

Bedrock Edition Support

- [Bedrock Edition Support Introduction](#)
- [Connecting using Bedrock Edition](#)
- [Linking your Java Edition account](#)
- [Known Issues](#)
- [Connecting using console versions](#)

Bedrock Edition Support

Introduction

We are currently trialling the addition of bedrock client support to the server. This allows Minecraft Bedrock Edition clients, such as phones, tablets and consoles to connect to the RTGame Minecraft Server.

The software required for this is still relatively new and under active development. As a result there are plenty of bugs, but it should be more than sufficient for exploration or participating in a build stream - especially if you don't have Java Edition.

Bedrock Edition support will never be perfect. There are fundamental differences to Java Edition which cannot be worked around. [Known issues can be found here.](#)

You will still need an active Twitch subscription or YouTube membership to join the server, for both Java and Bedrock editions

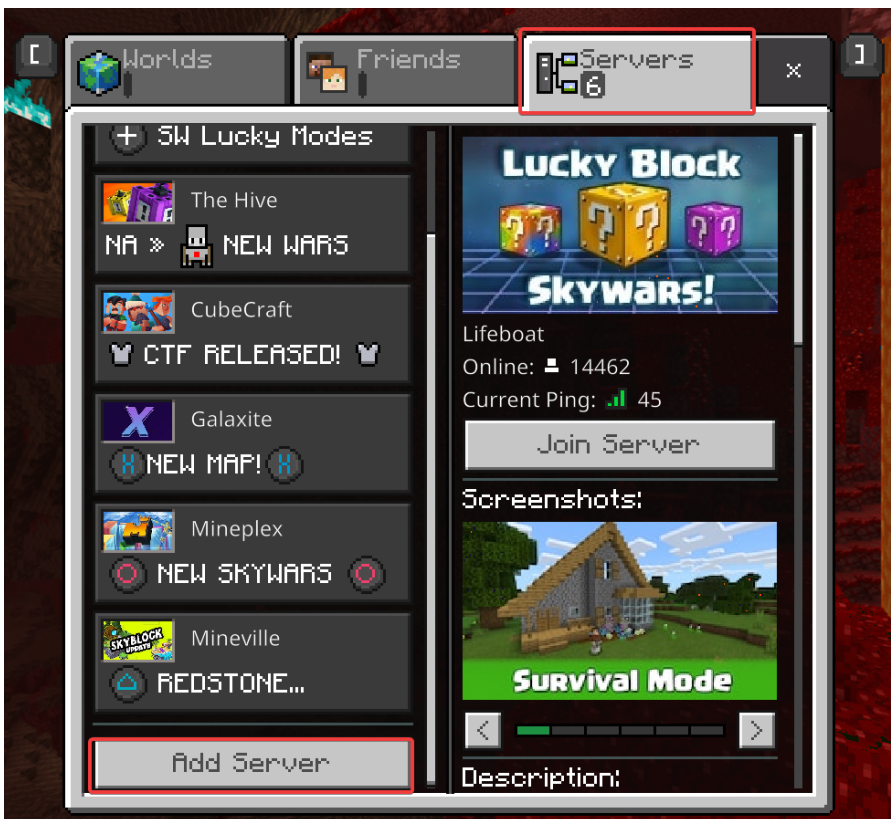
To get started, learn how to [Connect using Bedrock Edition](#)

Connecting using Bedrock Edition

Console versions of the game do not have an "Add Server" button. [Follow these instructions instead.](#)

To connect to the server using bedrock edition:

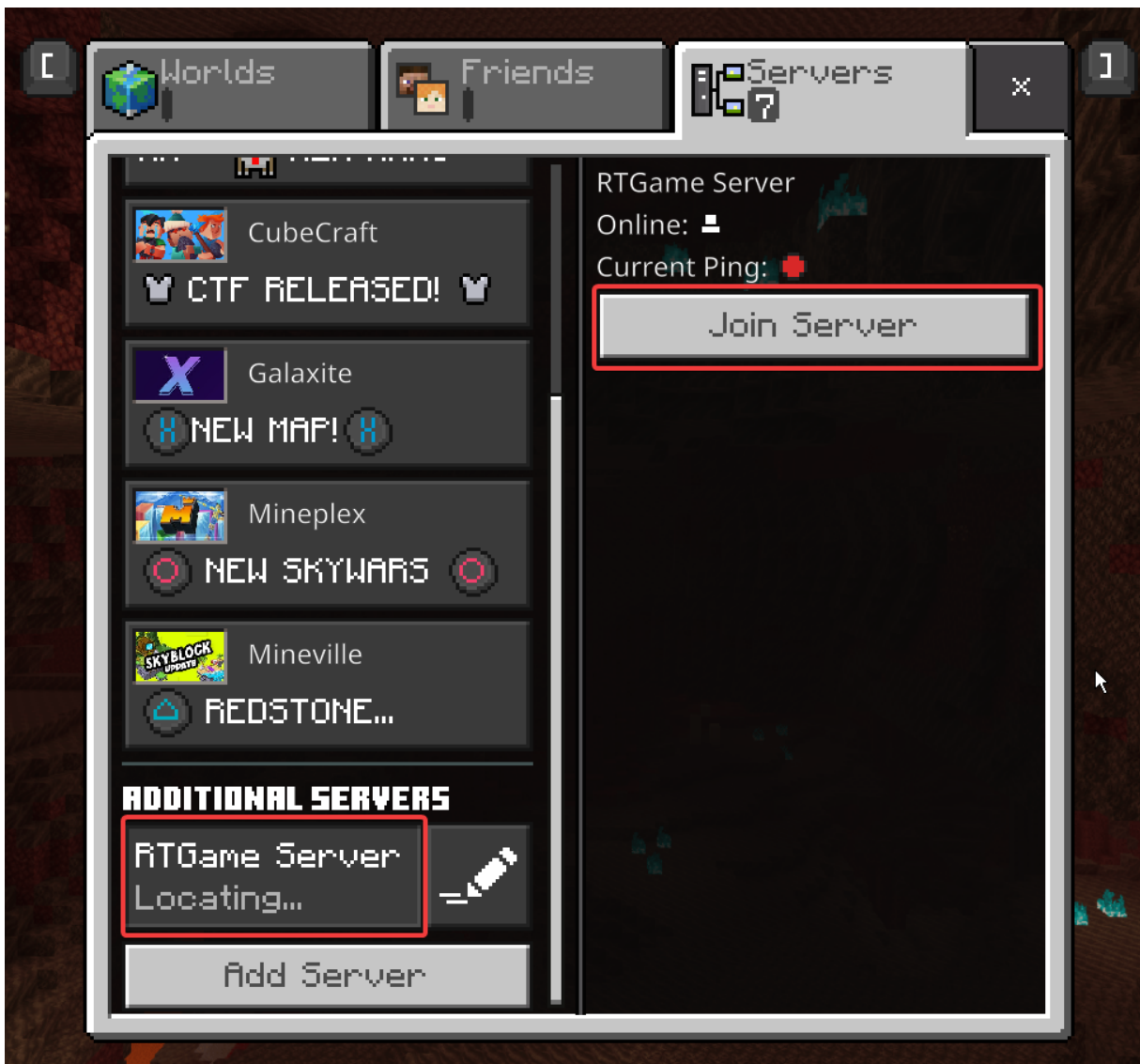
1. Launch Minecraft, select "**Play**"
2. Select the "**Servers**" tab, then click the "**Add Server**" button at the bottom of the list. You may need to scroll to see it.



3. Enter the details shown in the below image:



4. Choose "**Play**" to join immediately, or "**Save**" to add it to your server list for quicker joining later.
5. If you chose "Save" in step 4, select the RTGame server in your server list, and then choose "**Join Server**"



6. **Game on!** Make sure to familiarise yourself with the Known Issues.

Also own Java Edition? [Learn how to link accounts](#).

Position: -16, 32, 8
Press T or RETURN to open chat



Linking your Java Edition account

If you own both Java Edition and Bedrock Edition, we recommend you link your Java and Bedrock accounts together. This will allow you to share your inventory and progress between both versions of the game. To link your accounts, follow the below steps:

Linking accounts is required if you intend to play using both versions of the game. Otherwise you would need to create 2 Discord accounts, in order to get past the Discord linking process.

When accounts are linked, other players will always see your Java Edition name and skin.

1. Connect to the server with **Java Edition**.
2. Type `/linkbedrock <gamertag>` , where <gamertag> is your Xbox gamertag.
3. You will be given a command to send from Bedrock Edition, similar to the below. Make a note of this.



Log in as AnEnragedPigeon on Bedrock and run `/linkbedrock NotKatuen 9040`
Warning: Any progress on your Bedrock account will not be carried over! Save any items in your inventory first.
If you change your mind you can run `/unlinkbedrock` to get your progress back.

4. Disconnect from the server
5. Reconnect to the server using **Bedrock Edition**

The next step will cause **all items** in your **Bedrock** inventory to be permanently lost. Please store anything important elsewhere beforehand.

6. Send the command you were given in **step 3**.
7. Your accounts will now be linked, you may now reconnect using either version of the game.

Accounts can later be unlinked at any time, using `/unlinkbedrock`

Known Issues

The software allowing for Bedrock Edition support is still under active development, and bugs are inevitable. Here is a non-exhaustive list of the issues you may run into. We will attempt to keep this up to date.

Please avoid reporting issues already listed here. We cannot do much about them until they are fixed in the underlying software.

Bugs

Movement issues around certain blocks

Movement issues can occur when navigating near non-full blocks, such as stairs, slabs, and especially snow layers. This will manifest as random teleporting, or occasionally becoming entirely stuck. This can be fixed by finding an alternative route, flying around the obstacle in creative mode (if available), or in extreme cases switching back to Java Edition or asking a mod for assistance.

Some villagers may not show correct prices

For example those showing discounts or mark-ups. This will manifest as the trade simply not going through, or the UI picking a replacement trade that you may be able to afford instead.

Doors do not animate smoothly

Doors using the Big Doors plugin that are opening or closing may appear to move incorrectly, or fail to animate at all. This is purely visual and the door itself is unaffected.

Limitations

Invisible Item frames will be visible

Invisible item frames are not invisible when viewed on Bedrock Edition. Transparent sections will simply show the texture of the item frame behind any objects.

Furniture will not display correctly

Furniture items will display as an item frame containing the furniture.

Chat links aren't clickable

Bedrock Edition does not currently support many chat features found in Java Edition. This includes clickable links, so any links or commands shown will have to be typed manually.

Unsupported block combinations won't appear

Bedrock Edition has different limitations on block positioning, which can occasionally conflict with things possible in Java Edition.

For example, Plant Pots can be placed on Lecterns in Java Edition, but not in Bedrock Edition. When viewed in Bedrock Edition, the plant pots will be missing.

This also affects item frames, which are considered a block rather than an entity in Bedrock Edition. As a result, any blocks sharing space with an item frame will not be visible in Bedrock Edition.

Connecting using console versions

Console versions of Bedrock lack the "Add server" button, which is necessary to join custom servers.

An alternative method exists to allow you to connect via the "Featured Servers" list. Video demonstrations for Xbox One and Nintendo Switch versions are shown below:

<https://www.youtube.com/embed/g8mHvasVHM8>

https://www.youtube.com/embed/zaIT_oR1nPM