Guide to successfully settings up a basic, working BungeeCord network

The way bungee works is by passing your connection through the server to allow your connection to be manipulated to switch to other servers without having to connect to another servers IP address, it's essentially a proxy. It's not the hub server with all the portals as some people think it is, that's another server in itself, so...

Firstly you are going to need:-
1 Server for BungeeCord to run on
1 Hub server (where players are first sent to and connect to other servers normally via portals you create or signs)
1+ Servers for separate minigames or worlds, i.e. Factions / KitPVP / Spleef etc

Once you have these servers you're going to need to download the BungeeCord jar file (http://ci.md-5.net/job/BungeeCord/) – You want Bungeecord.jar found under "Last Successful Artifacts" on that page. By default this will be for the most current version of Minecraft. If you need one for older versions the build numbers are shown on the page that you need to locate and download.

Download the version for the version of Minecraft your servers are going to run. Once that is downloaded, rename it to minecraft_server.jar – If you're on Windows it normally won't show the file extension so minecraft_server should suffice (you'll be able to verify this once it's uploaded to the server).

Then you need to upload that to your bungee server on the control panel, using the file manager or FTP depending on which you prefer.

Once this has been done you want to delete any other files you have on this server apart from the minecraft_server.jar you've just uploaded as they're not needed.

Start up your server and it should generate several new files, the major one being a config.yml file. If this is not the case, please verify that you've done the previous steps correctly. Providing this file has been generated when the server started you're now ready to move onto the next step.

```
groups:
  md_5:
  - admin
disabled_commands:
- disabledcommandhere
player_limit: -1
stats: 42b5347e-799f-444c-b6dc-ecbc3d12db75
permissions:
  default:
  - bungeecord.command.server
  - bungeecord.command.list
  admin:
  - bungeecord.command.alert
  - bungeecord.command.end
  - bungeecord.command.ip
  - bungeecord.command.reload
listeners:
- max_players: 1
  fallback_server: lobby
  host: 0.0.0.0:25577
  bind_local_address: true
  ping_passthrough: false
  tab_list: GLOBAL_PING
  default_server: lobby
  forced_hosts:
    pvp.md-5.net: pvp
  tab_size: 60
  force_default_server: false
  motd: '&1Another Bungee server'
  query_enabled: false
  query_port: 25577
timeout: 30000
connection_throttle: 4000
servers:
  lobby:
    address: localhost:25565
    restricted: false
    motd: '&1Just another BungeeCord - Forced Host'
ip_forward: false
online_mode: true
```

You'll now need to go to the file manager and right click on the config.yml file and select edit.

You'll then see a file which should look like the one on the left.

Firstly you need to change the **max_players:** value to whatever you want your max players to be for the network. If you want players to join over the displayed player limit keep **player_limit:** at -1, if not change it to the **max_players** value.

You now need to set the **host:** value to the server IP:port the Bungeecord server would be running on (i.e. 185.38.148.2:25589)

Next you'll need to change **query_enabled: false** to **query_enabled: true** and then change **query_port:** value to the query port you were allocated, this can be found on the server info page.

Now you want to change the **ip_forward:** option to true

And proceed to the next step.

```
servers:
  lobby:
    address: localhost:25565
    restricted: false
    motd: '&1Just another BungeeCord - Forced Host'
```

In this next part we're going to configure the servers that will be accessible via the BungeeCord network in the bungee config.yml file. As you can see on the left they add one already, this is the format you want to keep to with name, address, restricted and motd. So let's start by changing the address of the lobby server to the IP:port of the server you'll be using for your lobby / hub server.

After that you want to add additional servers set out in the same format as the lobby server. Please refer to the screenshot on the right on how to add additional servers to the BungeeCord config.yml.

After you've done this your BungeeCord server will function properly. Any other additional settings are optional and you can find a reference for all of the settings here: - http://www.spigotmc.org/wiki/bungeecord-configuration-guide/

```
servers:
  lobby:
    address: 185.38.148.2:25565
    restricted: false
    motd: '&1Just another BungeeCord - Forced Host'
  factions:
    address: 185.38.148.3:25578
    restricted: false
    motd: '&1Just another BungeeCord - Forced Host'
  kitpvp:
    address: 185.38.148.10:25602
    restricted: false
    motd: '&1Just another BungeeCord - Forced Host'
  creative:
    address: 185.38.148.12:25588
    restricted: false
    motd: '&1Just another BungeeCord - Forced Host'
```

The final part now is the basic configuration needed on the other servers. In order to do this you must first have the latest **Spigot** release installed on all other servers apart from the BungeeCord server.

You will then need to do the following on each server that will be used on the BungeeCord network.

1. Edit the server.properties file and change online-mode=true to online-mode=false
2. You then need to alter the bukkit.yml file and change connection-throttle=4000 to connection-throttle=-1
3. And finally change bungeecord: false to bungeecord: true in the spigot.yml file

Once this is done, and all servers have been restarted you should be able to join your BungeeCord server IP:port without any problems. To check if Bungee is successfully working issue the command /server whilst connected and it should return a list of available servers.

And that's it, congratulations on setting up your very own BungeeCord server network!