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.

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

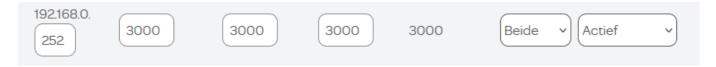
Allow access for non root user to /var/log/minetest/:

```
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



Starting server

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.



