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 similiar:

```
[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 similiar 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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