

Minecraft Bedrock on Switch

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Prerequisites

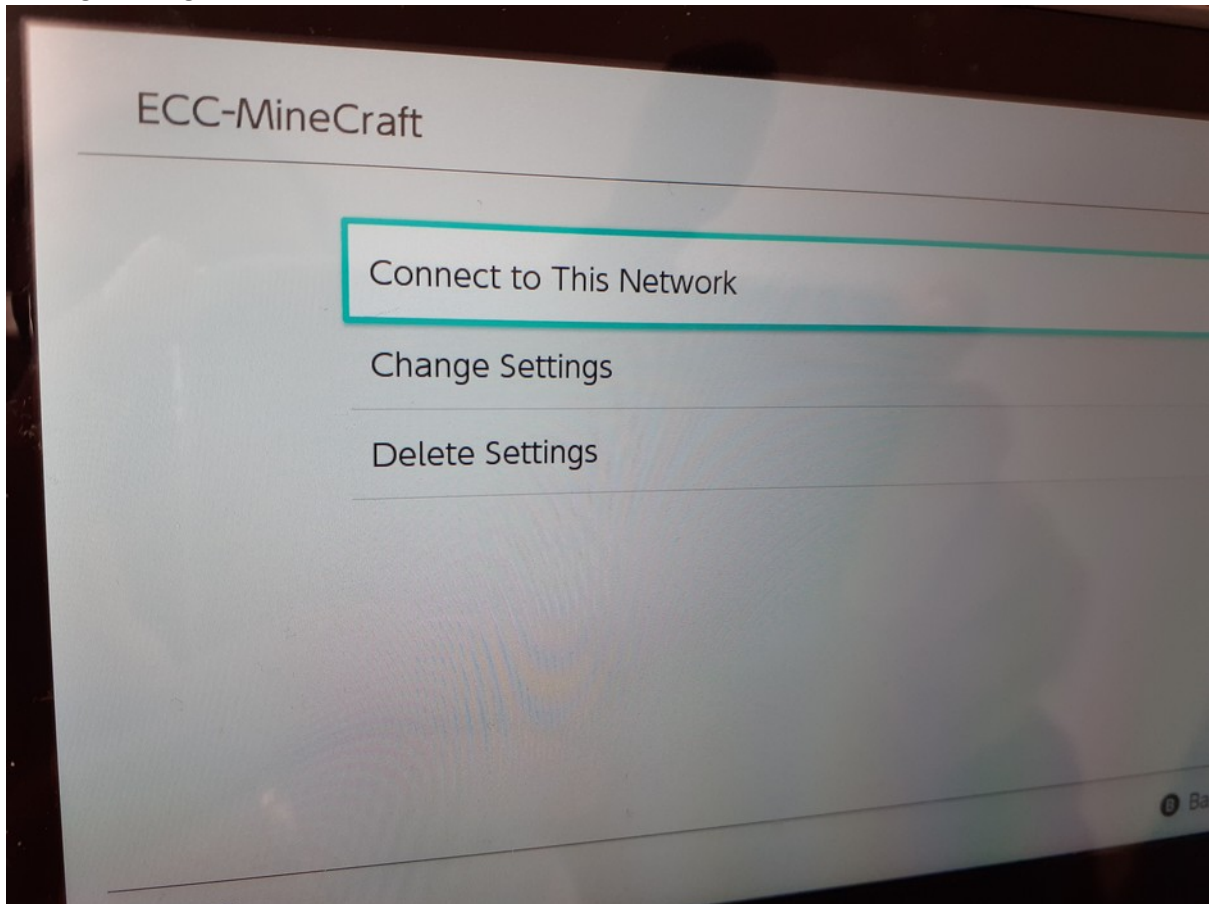
1. Minecraft game downloaded or the game card in the switch
2. A Nintendo Switch Online account (this is a paid subscription service)
3. A Microsoft account
4. An Xbox live account with settings like “join clubs” enabled – see *Xbox Live settings to enable joining servers* on page 13 below.

Connecting to the server

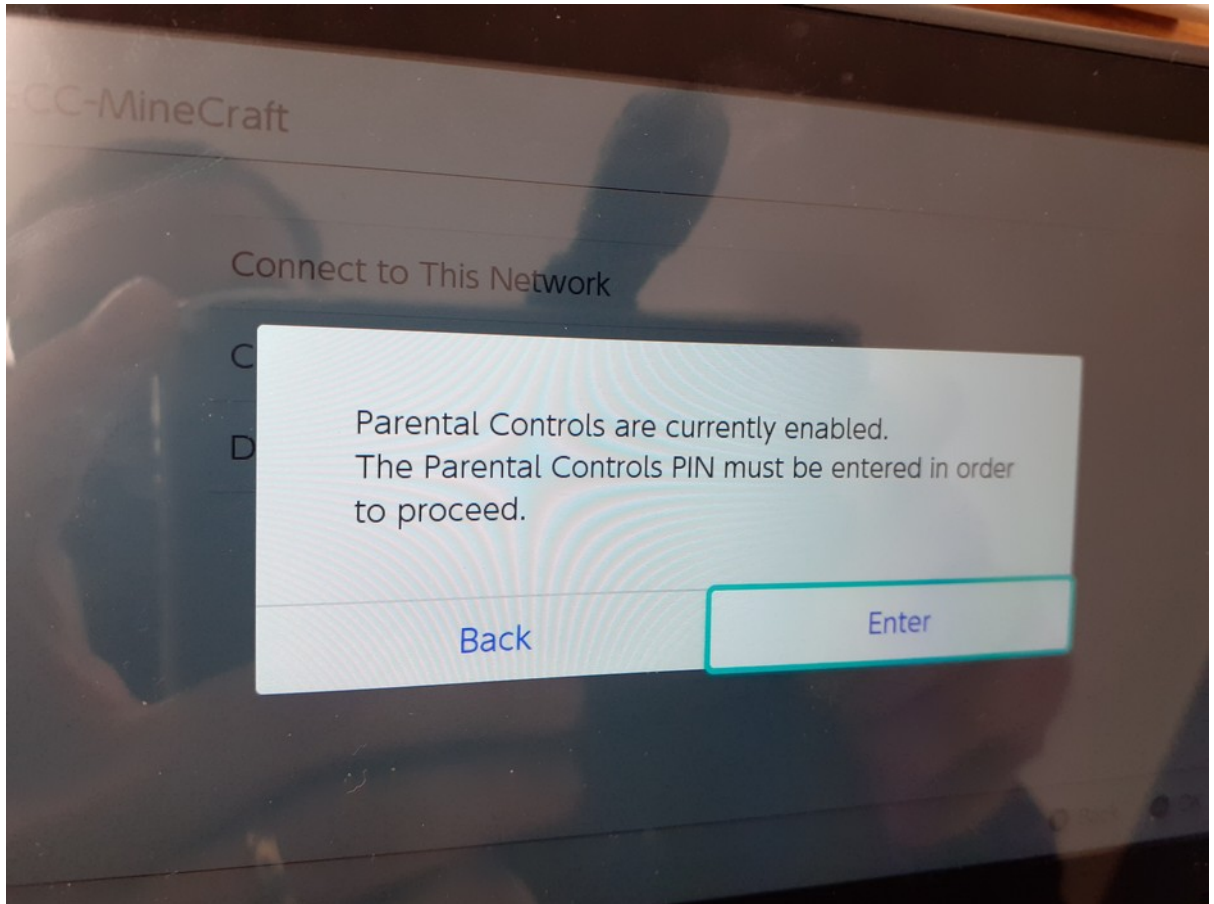
Changing connection settings

1. From the home screen click the settings icon (cog)
2. Scroll down to “Internet”
3. Choose the wireless network

4. Either before choosing "Connect to This Network" or subsequently after having joined click "Change Settings"

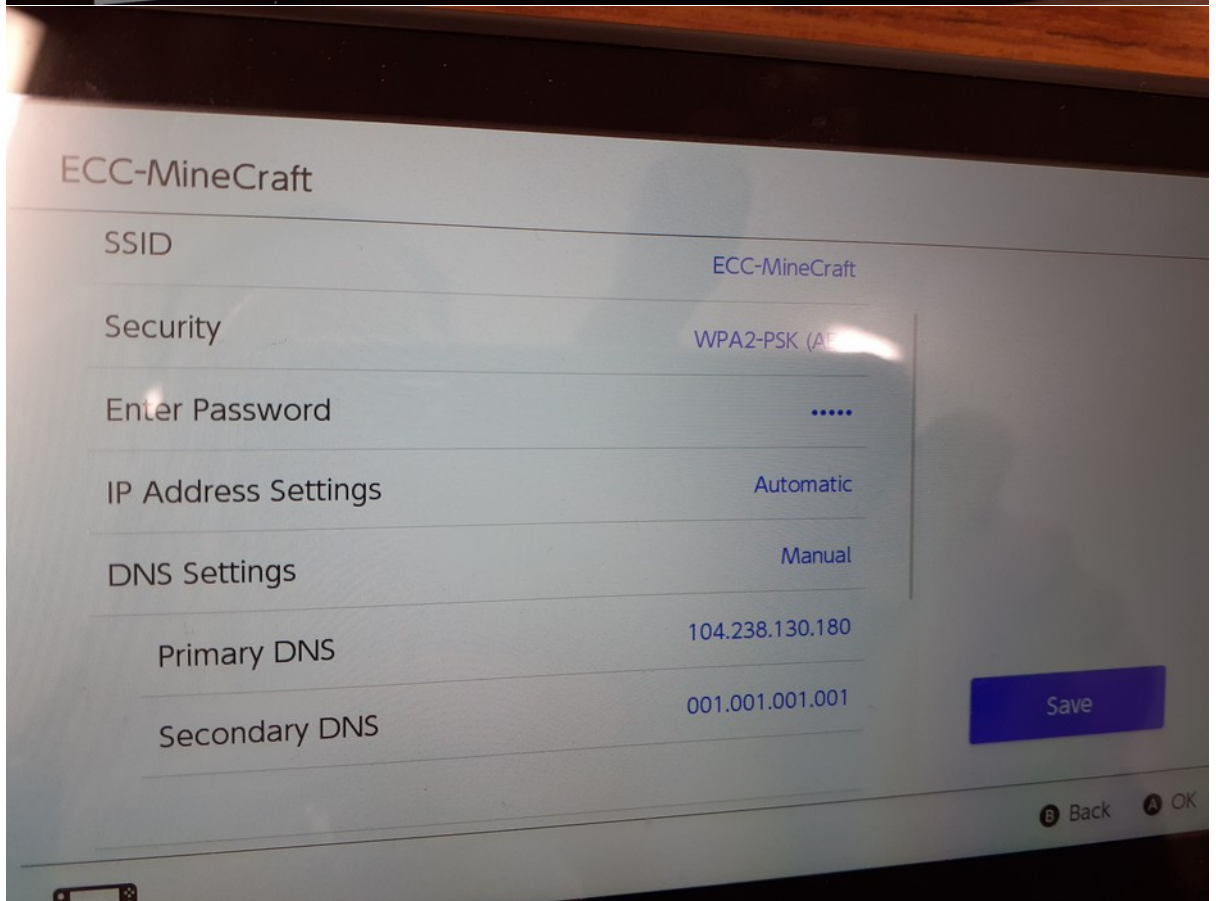
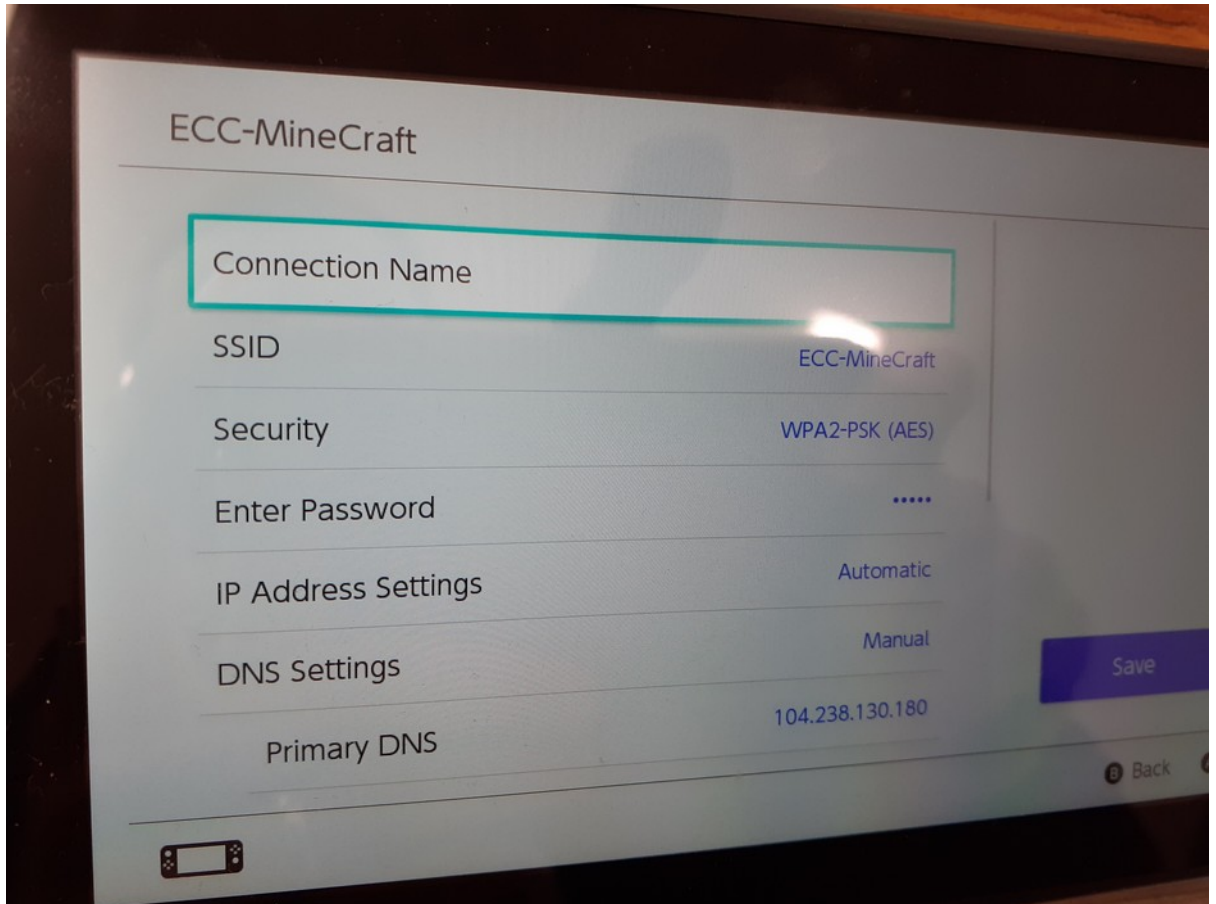


5. If parental controls are enabled you may need to enter the parental controls PIN



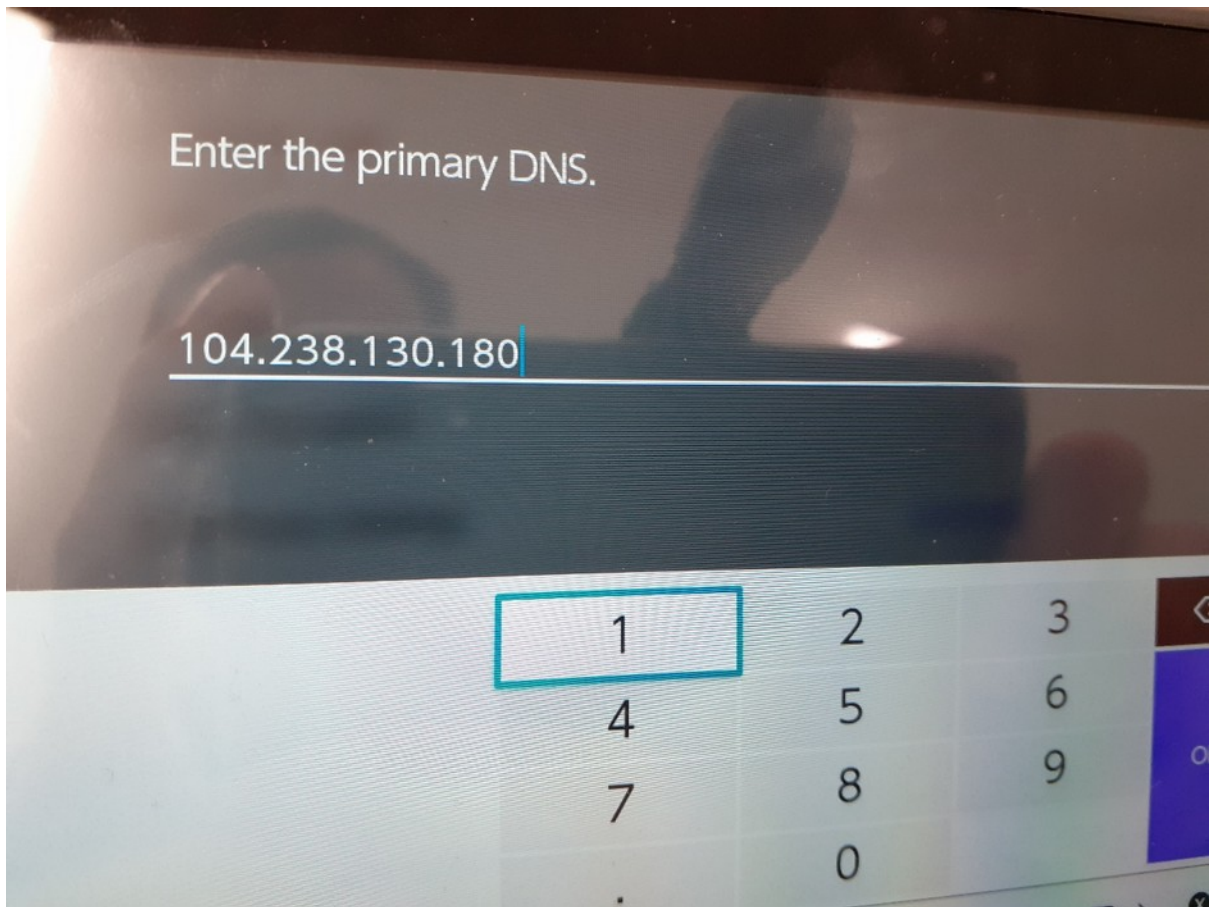
6. Scroll down to "DNS settings" which default to "Auto"

7. Click "DNS settings"



8. Click on "Primary DNS", delete the current entry, then enter:

104.238.130.180



Note: this doesn't seem to change.

9. Click on "Secondary DNS", delete the current entry, then enter:

1.1.1.1

Note: this doesn't need to change.

Opening Minecraft and signing in

1. Go to the home screen and open Minecraft **with the user who has the Nintendo Switch Online account**

2. On the left hand side click "Sign in with a Microsoft Account"



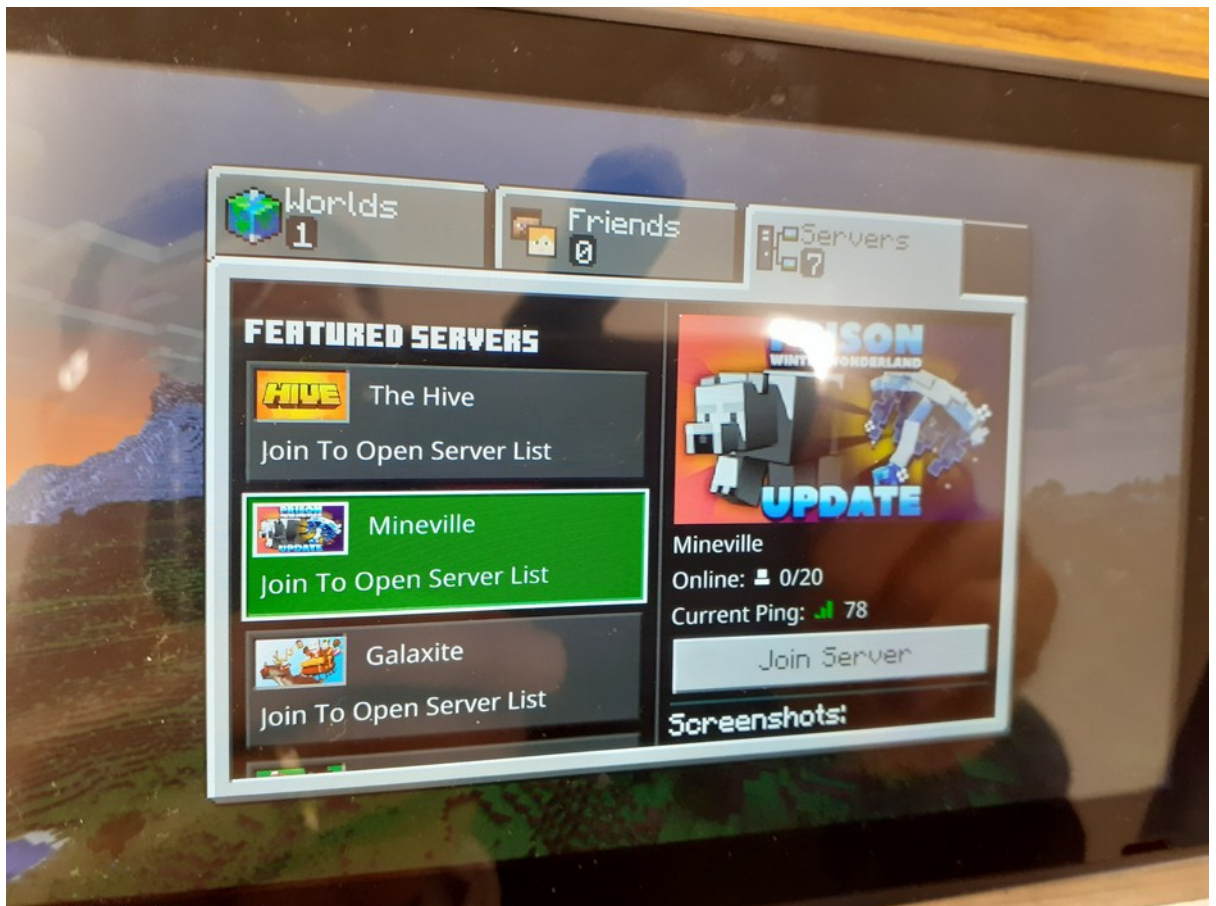
3. Sign in to your Microsoft Account
4. Click "Play"

Adding the server

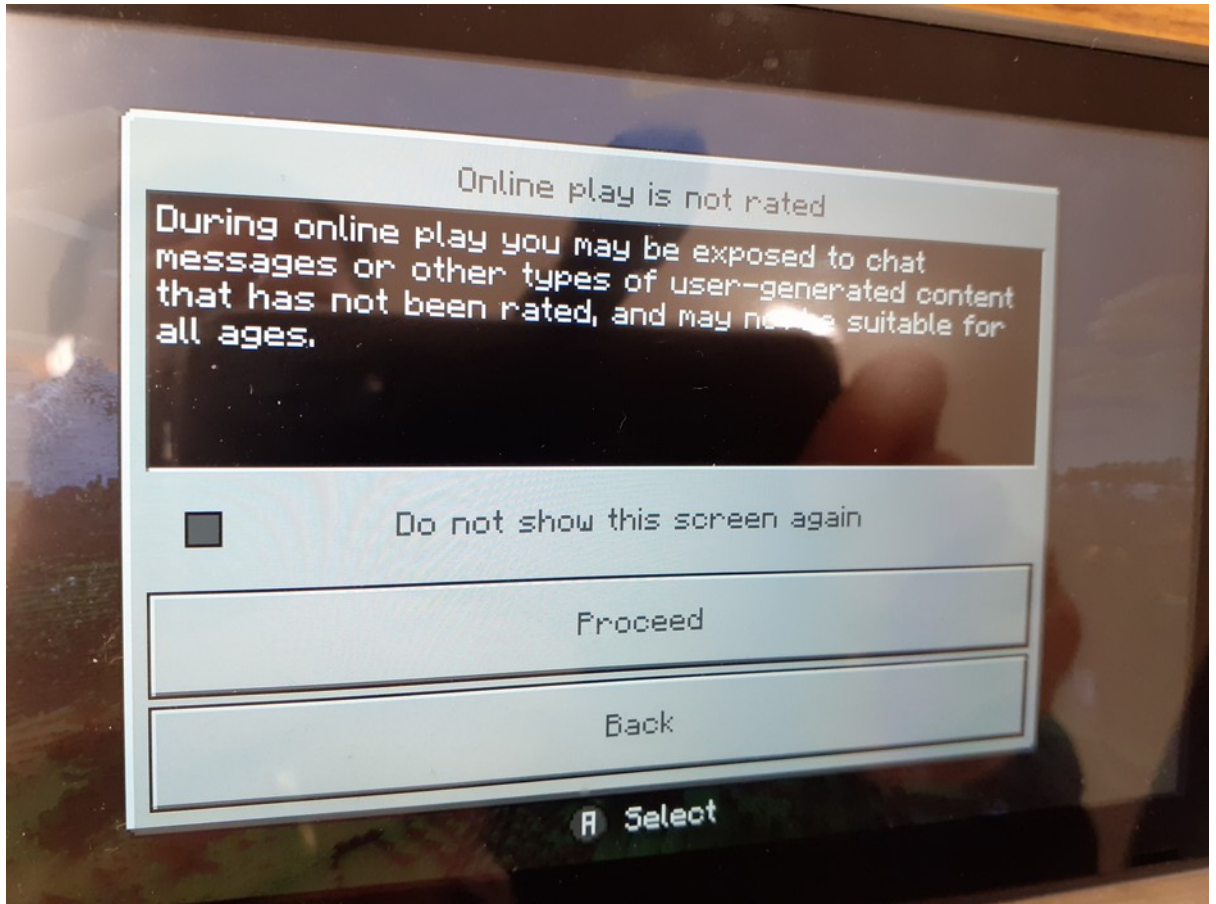
1. Go to the "Servers" tab. Unlike on laptops or tablets there's no option to add a server to the list, so:



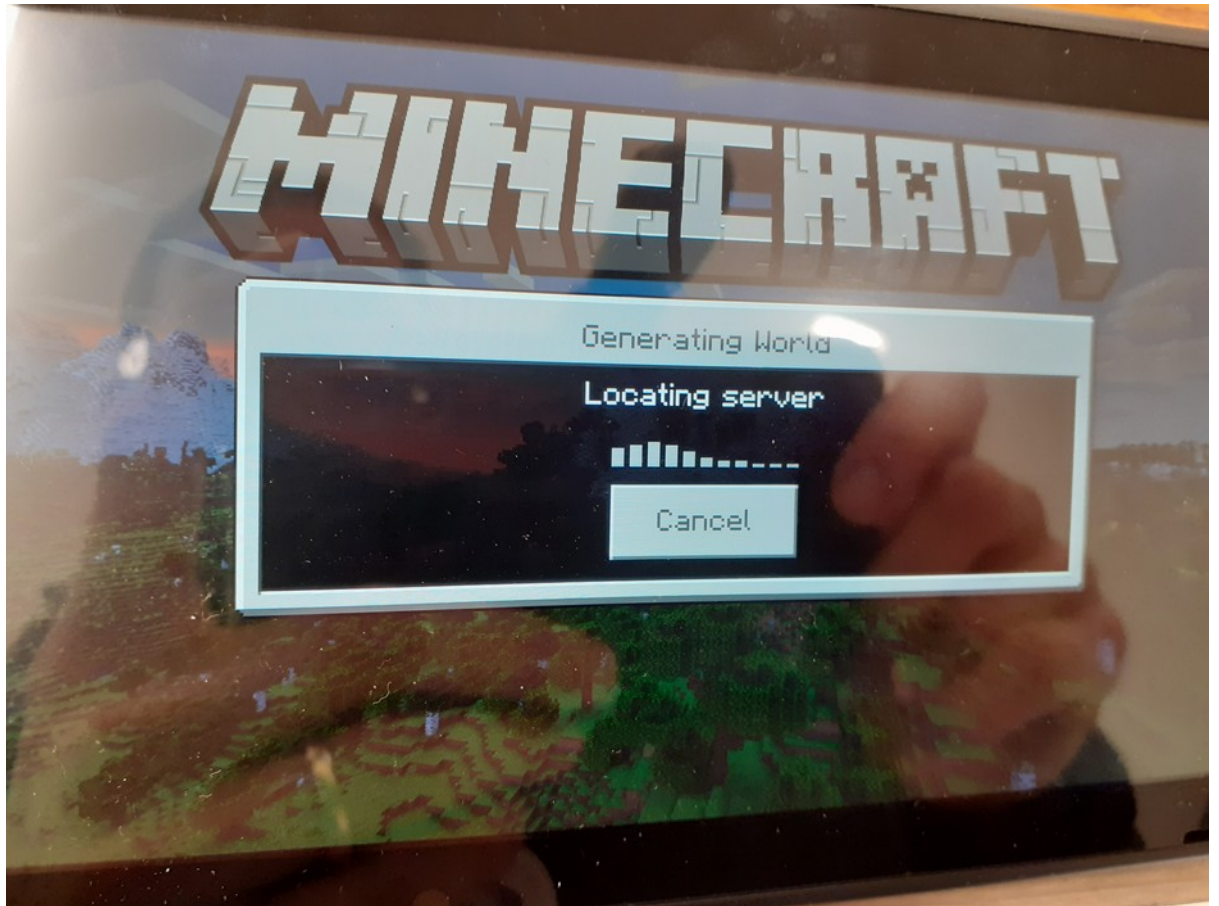
2. Choose a server (any of the built in public servers). Don't worry, you won't actually join this server.

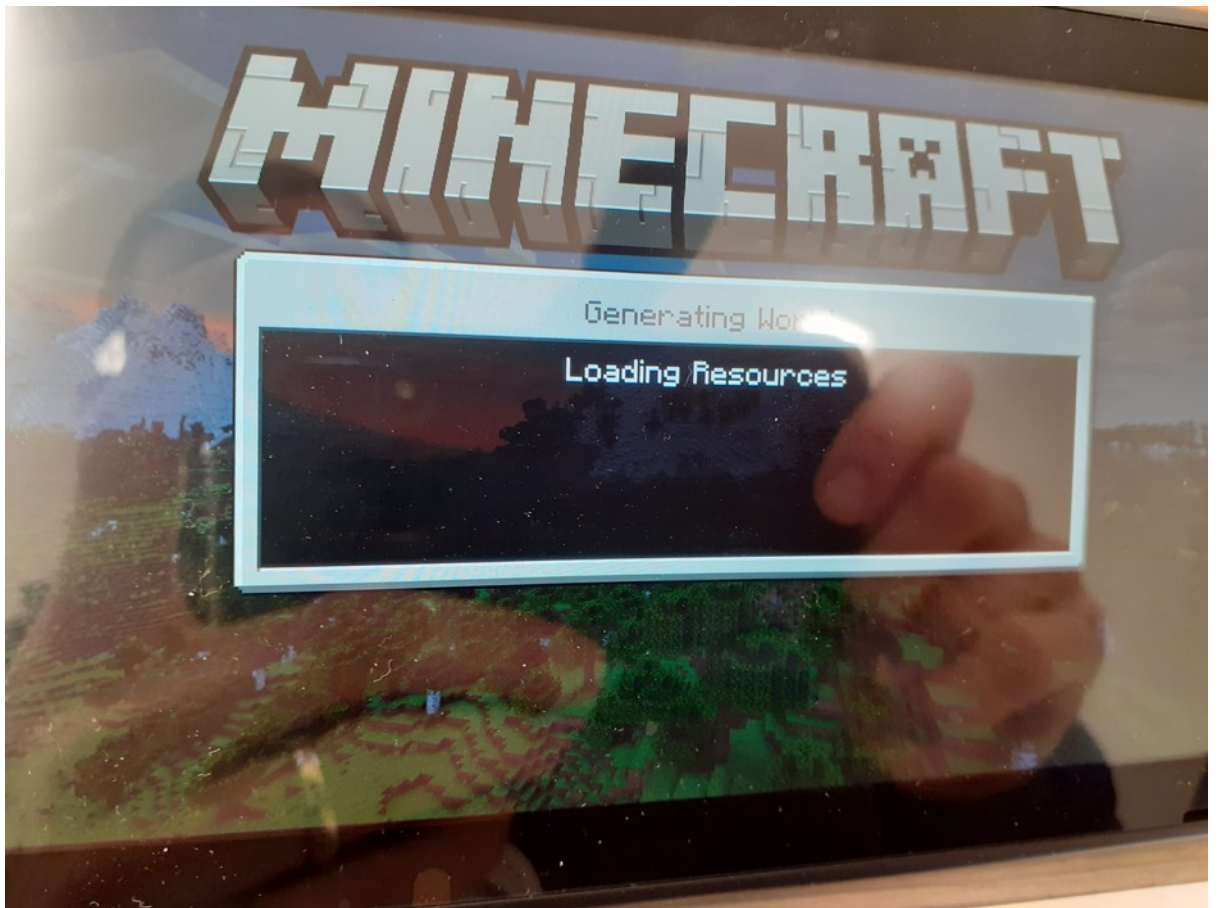


3. Click "Proceed" to accept the warning that the user may be exposed to unfiltered content

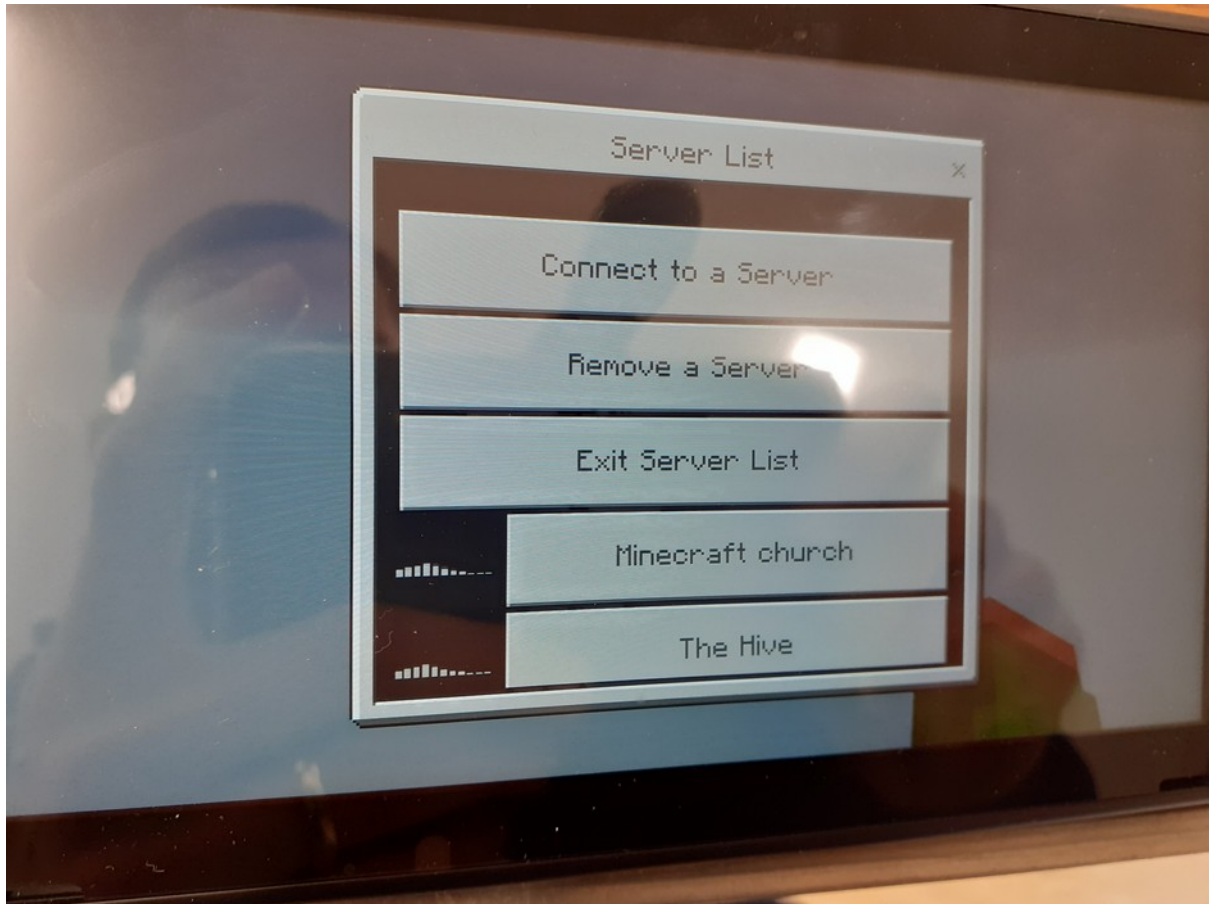


4. Several loading screens later...



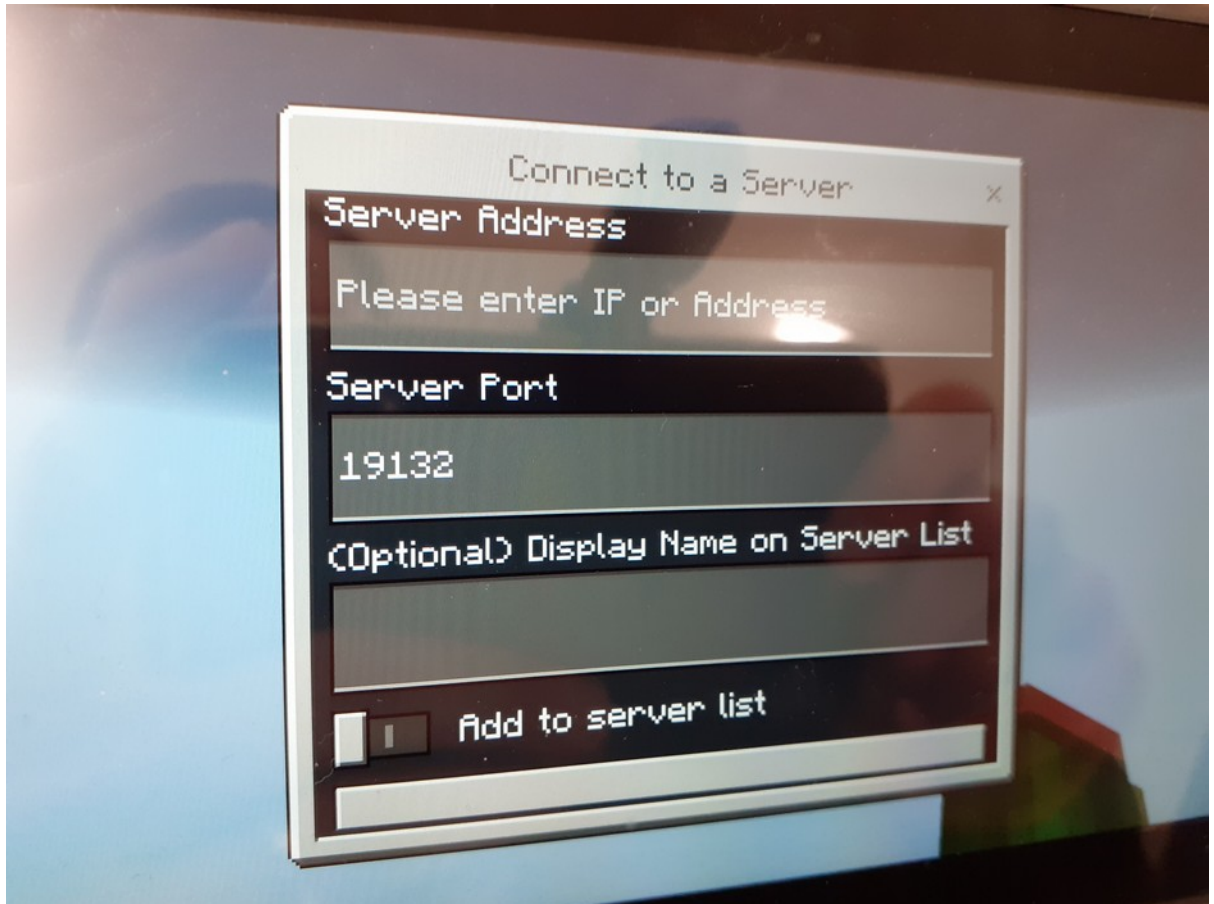


5. This screen appears. Click "Connect to a Server"



6. Enter the IP address. Keep the port the same. Enter a "Display Name" as e.g. "MC church". Move the slider to the right on "Add to server list" (this does NOT add it to the list on the "servers" tab but the list that is above). Click "Submit". Then click it from the list of server

to join the server.



Xbox Live settings to enable joining servers

Source: https://help.minecraft.net/hc/en-us/articles/4408968616077-How-to-Manage-Parental-Consent-Family-Settings-and-Realms-Multiplayer-Access-for-a-Child-Account#h_01FF8W7WP5QZT4K5QPFEMFG2T1

Account Set up to Enable Join Multiplayer Games, Join Clubs or Access Realms

1. Log in to <https://account.xbox.com/settings> with the parent's Microsoft account.
2. Click the child account's profile.
3. In the navigation tabs click **Xbox One/Windows 10 Online**
4. Select **Allow** for **Join multiplayer games** and **You can create and join clubs**.

To enable chat for people not on the child's friends list

In the table header:

1. Click **Privacy**

2. Select **Others can communicate with voice, text, or invites**.

Note: This option determines who can see your child's messages and send your child's messages including in-game chat in Minecraft. These settings are specific to this account.

5. Click **Save**.

Minor's GT

can:

account.xbox.com/settings

	Allow	Block
Add friends Decide to allow or block the ability to add Xbox Live friends on Xbox One.	<input checked="" type="radio"/>	<input type="radio"/>
Join multiplayer games Decide to allow or block joining Xbox Live multiplayer games on Xbox One.	<input checked="" type="radio"/>	<input type="radio"/>
Share game clips Decide to allow or block game clip uploads to Xbox Live.	<input checked="" type="radio"/>	<input type="radio"/>
Share content made using Kinect Decide to allow or block sharing content you create on Xbox One with Kinect outside of Xbox Live.	<input checked="" type="radio"/>	<input type="radio"/>
Share outside of Xbox Live Decide to allow or block sharing of activity and content from Xbox One to public social networks.	<input checked="" type="radio"/>	<input type="radio"/>
Broadcast gameplay Decide to allow or block whether you can initiate live broadcasting of your game.	<input checked="" type="radio"/>	<input type="radio"/>
You can create and join clubs Decide to allow or block creating and joining clubs	<input checked="" type="radio"/>	<input type="radio"/>

Both need to be allowed for Realms

Save

Minor's GT can:

See other people's Xbox Live profiles (Xbox 360: Profile Viewing) Everybody Friends Block

Decide to allow or block seeing other people's game history and achievements from an Xbox One. A profile includes information about a member's game history and achievements. It can also contain a gamer's motto and personal info, which you may find inappropriate.

Use video for communications (Xbox 360: Video Communication) Everybody Friends Block

Decide to allow or block communicating using video on Xbox Live. Video communication on Xbox One includes using Skype. On Xbox 360, this setting includes Video Kinect and in-game video.

Share stuff people make (Xbox 360: Member Content) Everybody Friends Block

Decide who can see stuff you make, and whose stuff you can see. People can create images, text, and custom content in games and profiles, which you may find inappropriate. This setting doesn't affect seeing other people's game clips, content made with Upload Studio, content you view in Remix 3D, content already downloaded, nor download of Indie Games.

This determines who can see your messages & send you messages, including in-game chat in Minecraft

Others can:

See your Xbox profile (Xbox 360: Profile Sharing) Everybody Friends Block

Decide who can see info you choose to add to your Xbox profile.

Others can communicate with voice, text, or invites Everybody Friends Block

Decide who to communicate with on Xbox Live using voice and text and also who sends you invitations to parties or clubs. This setting is about who you want to communicate.