## Routing MC Server through Cloudflare

This guide is meant for someone with slightly above average understanding of networking principles and self-hosting. Any questions can be directed to the GitHub repository that hosts the script <u>HERE</u>.

Have fun and enjoy!

1. Grab Domain Name: I personally use NameCheap - <a href="https://www.namecheap.com/">https://www.namecheap.com/</a>



2. Make a Cloudflare account and point your nameservers to Cloudflare's



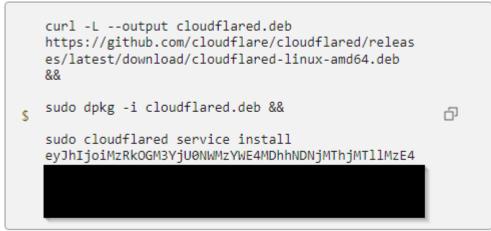
3. Once Cloudflare recognizes your nameservers are changed your site will change to active



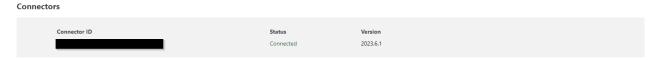
- 4. Click Zero Trust on the left and head to Access > Tunnels
- 5. Click Create a Tunnel
- 6. Name your tunnel Minecraft or something easily memorable
- 7. Choose OS, and Arch MineOS will be Debian and 64-bit

8. Copy the command on the left into terminal.

If you don't have cloudflared installed on your machine:



9. Once it's downloaded, you'll see your Connector appear below.



- 10. Click Next
- 11. For Subdomain you can add "mc" or leave it at your base site. No need to add a path
- 12. For Service pick TCP and the URL will be "localhost:25565" and then save your tunnel
- 13. Everything will be great if you see a "Healthy" on your Status



- 14. Cool, you've setup everything you need on the backend. Now ensure your server is running and begin testing.
- 15. In order for clients to join your going to need this <u>Powershell script</u> from my Github repo.
- 16. If you aren't comfortable with links, here's the fancy one liner you can run.
  - 1. .\cloudflared-windows-amd64.exe access tcp --hostname mc.example.com --url
    localhost:9210
  - 2. Ensure you have downloaded the Cloudflared windows client from <u>HERE</u> and it is in the same folder as this Powershell script.
- 17. Usage is straight-forward, change the "mc.example.com" to the name of the URL you just created.
- 18. Save the folder In order to run it, right click it and Run with Powershell.
- 19. Open Minecraft, Add a server, for the address of the server put "localhost:9210"
- 20. If all is well your server should pop right up!