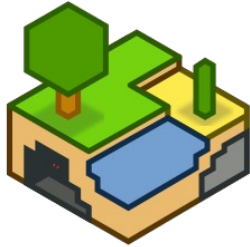


# Minetest Server with playit.gg

From linux



# MINETEST



# PLAYIT.GG

https://playit.gg



status


Login

## Want to run an online game server?

Forget hosting providers,  
**use your own computer** for free!

playit.gg makes it easy for friends to connect.

download chat



# Playit.gg

Simply download and run the program. From there we'll help you add it to (and create) your playit account.



Windows



Linux



macOS



Plugins

## Debian Install Script (apt-get)

```
curl -SsL https://playit-cloud.github.io/ppa/key.gpg | sudo apt-key add -  
sudo curl -SsL -o /etc/apt/sources.list.d/playit-cloud.list https://playit-clo  
sudo apt update  
sudo apt install playit
```

## Raw Binaries



x86-64



armv7



aarch64

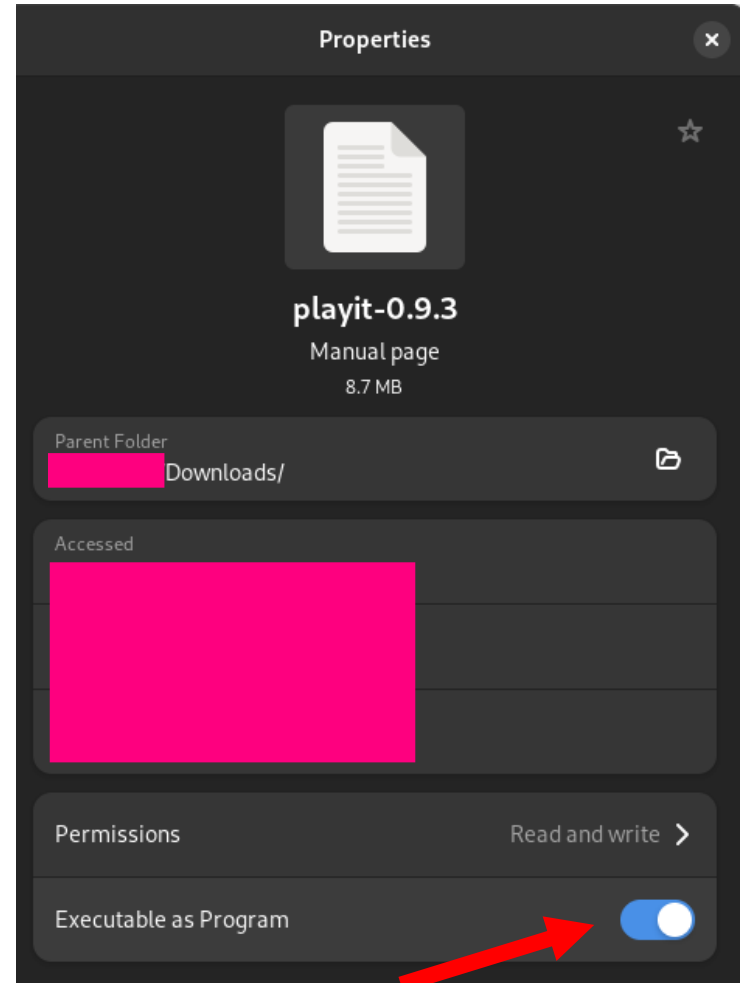
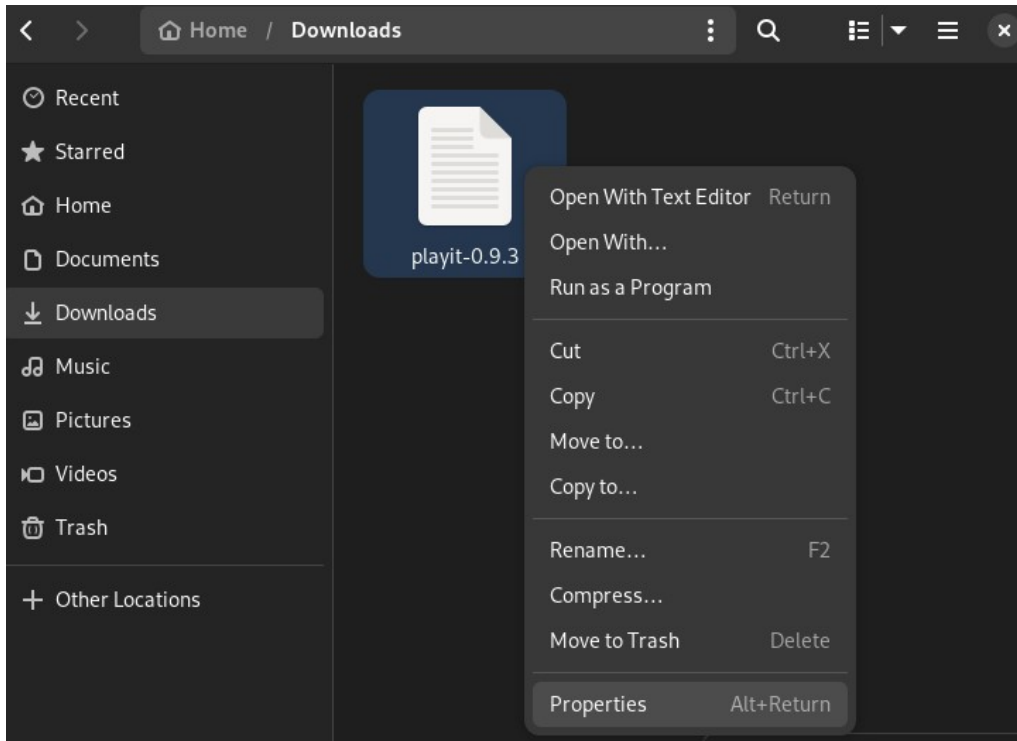


Most likely

1/2

3/4

## Right click



get started with

# Playit.gg

Simply download and run the program. From there we'll help you add it to (and create) your playit account.



Windows



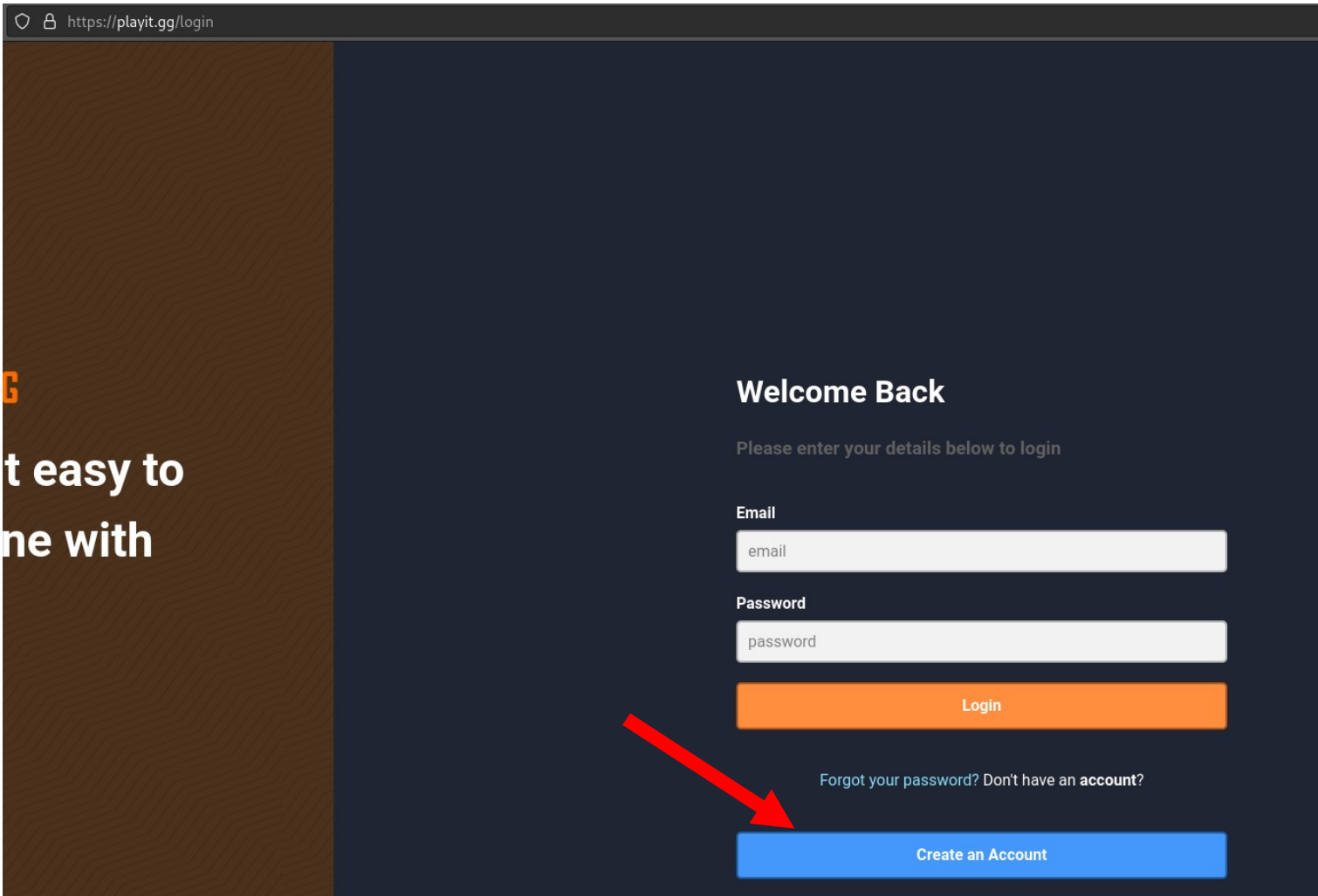
Linux



macOS



Plugins



https://playit.gg/login/create

**Let's get you started!**

Use Guest Account

or create an account

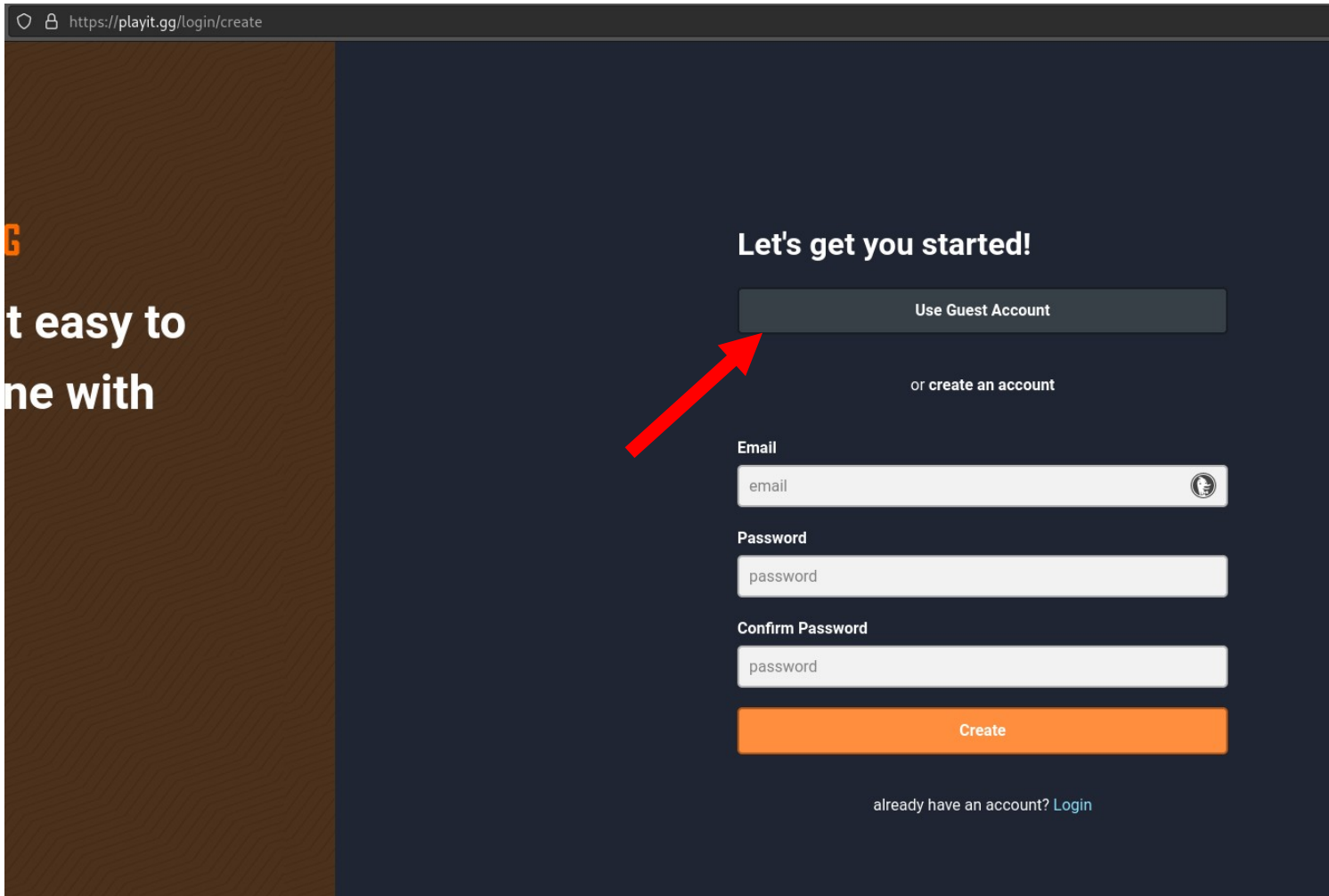
Email  
email

Password  
password

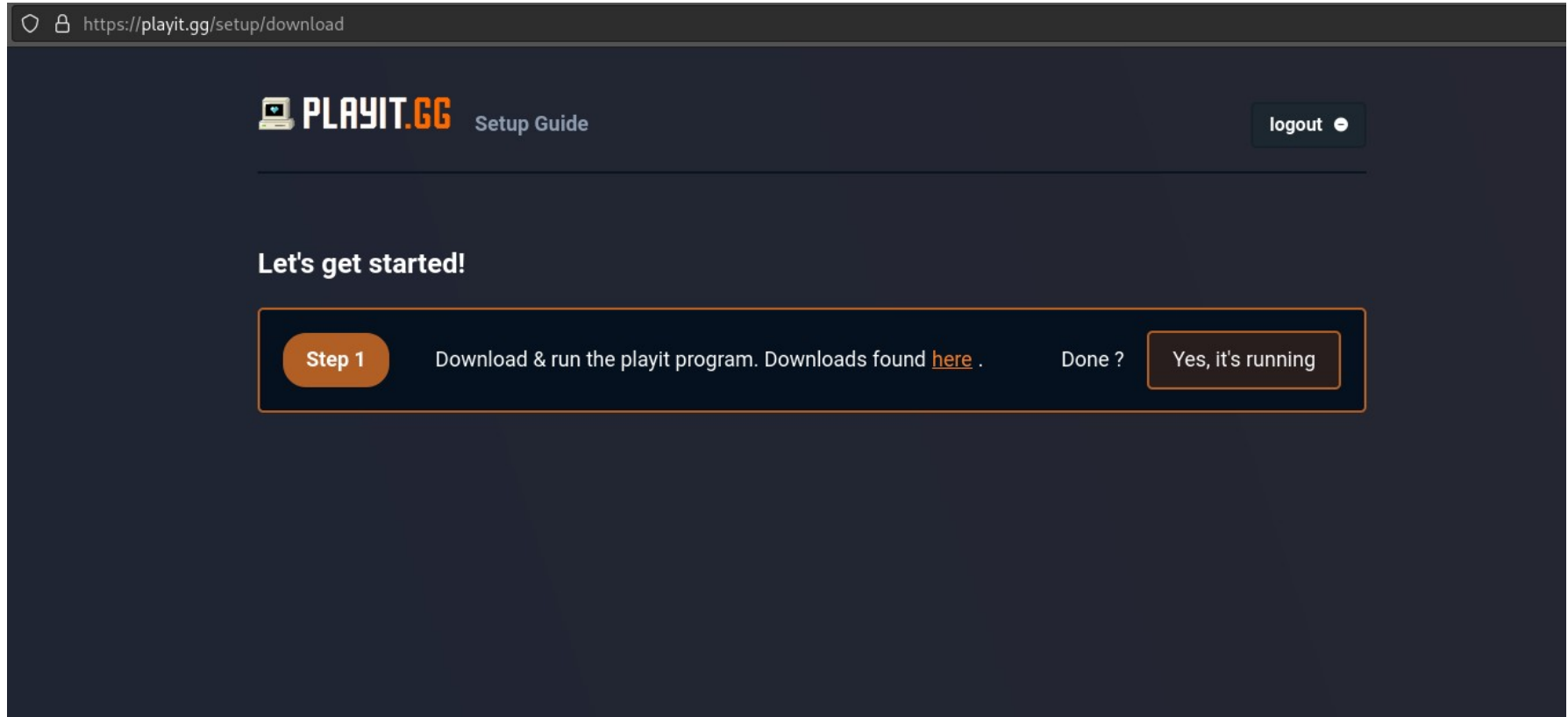
Confirm Password  
password

Create

already have an account? [Login](#)

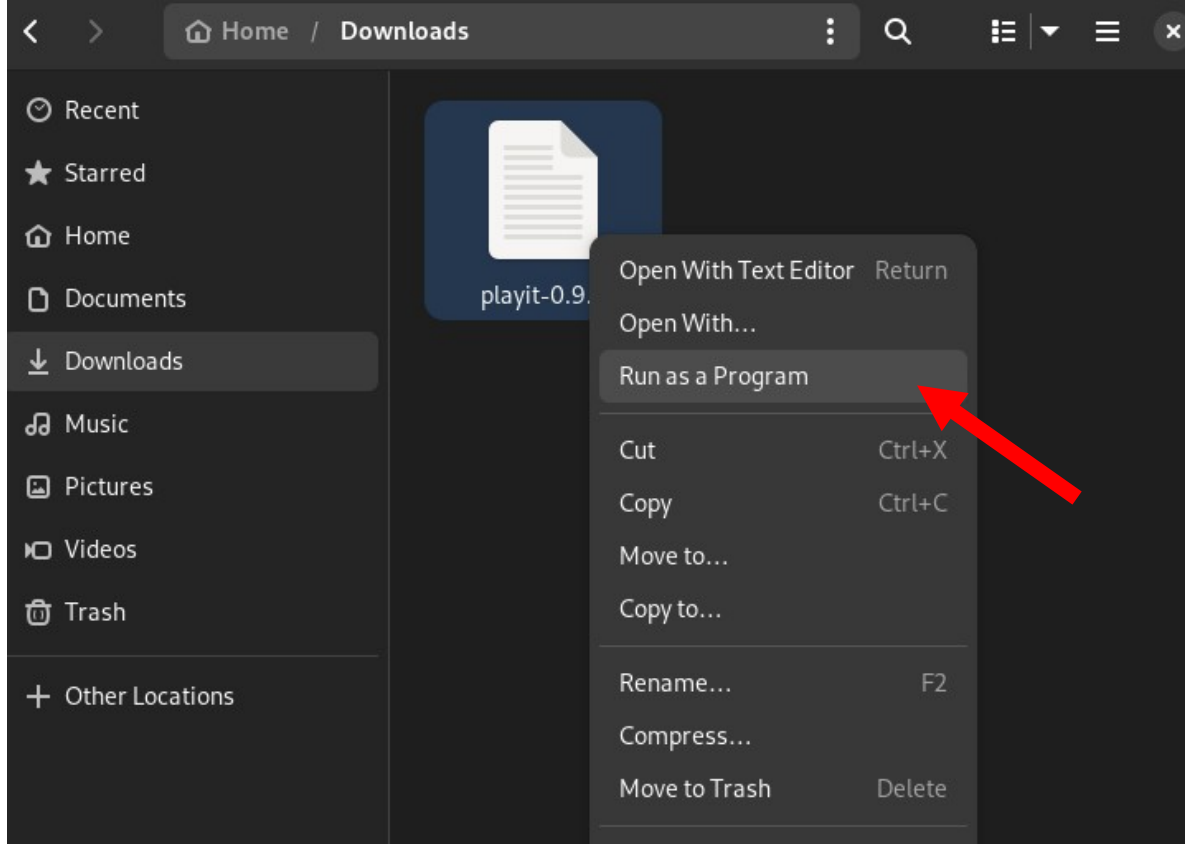


Now go back to downloaded file



The screenshot shows a web browser window with the URL `https://playit.gg/setup/download`. The page header includes the Playit.GG logo and the text "Setup Guide", along with a "logout" button. The main content area features the heading "Let's get started!" and a progress indicator for "Step 1". The step description reads: "Download & run the playit program. Downloads found [here](#) . Done ?" followed by a "Yes, it's running" button.





Wait for all the steps to be completed automatically

**PLAYIT.GG** Setup Guide logout

### Let's get started!

- Step 1** Download & run the playit program. Downloads found [here](#) . Done ✓
- Step 2** Visit Claim URL from program, or enter code [here](#) . Done ✓
- Step 3** Wait for the playit program to connect to our servers. Done ✓
- Step 4** The playit program is setup, what next? Create Tunnel →

```
playit.gg program (v0.9.3)
(o) Overview (t) Tunnels [0] (n) Network [16ms] (l)

Visit https://playit.gg/account to manage your account
Authenticated: true
Connection Alive: true
Tunnels Setup: false
Latest Latency: 16 ms
Connected Tunnel Server ID: [REDACTED]
TCP Client Count: 0
UDP Client Count: 0
```

https://playit.gg/account/agents/default/tunnels/add

PLAYIT.GG Account Downloads About Support Forum Discord

Agents Tunnels Analytics Billing Settings Logout

Create an account to get

All Agents / default

## Default Agent

your

Tunnels Settings

### Add Tunnel

Use Shared IP Use Dedicated IP Use Dedicated Port

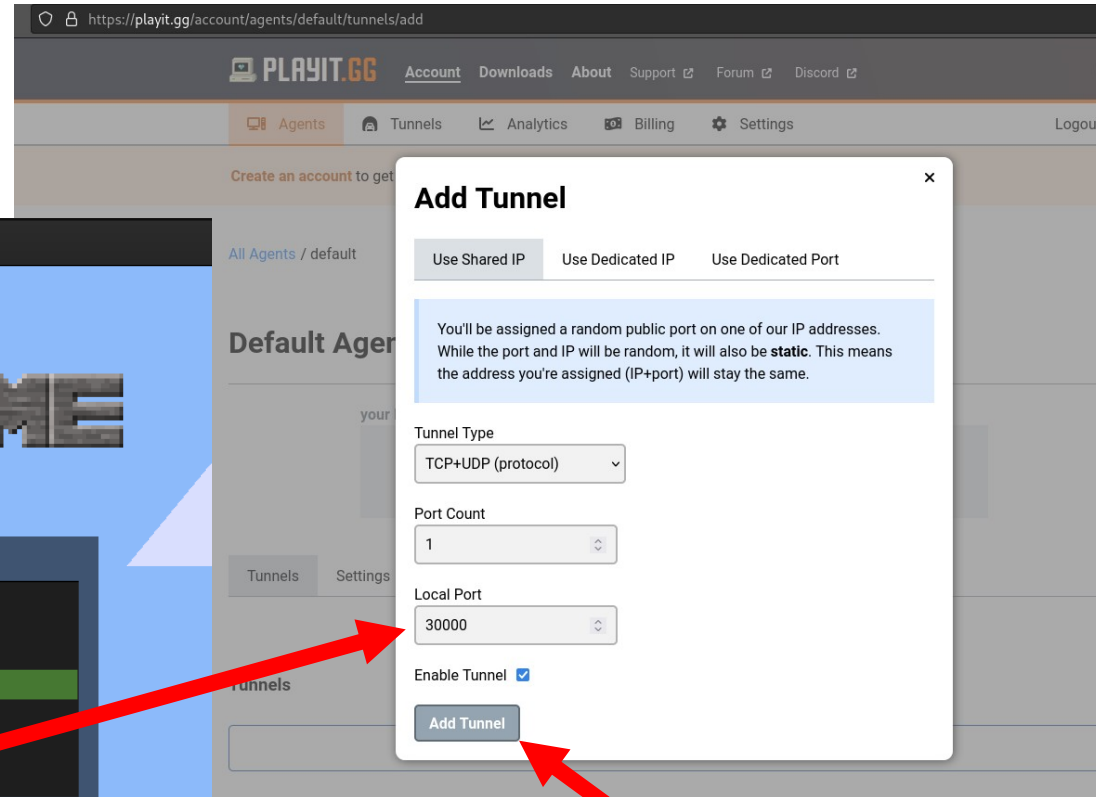
You'll be assigned a random public port on one of our IP addresses. While the port and IP will be random, it will also be **static**. This means the address you're assigned (IP+port) will stay the same.

Tunnel Type

select type... ▾

- TCP (protocol)
- UDP (protocol)
- TCP+UDP (protocol)**
- Minecraft Java (game)
- Minecraft Bedrock (game)
- Valheim (game)
- Terraria (game)
- Starbound (game)
- Unturned (game)

We create a world, check Host Server, set the same Server Port to playit.gg Local Port. Host game and click on **Add Tunnel**





Create an account to get more features and ensure you don't lose access.

All Tunnels / unnamed (allocated)

unnamed us-export.at.ply.gg:23984

disable tunnel

Change Public Address (us-export.at.ply.gg)

us-export.at.ply.gg

next →

Agent default

Local Address  
127.0.0.1:30000

? ms

playit.gg's Network

Data Center

Shareable Address

Public Address  
us-export.at.ply.gg:23984

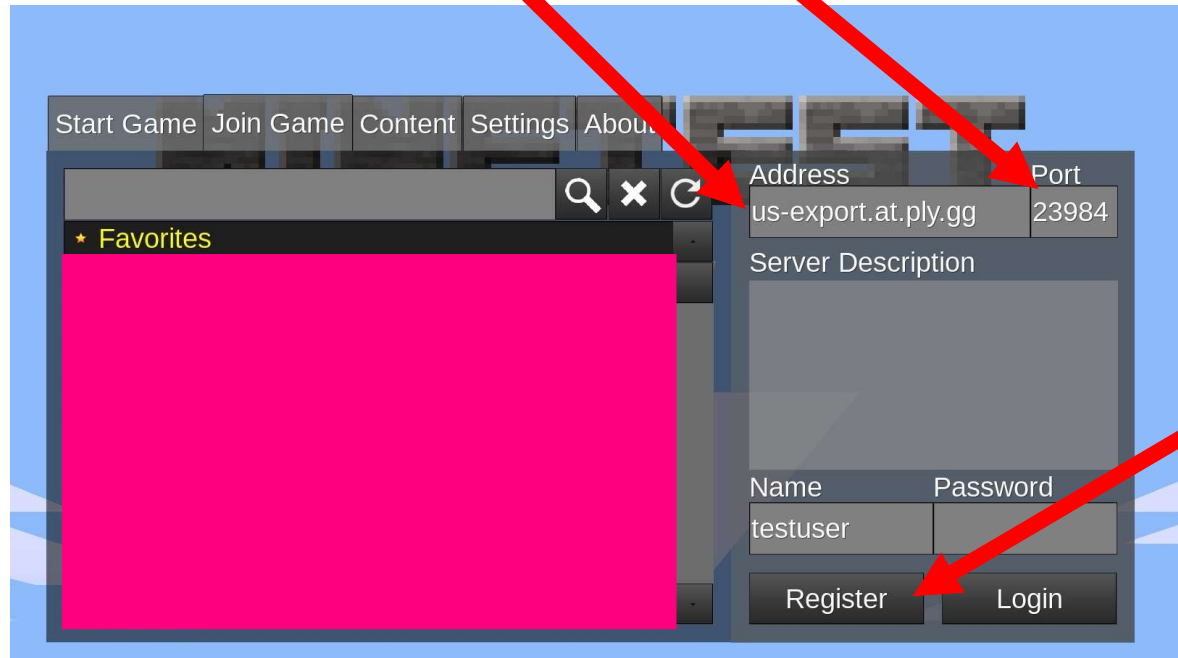


Today's usage chart will be premium only

## Shareable Address

Public Address

us-export.at.ply.gg:23984

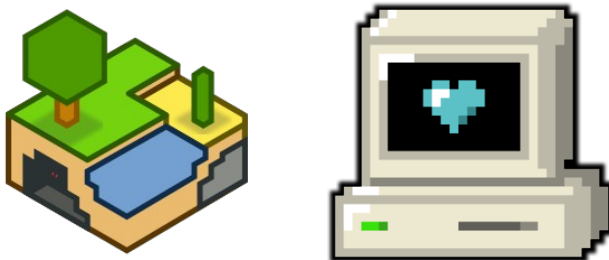


Register and...

Voilà!



# Thanks for playing free!



SerKersen – [Reddit post](#)

@dibesfer