

Ann: Minecraft Server

Server setup

Java install:

```
xi openjdk21-jre
xbps-alternatives -s openjdk21-jre
```

Generic fabric server

Download correct server JAR from: <https://fabricmc.net/use/server/>

Run script (fix the jar file name):

```
#!/bin/sh
exec java -Xmx4G -jar fabric-server-mc.1.20.1-loader.0.14.22-launcher.0.11.2.jar nogui
```

EULA file `eula.txt`:

```
#By changing the setting below to TRUE you are indicating your agreement to our EULA
(https://account.mojang.com/documents/minecraft_eula).
#Mon May 02 18:35:52 IST 2022
eula=true
```

Server settings `server.properties`:

```
#Minecraft server properties
#Sat Jun 01 12:08:44 IST 2024
enable-jmx-monitoring=false
level-seed=xxx
rcon.port=25575
enable-command-block=false
gamemode=survival
enable-query=false
```

```
generator-settings={}
enforce-secure-profile=true
level-name=HxD
motd=HxD Mods
query.port=25565
pvp=false
generate-structures=true
max-chained-neighbor-updates=1000000
difficulty=normal
network-compression-threshold=256
require-resource-pack=false
max-tick-time=60000
max-players=20
use-native-transport=true
enable-status=true
online-mode=true
allow-flight=true
initial-disabled-packs=
broadcast-rcon-to-ops=true
view-distance=12
resource-pack-prompt=
server-ip=
allow-nether=true
server-port=25565
enable-rcon=true
sync-chunk-writes=true
op-permission-level=4
prevent-proxy-connections=false
hide-online-players=false
resource-pack=
entity-broadcast-range-percentage=100
simulation-distance=10
player-idle-timeout=0
rcon.password=xxx
force-gamemode=false
rate-limit=0
hardcore=false
white-list=false
broadcast-console-to-ops=true
```

```
spawn-npcs=true
previews-chat=false
spawn-animals=true
function-permission-level=2
initial-enabled-packs=vanilla,fabric
level-type=minecraft\:normal
text-filtering-config=
spawn-monsters=true
enforce-whitelist=false
resource-pack-sha1=
spawn-protection=16
max-world-size=29999984
```

Backups

Backup script :

```
#!/bin/fish
install -d backup
set LEVEL (cat server.properties | grep '^level-name=' | cut -d= -f2)
tar cv "$LEVEL" | zstd > "backup/"(date -Ins)"-$LEVEL.tar.zstd"
ls -tr backup/*-$LEVEL.tar.zstd | head -n -10 | while read F
  rm -v "$F"
end
```

Master backup script - assuming server games are in `games` directory and there is a `minecraft` runit service set up:

```
#!/bin/sh
sudo sv stop minecraft
sudo sv stop minecraft || exit 1
sync
cd games/`ls games/*/logs/latest.log -t | head -n1 | awk -F '/' '{print $2}'`/ && ./backup.sh
echo syncing...
sync
```

Autostart Minecraft client

```
#!/bin/sh
sleep 2
notify-send -u normal -a autostart -r 99001 "Waiting for controller..."
while ! bluetoothctl info AC:FD:93:98:FE:F7 | grep -q 'Connected: yes'; do echo -n "."; sleep
1; done
notify-send -u normal -a autostart -r 99001 "Waiting for network..."
while ! ping -c 1 -q microsoft.com >/dev/null; do echo -n 'x'; sleep 1; done
notify-send -u low -a autostart -r 99001 "Running Minecraft"
cd bin/MultiMC && ./run.sh
```

```
#!/bin/sh
exec ./MultiMC --launch 'HxD Mods III' --server localhost:25565 --profile $PROFILE_NAME
```

Using rcon

XBPS template:

```
# Template file for 'mcrcon'
pkgname=mcrcon
version=0.7.2
revision=0
build_style=gnu-makefile
short_desc="Console based Minecraft rcon client for remote administration and server
maintenance scripts"
maintainer="Orphaned <orphan@voidlinux.org>"
license="Zlib"
homepage="https://sourceforge.net/projects/mcrcon/"
distfiles="https://github.com/Tiiffi/mcrcon/archive/refs/tags/v${version}.tar.gz"
checksum=1743b25a2d031b774e805f4011cb7d92010cb866e3b892f5dfc5b42080973270
```

Install: `xi mcrcon`

```
#!/bin/sh
MCRCON_HOST=localhost MCRCON_PORT=25575 MCRCON_PASS=xxxxx mcrcon
```

Allow-listing players

```
whitelist add player123
```

```
whitelist list
```

VM setup

- IP: 192.168.50.152
- port: 25565 rcon: 25575

Needed to set MTU to 1400 to fix authentication issues with MS server

In `/etc/rc.local`:

```
# curl -v https://13.107.246.52 --insecure  
ip link set eth0 mtu 1400
```

Revision #12

Created 2023-08-08 19:06:22 IST by hxd

Updated 2025-02-21 18:10:03 GMT by hxd