

GeyserLogin

Table of contents

Introduction

●	What is GeyserLogin?	2
●	Quickstart	2

Contributing

●	Contributing	4
●	New ideas or Bug Reports	4
●	Contributing Code	4
●	Contributing Documentation	4
●	Requirements	4
●	Dev Environment	5
●	Change PDF Theme	5

Introduction

What is GeyserLogin?

GeyserLogin is a Geyser Plugin that provides the ability to choose your username when logging in through Geyser to a Java server.

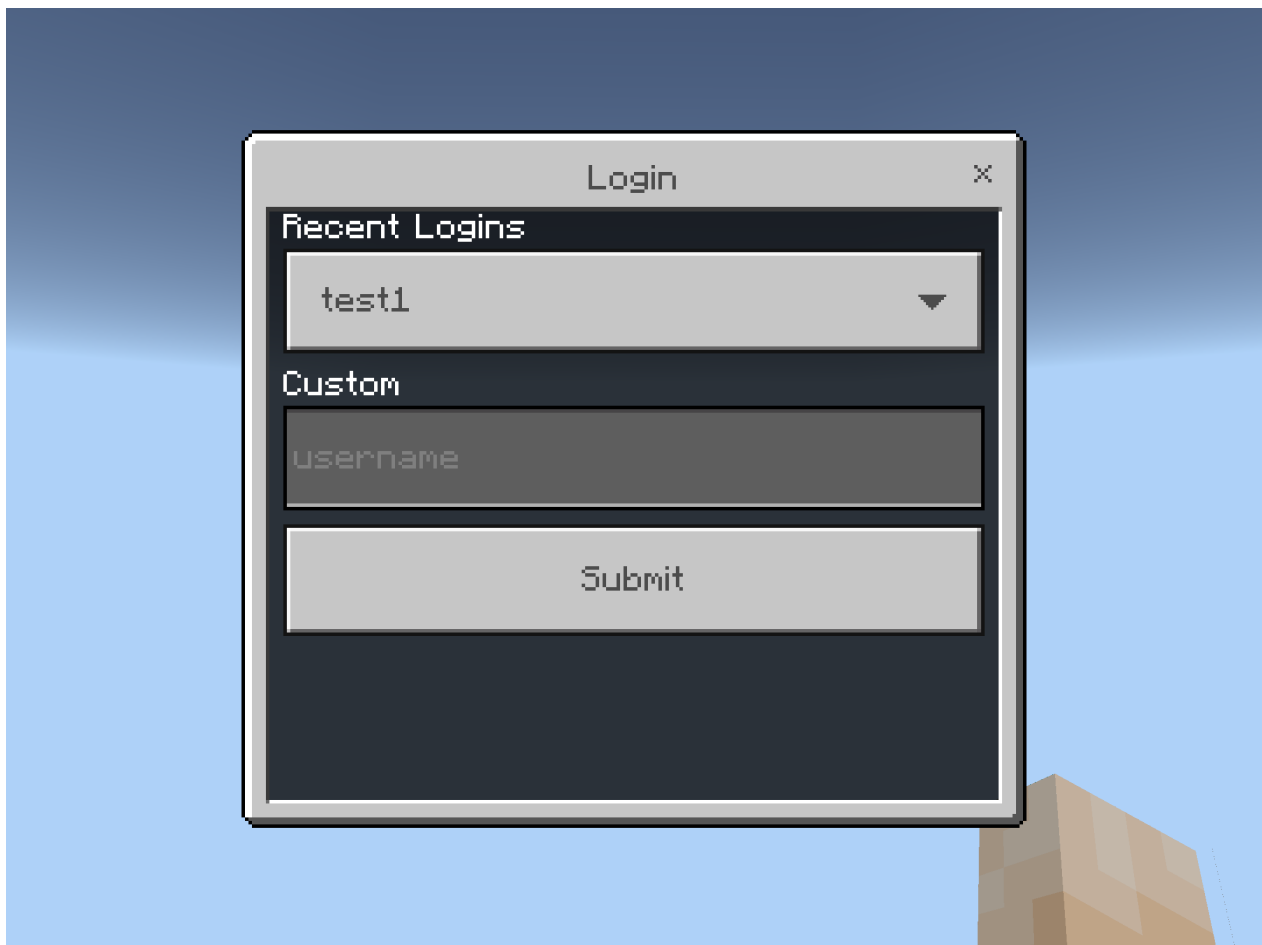
Why get stuck with a username you picked 8 years ago? Or if you share a device with another family member you can now choose different usernames instead of sharing the same account.

Now you can allow your players the ability to choose a username when logging in. The last 5 logins are saved to allow easily switching between recent accounts.

This requires an offline server (for now). Security will need to be provided by a plugin on the server like with AuthMe.

Quickstart

- Make sure you're running a build of Geyser that supports plugins. A bleeding edge version that does can be found [here \(https://github.com/bundabrg/Geyser/releases\)](https://github.com/bundabrg/Geyser/releases).
- Download [GeyserLogin \(https://github.com/bundabrg/GeyserLogin/releases\)](https://github.com/bundabrg/GeyserLogin/releases) and place it into a plugins folder under your Geyser folder. Run Geyser and it will now pop up the following log dialogue when a player connects:



Last update:

Contributing¶

Here are some ways that you can help contribute to this project.

New ideas or Bug Reports¶

Need something? Found a bug? Or just have a brilliant idea? Head to the [Issues \(https://github.com/Bundabrg/GeyserLogin/issues\)](https://github.com/Bundabrg/GeyserLogin/issues) and create new one.

Contributing Code¶

If you know Java then take a look at open issues and create a pull request.

Do the following to build the code:

```
git clone https://github.com/Bundabrg/GeyserLogin
cd GeyserLogin
mvn clean package
```

Contributing Documentation¶

If you can help improve the documentation it would be highly appreciated. Have a look under the docs folder for the existing documentation.

The documentation is built using mkdoks. You can set up a hot-build dev environment that will auto-refresh changes as they are made.

Requirements¶

- python3
- pip3
- npm (only if changing themes)

Install dependencies by running:

```
pip3 install -r requirements.txt
```

Dev Environment

To start a http document server on `http://127.0.0.1:8000` execute:

```
mkdocs serve
```

Change PDF Theme

Edit the PDF theme under `docs/theme/pdf`. Rebuild by doing the following:

```
cd docs/theme/pdf  
npm install  
npm run build-compressed
```

This will update `pdf.css` under `docs/css/pdf.css`. Rebuilding the docs will now use the new theme.

Last update: