

# Configuring The Server

- [Basic Setup](#)
- [Additional Setup](#)
- [Multi-version/Bedrock support](#)

# Basic Setup

To configure the server you can edit the `server.properties` file.

Don't write the values in quotes. For example write `server.mode=online` instead of `server.mode="online"`

## Set listening IP and Port:

The IP and Port can be set using `server.ip` and `server.port` properties in the config file. In most cases you shouldn't change server's IP.

## Set server's mode:

To set the server's mode you can use `server.mode`. There are 3 values that can be used:

1. **"online"** - The server will "ask" Mojang servers if the player joining the server actually bought Minecraft.
2. **"offline"** - The server will let anyone join. So player can have a "cracked"/"non-premium" account and still join the server.
3. **"velocity"** - This mode is used only with a Velocity Proxy. You can set `server.proxysecret` to **Velocity's secret**.
4. **"bungeecord"** - This mode is used only with a Bungeecord Proxy.

# Additional Setup

## Setting maximum server slots:

By default the server doesn't limit the player count, but you can change it if you want by setting **server.slots** to a **number**. (**0** is for unlimited)

## Setting minimum/maximum game slots:

This settings allow to change the minimum and maximum amount of players in one lobby. To change them set:

1. **game.minslots** to a **number** of minimum amount of players.
2. **game.maxslots** to a **number** of maximum amount of players.

## Setting wait time for game to start:

To set the wait time you need to set the **game.waittime** property to a **number**. (in seconds)

## Bypassing minimum game slots requirement:

As an admin you can enable/disable the `/queue force` command. This command allows players to force start the game even when there's not enough players (**game.minslots**). To change it set **game.allowforce** to **"true"** or **"false"**

## Saving player stats:

To save player statistics you'll need to set **stats.saving** to **"true"**.

Then you'll need to select a way of saving those statistics. The solutions are:

1. **A MariaDB Database** - *Server will save player data in an external MariaDB Database* - Set:
  1. **stats.type** to **"mariadb"**
  2. **stats.ip** to **database's IP**
  3. **stats.port** to **database's port**
  4. **stats.db** to the **database name (made specifically for Spectrum Survival)**
  5. **stats.user** to the **username** set in the database.
  6. **stats.pass** to the **password** set in the database.
2. **A MongoDB Database** (Added by: [whynotmax](#)) - *Server will save player data in an external MongoDB Database* - Set:
  1. **stats.type** to **"mongodb"**
  2. **stats.mongo-uri** to **"mongodb://username:password@databaseIP:databasePort/database"**
3. **A SQLite Database** - *Server will save player data in a .db file* - Set:
  1. **stats.type** to **"sqlite"**
  2. **stats.db** to a **filename** (like "players.db", the file doesn't need to exist, the server should create it by itself)
  3. Leave **stats.ip**, **stats.port**, **stats.user** and **stats.pass** **empty**.
4. **A Directory** - *Server will save player data in a directory in the server's root directory* - Set:
  1. **stats.type** to **"dir"**
  2. **stats.db** to a **directory name** (like "players", the directory doesn't need to exist, the server should create it by itself)
  3. Leave **stats.ip**, **stats.port**, **stats.user** and **stats.pass** **empty**.

# Multi-version/Bedrock support

This was only **somewhat** tested but it should be fine

## Multi-version support (ViaVersion):

By default Spectrum Survival supports only one version of Minecraft just like Vanilla servers. You can change it by using ViaVersion (either as a standalone proxy (ViaProxy) or on Velocity).

## Bedrock support (GeyserMC):

Spectrum Survival is a **Java Edition only** server. But by using GeyserMC (either standalone, Geyser-ViaProxy, or on Velocity) you can change that.