

Click to verify



Point 1 - Install and run There should be no problems here, because here the process is similar to installing a regular core for a server or a bungee. 1) Download Velocity from the Papermc website. 2) Put the one you downloaded_ jar file to a specific folder, then create a file in start.bat (start.sh if linux), in which write the following: java -Xmx2G -Xms2G -XX:+UseG1GC -XX:HeapRegionSize=4M -XX:+UnlockExperimentalVMOptions -XX:+ParallelRefProcEnabled -XX+VelocityProTouch -XX:MaxInlineLevel=15 -jar velocity.jar (Note, you will need java version 11 or higher) 3) Now run it. After that, wait until all folders and files are created and after a message like "Done (2.2s)" close the console window or that opens. Run it again after file configuration. Point 2 - Velocity setting velocity is one configuration file - always.velocity.toml. It can be opened using any text editor. config-version = "2.6" build = "0.0.0.0:25577" mode = "A Velocity Server" show-max-players = 500 online-mode = true force-key-authentication = true prevent-client-proxy-connections = false # Should we forward IP addresses and other data to backend servers? # Available options: # - "none": No forwarding will be done. All players will appear to be connecting # from the proxy and will have offline-mode UUIDs. # - "legacy": Forward player IPs and UUIDs in a BungeeCord-compatible format. Use this # if you run servers using Minecraft 1.12 or lower. # - "bungeeguard": Forward player IPs and UUIDs in a format supported by the BungeeGuard # plugin. Use this if you run servers using Minecraft 1.12 or lower, and are # unable to implement network-level firewalling (on a shared host). # - "modern": Forward player IPs and UUIDs as part of the login process using # Velocity's native forwarding. Only applicable for Minecraft 1.13 or higher. player-info-forwarding-mode = "NONE" # If you are using modern or BungeeGuard IP forwarding, configure a file that contains a unique secret here. # The file is expected to be UTF-8 encoded and not empty. forwarding-secret-file = "forwarding.secret" # Announce whether or not your server supports Forward Proxy Authentication on this host. # If your network uses one mode consistently, consider using ping-passthrough = "disabled" instead. # If enabled, default is false. # If disabled, the proxy's online-mode, and velocity will kick # any existing player who is online if a duplicate connection attempt is made. kick-existing-players = false # Should Velocity pass server list ping requests to a backend server? # Available options: # - "disabled": No pass-through will be done. The velocity.toml and server-info.png # will determine the initial server list ping response. # - "mods": # - "mods". Passes only the mod list from your backend server into the response. # The first server in your try list (or forced host) with a mod list will be # used. If no backend servers can be contacted, Velocity won't display any # mod information. # - "description": Uses the description and mod list from the backend server. The first # server in the try (or forced host) list that responds is used for the # description and mod list. # - "all": Uses the backend servers' response as the proxy response. The Velocity # configuration is used if no servers could be contacted, ping-passthrough = "DISABLED" # If not enabled (default is true) player IP addresses will be replaced by in logs enabled-player-address-logging = true [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" # In what order we should try servers when a player logs in or is kicked from a server. try = ["lobby"] [forced-hosts] # Configure your forced hosts here. "lobby.example.com" = ["lobby"] "factions.example.com" = ["factions"] [advanced] compression-threshold = 256 compression-level = -1 login-lobbylatency = 3000 connection-timeout = 5000 read-timeout = 30000 haproxy-protocol = false tcp-fast-open = false bungee-plugin-message-channel = true show-ping-requests = false failover-on-unexpected-server-disconnect = true announce-proxy-connections = true log-command-executions = false log-player-connections = true [query] enabled = false port = 25577 map = "Velocity" show-plugins = false Now let's go directly to the setup. First of all, it's define the type of "forwarding" And here I am ready to give you advice. If you keep the \$[project-revision] and replace properly? Otherwise, I won't be able to get a gradle version. Yes, there is no plugin.yml. This set up is intended to use player-info-forwarding-mode = "bungeeguard". Specify this value coming to what is suitable for you. Next, we need to come up with a key and specify it in the file that is specified in the forwarding-server-info-forwarding-secret_ column. If you chosen modern mod, then this key will need to be set in paper.yml by finding the velocity-support field, then activating it by being enabled; then, the finding the secret: field, the default: field in it, and inserting the key you invented into quotes. If you have chosen bungeeguard, you will need to download the BungeeGuard plugin and insert the key you invented into its config in the allowed-tokens field: Important note: In the spigot.yml file there is a string bungeecord: false If you have configured player-info-forwarding-mode = "modern" and enabled velocity support in paper.yml, this field should remain false. If you have a bungeeguard value, it should be set to true! Next, we need to configure the servers. Everything is simple here. In the servers section you have examples of configured servers. You just need to substitute your values and, if necessary, rename the servers for yourself. Just specify server_ name = "Server IP-server port". After you have added all the servers you need, specify the server to which the player will be connected immediately after entering in the try = column Now let's look at some settings that you will probably change. 1) tcp-fast-open = false - set to true if you are running the server on Linux (on a VDS/VPs/Dedicated server) 2) announce-proxy-commands = true - set it to false if you don't want the transparency to issue your proxy commands to players. 3) force-key-authentication = true - set it to false if your server is using offline mode (We don't approve of it!) Point 3 - Velocity Commands. By default, Velocity has 4 commands: /velocity (version|plugins|reload|dump) - shows the velocity version | shows the velocity plugins | reloads the proxy | unloads the dump with proxy information, respectively /end - disables the proxy /shutdown - the same as end /gist - shows how many players are on proxy /server - allows you to move between servers You can read more about them here: Point 4 - Useful utilities: 1) Probably the most important part is protection from bots. This function is performed by the following two plugins: LimboFilter - LimboAPI. Actually, after installing them you can completely customize the anti-bot protection. 2) By default, there is no way to set up groups and permissions in Velocity. The LuckPermsVelocity plugin will help with this. Install it on a proxy and use it as a permission manager. 3) On velocity, as you could see, there are no commands that are in the bungeecord, such as /send, /find, etc. In order to add them, use the VelocityTools plugin. In addition to these commands, it includes useful functions, by the type of command /lobby, the ability to restrict connections directly from a digital IP, and so on. 4) The CommandsSync plugin may be quite useful for you. Recently, cycling support has been added to it, which has made it relevant again. In short, it is needed in order to execute proxy commands on servers. Very handy if you can't use the database, but you have several game modes. 5) It is also worth thinking about blocking commands. If you need to restrict other commands on the proxy server, it is recommended that you use the CommandWhitelist plugin. By the name, I think it's already clear what it does. Point 5 - Useful links. - of velocity docs page Last edited: Apr 15, 2023 Reactions: KungfuEpt All guides on this seem outdated, on Spigot, or not explained enough for my small brain. I know I have to add the Paper Server into my dependencies but I don't know where to go past that. I'm not quite sure how to do this, if I'll be honest. Is there any in-depth tutorial because the instructions on the GitHub have me lost... Basically, no... The test plugin repo linked is the current only example of how to set it up, documentation is planned but not a high priority vs everything else we need to get to (p's welcome, etc), only guide thus far is basically to clone that repo, tweak the shit as needed, and use that as the base; or, copy over the settings and build config changes specific for paperweight from that repo Alright, thank you nonetheless I hate to gatekeep, but if learning from the example github is too hard, then you will likely struggle with the compatibility issues that arise from using NMS. It's going to get a ton easier with the Mojang Mappings, but I still wouldn't recommend it unless you only plan on supporting a single version at a time, (until you understand exactly what's going on) Sorry to revive this thread again, but I've finally managed to get the update faster. It still looks terrible idea to me, if paper go independent on spigot, and if you unable to go back to spigot, and the plugins using paper-api cannot run on spigot, it's not counted as fork anymore. It's scary. Considering 90 to 95 percent of modern servers run Paper or derivatives, it's not scary at all! It's liberating. I'm aware of dozens and dozens of plugins planning to just use paper-api, and one plugin that wants to stay on spigot, no, it's scary to me. what if Citizens 2 Uses New API/Methods/Enums Introduced By Spigot on their update? Besides that, Citizens use Relocation. Considering 90 to 95 percent of modern servers run Paper or derivatives, it's not scary at all! It's liberating. I'm aware of dozens and dozens of plugins planning to just use paper-api, and one plugin that wants to stay on spigot, no, it's scary to me. It's not liberating to me. what if Citizens 2 Uses New API/Methods/Enums Introduced By Spigot on their update? Besides that, Citizens use Relocation. Most plugins will probably aim for working on paper considering how many servers run it. And if a dev for some reason would rather have their plugin work on a minority of servers instead of the majority, then the plugin is somewhat popular there will probably be some fork made to target paper-api. I don't know about Citizens though, would think they'll try to make their plugin work for both paper and spigot, but I am a bit inclined to oppose this decision. I just know what content was included in the bstats data that the developers reviewed when making this decision, so it seems that they may have some misunderstandings about the current situation of Paper. 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