

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.

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