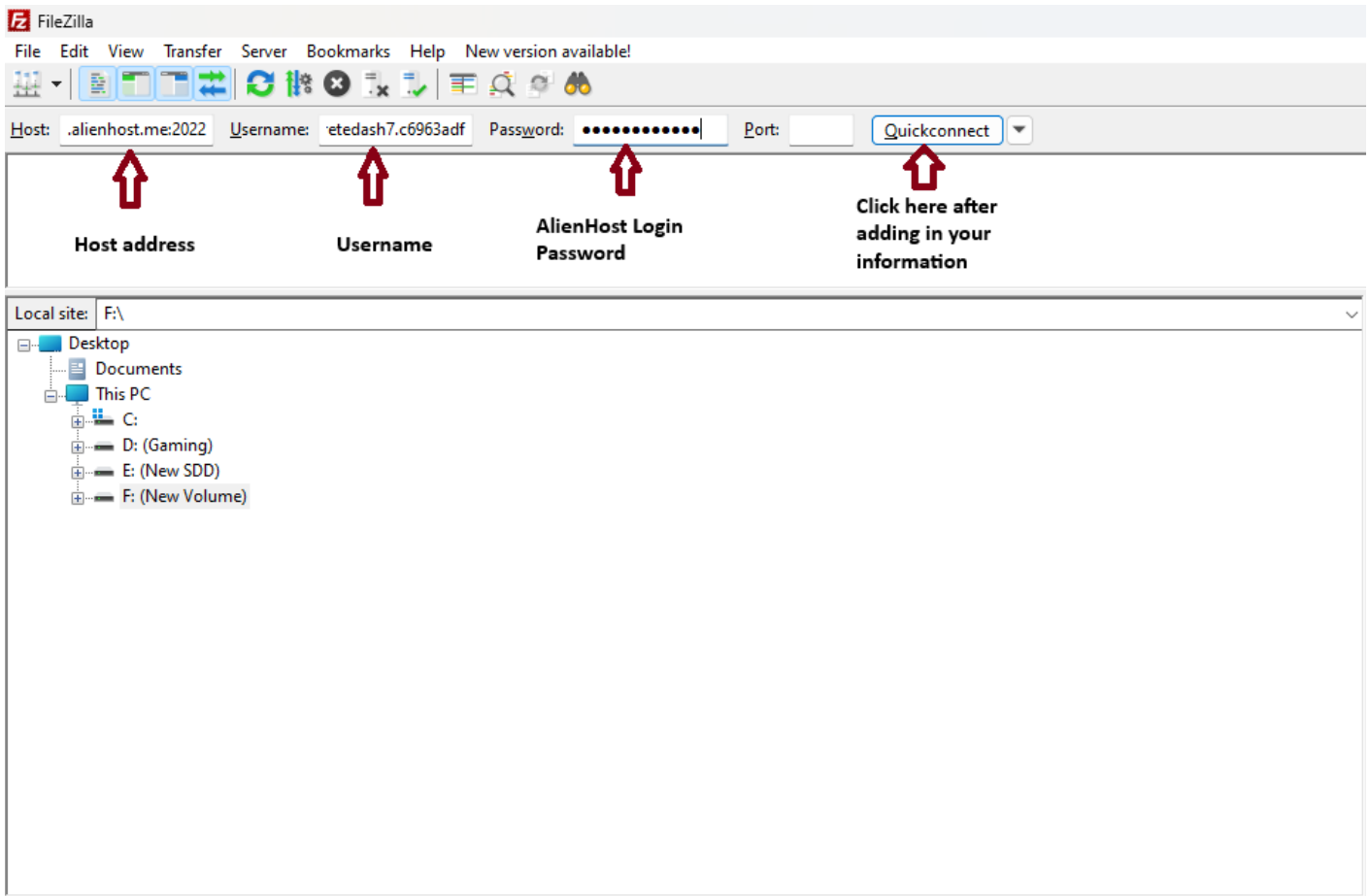
Now open up your Full Mod Server Pack and transfer all of the files into the your server. It might take some time so do be patience.



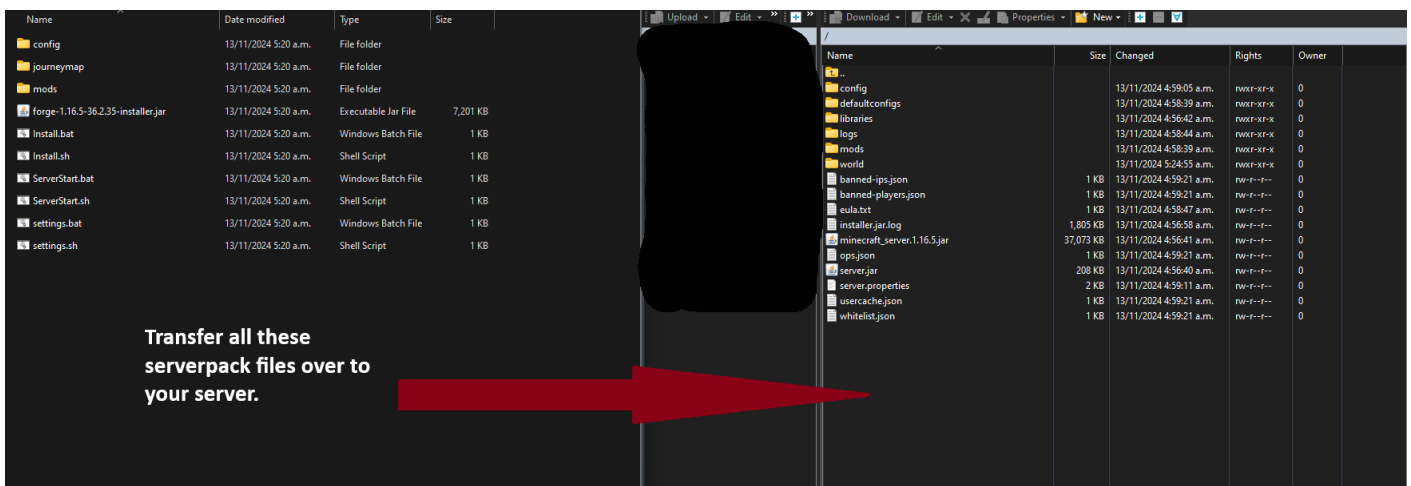
How to connect with FileZilla:

Open up **FileZilla** on your pc and add in your credentials. To find your credentials go back to the **Setting Icon** and copy your information and add to **FileZilla**. See photo below.





Now open up your Full Mod Server Pack and transfer all of the files into the your server. It might take some time so do be patience.



After completing these steps you can now start your server. It might take a bit for server to start up, as this all depends on how big your modpack is.

Step 5: Now launch up your game and head over to multiplayer and add in your server IP address. To find you IP Address click this link [How to get you IP](#) . Now you should see your server, however you might see a big **Red X** under the ping. You don't need to worry as this won't affect anything.

Incompatible FML modded server
Server mod list is not compatible



We hope this tutorial has helped you with how to install a Forge Modpack. If there are any question feel free to make a ticket in discord.

Velocity

Velocity, a proxy backed by the PaperMC Team and its contributors.

How To Setup Velocity

Where to get Velocity server jar?

The official version of Velocity can be found [here](#)

A fork I (MelonOof) would recommend is [this one](#) (download the one named in the following format: velocity-proxy-**{version}**-all.jar if you are planning on choosing this one)

How to install the server jar for the first time

Access to the server's [panel](#)

Go to your file manager and upload the downloaded jar file.

Make sure its name matches the **server jar file** variable in the startup page.

Next start your server, after some seconds, every file will generate.

Adding Backend Servers

Press **CTRL + F** and search for

You'll find something similar:

```
[servers]
# Configure your servers here. Each key represents the server's name, and the value
# represents the IP address of the server to connect to.
lobby = "127.0.0.1:30066"
factions = "127.0.0.1:30067"
minigames = "127.0.0.1:30068"
```

You can delete those if you needed, but if they are adequate, just replace the IP address between the quotation marks.

Or if you want to add a new server, add a new line and on that line write the information regarding your backend. Example:

```
survival = "127.0.0.1:25565" (makes sure the backend's actual IP address and port)
```

You'll have something like this:

```
[servers]
# Configure your servers here. Each key represents the server's name, and the value
# represents the IP address of the server to connect to.
lobby = "127.0.0.1:30066"
factions = "127.0.0.1:30067"
minigames = "127.0.0.1:30068"
survival = "127.0.0.1:25565"
```

The last steps on velocity

Press **CTRL + F** and search for `player-info-forwarding-mode`

By default it's set to "**none**" we recommend you to set it to "**modern**". Do note that the proxy won't support versions below 1.13, nor clients below 1.13, if you want to support such versions you may want to use "**bungeeguard**" forwarding at your own risk, as we won't cover it within this guide.

After setting the forwarding mode to **modern**, copy the string within **forwarding.secret** file.

Configuring the backend

In the file manager follow the following folders path: `/config/paper-global.yml`. Open the paper-global.yml

CTRL + F and search for `velocity` you'll find something similar to this:

```
proxies:
  bungee-cord:
    online-mode: true
  proxy-protocol: false
velocity:
  enabled: false
  online-mode: false
  secret: ""
```

Here set `enabled to true` (the one on line 6 in this scenario), set `online-mode to true` if it isn't already and within the single quote marks paste the content you copied from the **forwarding.secret** file from the proxy.

Go back to the main directory and access the **server.properties**.

Set `online-mode=true` to `online-mode=false`

Add other backends

Follow the steps from **Adding Backend Servers** to **Configuring the backend**