

?How to connect Bungeecord to Paper servers

By default **you need to manually connect your paper / backend servers to your proxy!**

Step 1

We need to configure all your backend servers to support the bungeecord proxy

On you paper server(s), go to the `spigot.yml` and set `bungeecord` to

```
bungeecord: true
```

Next in the `server.properties` file, ensure that `online-mode` is set to `false`

Note: you have to do this on all backend servers

Step 2

On your bungeecord server, find the file in the main directory called `config.yml`, here is where you will find a `server` section. Here you need to specify every server

Here is the structure of the `server` section

```
servers:  
  NAME-OF-SERVER:  
    address: SERVER-IP  
    motd: 'MOTD / SHORT DESCRIPTION'  
    restricted: false - keep this
```

Here is an example:

```
servers:  
  lobby:  
    address: play.atomichost.xyz:0001  
    motd: '&lLobby Server'  
    restricted: false  
  survival:
```

```
address: play.atomichost.xyz:0002
```

```
motd: '&1Survival Server'
```

```
restricted: false
```

Lastly, restart both the proxy and all your back end servers, and then everything should work!

if you have any issues don't hesitate to open a support ticket!

to learn more about how proxies work, [click here](#)

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