

Giving your server a custom address (subdomains)

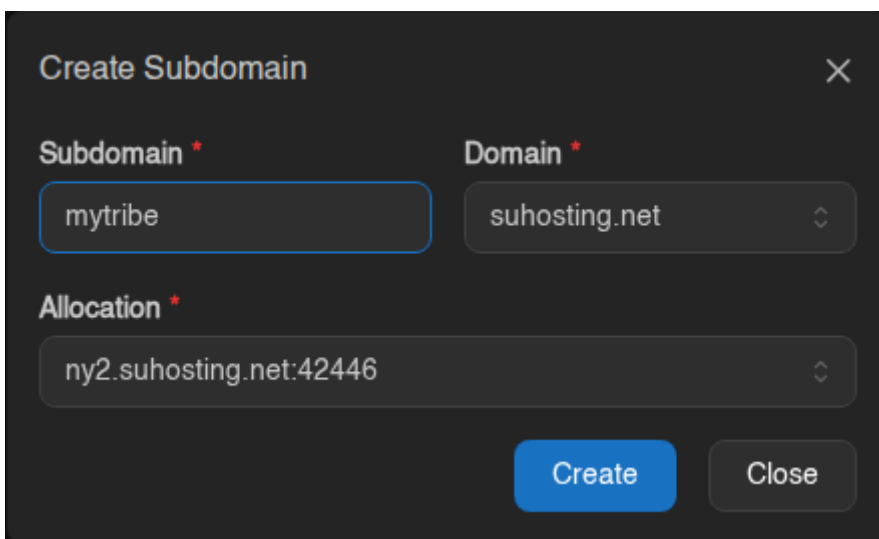
What this is about

Instead of telling your friends to connect to `ny2.suhosting.net:42448`, you can give your server a name of its own, like `mytribe.suhosting.net`. The **Subdomains** tab sets this up for you. It creates the DNS records automatically, so you don't need to own a domain or know anything about DNS.

Subdomains are available for **Minecraft** and **Vintage Story** servers. Each server can have **one**.

Creating a subdomain

1. Open your server and click **Subdomains** in the sidebar.
2. Click **Create Subdomain**.
3. Type the name you want in **Subdomain** (letters, numbers and dashes).
4. Pick the **Domain** if there's more than one.
5. Pick the **Allocation**: the port it should point to. Leave it on your **Primary** port unless you know you need another one.
6. Click **Create**.



The screenshot shows a dark-themed dialog box titled "Create Subdomain" with a close button (X) in the top right corner. It contains three input fields: "Subdomain *" with the text "mytribe", "Domain *" with a dropdown menu showing "suhosting.net", and "Allocation *" with a dropdown menu showing "ny2.suhosting.net:42446". At the bottom right, there are two buttons: a blue "Create" button and a grey "Close" button.

The top of the page shows how many you can make, e.g. "**0 of 1 subdomains created.**"

New addresses usually work within a minute or two. If your computer looked the name up before it existed, it might take a little longer. Restarting your game usually clears that.

Connecting with your new address

Players connect with just the name, **no port needed**:

- **Minecraft:** `mytribe.suhosting.net`
- **Vintage Story:** `mytribe.suhosting.net`

This works because the panel also creates an **SRV record**, which tells the game which port to use. Players who type the old `ny2.suhosting.net:42448` style address can keep doing so. Both work.

Changing or removing a subdomain

- **Edit** lets you change which port it points to.
- **Delete** removes it and its DNS record straight away. Anyone using the old address won't be able to connect.

Common questions

"No domains are configured for this egg." Subdomains aren't available for this game. Right now they're only offered for Minecraft and Vintage Story.

That name is taken / not allowed. Each subdomain is unique across all our customers, and a few names are reserved. Try another.

I want to use my own domain (e.g. `play.mytribe.com`). Create the records at your domain registrar. The easiest way is a **CNAME** pointing at the subdomain you made here (e.g. `play.mytribe.com` → `mytribe.suhosting.net`). Then, if we ever move your server, you only have to update the subdomain here and your own domain keeps working. For a port-free address on your own domain, add an **SRV** record too (`_minecraft._tcp` or `_vintagestory._tcp`).

