

# 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 `[servers]`

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**

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