

MineTest Dedicated Server

Difference between dedicated server and normal server:

Whilst you can host a server through the Minetest client - and this is fine for LAN games - you'll want to host a public server using the Minetest dedicated server mode wiki.minetest.net

Installing minetest server

```
sudo apt install minetest-server -y
```

Setting up minetest server

Config file located at: `/etc/minetest`. Some important settings that I changed. With line number included.

```
37 #   Network port to listen (UDP).
38 #   This value will be overridden when starting from the main menu.
39 #   type: int
40 port = 3000

93 #   Message of the day displayed to players connecting.
94 #   type: string
95 motd = Welcome to the District 13 server!

111 #   If enabled, show the server status message on player connection.
112 #   type: bool
113 show_statusline_on_connect = true

128 #   New users need to input this password.
129 #   type: string
130 default_password = *****
```

Create start script for server

Startup script located in `/home/qwertic/Minetest`.

Allow access for non root user to `/var/log/minetest/`:

```
sudo chown -R qwertic:qwertic /var/log/minetest/
```

```
#!/bin/bash

while true
```

```
do
    /usr/games/minetestserver --gameid minetest --worldname world
sleep 10
done
```

Portforwarding server

192.168.0.
252 3000 3000 3000 3000 Beide Actief

Starting server

```
2022-05-04 12:54:52: [Main]: Using world specified by --worldname on the command
line
2022-05-04 12:54:52: [Main]: Using game specified by --gameid on the command line
```

$$\begin{array}{ccccccc} & & \cdot & & & & \\ \text{---} & | & \text{---} & \text{---} & | & \text{---} & \text{---} \\ / & \backslash & / & \backslash & / & \backslash & / \\ | & \text{Y} & \text{Y} & \backslash & | & \backslash & \text{---} / | \\ | & | & | & | & \backslash & \text{---} / & \backslash \\ | & | & | & / & \backslash & > & \backslash \\ & \backslash & & \backslash & & \backslash & > \\ & & \backslash & & \backslash & > & \backslash \end{array}$$

```
2022-05-04 12:54:52: ACTION[Main]: World at [/root/.minetest/worlds/world]
2022-05-04 12:54:52: ACTION[Main]: Server for gameid="minetest" listening on
0.0.0.0:3000.
```

Launch Minetest-server at startup

Using crontab: Use command `crontab -e`; and add `@reboot /home/qwertic/MineTest/minetest` to the end of the file.

Using systemctl (doesn't seem to work): `systemctl enable minetest-server`

Joining server

```
Address: jorisduyse.com
Port: 3000
Name: qwertic
Password: *****
```

Gif not visable in pdf.

