

# Minecraft Server Launcher v1.0

——v1.0yilmars

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1  #!/bin/bash
2  DIR=$HOME/mc # Minecraft Directory. Plz Modify this line before running.
3  M_OLDPWD=$OLDPWD
4  M_PWD=$PWD
5  LOGDIR=$DIR/srvlog
6  LOG=$LOGDIR/launcher.log
7  [[ -d "$LOGDIR" ]] || ( mkdir "$LOGDIR" ; echo "$(date) [Info]Created log directory."
  >>$LOG )
8  cd "$DIR"
9  echo "$(date) [Info]Launching.">>$LOG
10 MCSTAT=0
11 false
12 while [[ "$?" != "0" || -f "$DIR/restart.lck" ]]; do
13     if [[ "$MCSTAT" == "0" ]]; then
14         echo "$(date) [Info]Start server.">>$LOG
15         MCSTAT=1
16     elif [[ -f "$DIR/restart.lck" ]]; then
17         echo "$(date) [Info]Restart server.">>$LOG
18         sleep 2
19     else
20         echo "$(date) [Warn]Crashed. Restart server.">>$LOG
21         sleep 10
22     fi
23     if [[ -f "$DIR/restart.lck" ]]; then
24         rm "$DIR/restart.lck"
25     fi
26     # Commands here will execute before launch
27     java -server -Xmx1024M -Djava.awt.headless=true -jar $DIR/craftbukkit.jar
28 done
29 echo "$(date) [Info]Exit.">>$LOG
30 cd "$M_PWD"
31 OLDPWD=$M_OLDPWD
32
```

特性:

- 崩溃自动重启，正常退出则不重启
- 配合自己写的插件可以实现正常的/restart 命令（已有的重启插件是不能用在这种循环的启动脚本上的）
- 清晰记录服务器启动日志（\$DIR/srvlog/launcher.log）
- 易于移植
- 可以在任意目录下运行
- 奇葩的程序逻辑