MineTest Dedicated Server

Documentatie type	Link
Online markdown documentation	github.com
Online pdf documentation	github.com

Dedicated and client 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

Ubuntu server LTS 20.04

```
qwertic@cplex: ~                                    —    □    ✕
qwertic@cplex:~$ neofetch
            .-/+oosssoo+/-.                    qwertic@cplex
        `:+ssssssssssssssss+:`                -------------
      -+ssssssssssssssssssyyssss+-            OS: Ubuntu 20.04.4 LTS x86_64
    .ossssssssssssssssssdMMMNysssso.          Host: OptiPlex 7010 01
   /ssssssssssshdmmNNmmyNMMMMhssssss/         Kernel: 5.4.0-109-generic
  +ssssssssshmydMMMMMMMNddddyssssssss+        Uptime: 17 mins
 /sssssssshNMMMyhhyyyyhmNMMMNhssssssss/       Packages: 999 (dpkg), 7 (snap)
.ssssssssdMMMNhssssssssssshNMMMdssssssss.     Shell: bash 5.0.17
+sssshhhyNMMNyssssssssssssyNMMMysssssss+      Terminal: /dev/pts/0
ossyNMMMNyMMhssssssssssssssshmmmhssssssso     CPU: Intel i7-3770S (8) @ 3.900GHz
ossyNMMMNyMMhsssssssssssssssshmmmhssssssso    GPU: Intel HD Graphics
+sssshhhyNMMNysssssssssssssyNMMMysssssss+     Memory: 1130MiB / 7843MiB
.ssssssssdMMMNhssssssssssshNMMMdssssssss.
 /sssssssshNMMMyhhyyyyhdNMMMMhssssssss/
  +sssssssssdmydMMMMMMMMdddddyssssssss+
   /ssssssssssshdmNNNNmyNMMMMhssssss/
    .ossssssssssssssssssdMMMNysssso.
      -+sssssssssssssssssyyyssss+-
        `:+ssssssssssssssss+:`
            .-/+oosssoo+/-.

qwertic@cplex:~$
```

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/
```

```bash
#!/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
      .__                     __                      __
  _____  |__| ____    _____/  |_  ____    _____/  |_
 /     \|  |/     \_/ __ \   __\/ __ \ /  ___/\   __\
|  Y Y  \  |    |  \  ___/|  | \  ___/ \___ \  |  |
|__|_|  /__|___|  /\___  >__|  \___  >____  >  |__|
      \/        \/      \/          \/     \/
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.