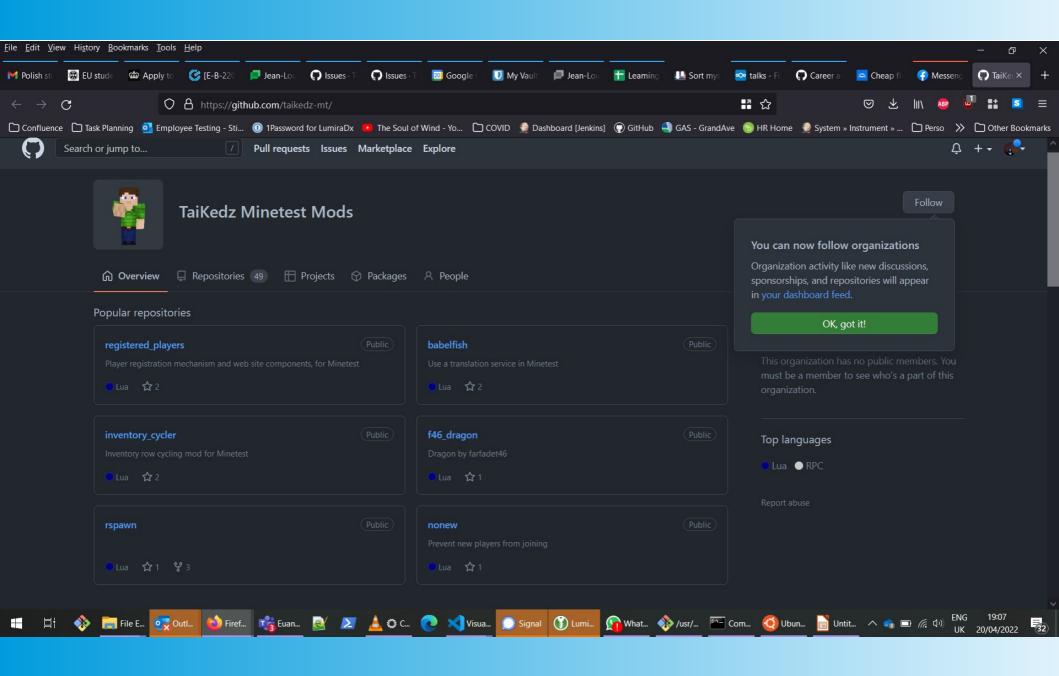# Minetest, Open Source, and Career

Tai

- Comp Sci degree (or, folk musician, barman, independent website "Hand-crafter")
- Went through tech support at start of career
- System administration
- Wanted to work in a more "developer"-oriented role
- No code to show
- No experience in developer workflows

Minetest

- Open source Minecraft alternative
  - Not a clone
  - Not aiming for compatibility
- C++ engine
- Lua scripting for mods
- LGPLv2.1 licensed

Search or jump to...   Pull requests   Issues   Marketplace   Explore

TaiKedz Minetest Mods

Follow

You can now follow organizations

Organization activity like new discussions, sponsorships, and repositories will appear in your dashboard feed.

OK, got it!

Overview   Repositories 49   Projects   Packages   People

Popular repositories

registered_players Public	**babelfish** Public
Player registration mechanism and web site components, for Minetest	Use a translation service in Minetest
● Lua ☆ 2	● Lua ☆ 2

This organization has no public members. You must be a member to see who's a part of this organization.

inventory_cycler Public	**f46_dragon** Public
Inventory row cycling mod for Minetest	Dragon by farfadet46
● Lua ☆ 2	● Lua ☆ 1

Top languages

● Lua   ● RPC

rspawn Public	**nonew** Public
	Prevent new players from joining
● Lua ☆ 1 ⑂ 3	● Lua ☆ 1

Report abuse

Easy Modding

- Add a mob !
  - (source in Github)
- Just add `mobs_redo`
  - Into a folder

Servers!

- Self-host a server
  - Locally – just tick a box

- On an Internet server
  - Just start with a command line option

What does this do for my career?

- It's just games right?

Clean code

- Separating into modules
- Define functions
- Write for re-use

Compatibility

- … and backwards compatibility
- Namespacing is IMPORTANT
- What to support? What not to support?

Git and Github

- Lots of space for collaboration
- Some proper veteran coders
- Fork/branch/PR workflow
- How to do reviews

System Administration

- Host a server ! Add lots of mods !

- Monitor uptime and resource consumption

- Monitor logs

  - Because there are kids online

  - Moderation and... data protection…??

- Lots of bash scripting

Issues, Bugfixing

- There will be bugs

- We need to fix them

- Without creating new bugs

- … for oft petulant players ...

Importance of Documentation

Pages in category "Methods"

The following 200 pages are in this category, out of 223 total.

A

- minetest.add entity
- minetest.add item
- minetest.add node level
- minetest.add node level/de
- minetest.add particle
- minetest.add particlespawner
- minetest.after
- minetest.auth reload
- minetest.is yes

B

- minetest.ban player
- minetest.bulk set node

C

- minetest.chat send all
- minetest.chat send player
- minetest.check for falling
- minetest.check player privs
- minetest.check player privs/de
- minetest.clear craft
- minetest.clear objects

- minetest.get heat
- minetest.get humidity
- minetest.get inventory
- minetest.get item group
- minetest.get mapgen object
- minetest.get meta
- minetest.get mod storage
- minetest.get modnames
- minetest.get modpath
- minetest.get name from content id
- minetest.get node
- minetest.get node drops
- minetest.get node group
- minetest.get node level
- minetest.get node light
- minetest.get node max level
- minetest.get node or nil
- minetest.get node timer
- minetest.get objects inside radius
- minetest.get password hash
- minetest.get perlin
- *minetest.get perlin map*

- minetest.place node
- minetest.place schematic
- minetest.place schematic on vmanip
- minetest.player exists
- minetest.pos to string
- minetest.privs to string
- minetest.punch node

R

- minetest.raillike group
- minetest.record protection violation
- minetest.register abm
- minetest.register alias
- minetest.register alias force
- minetest.register allow player inventory action
- minetest.register authentication handler
- minetest.register biome
- minetest.register chatcommand
- minetest.register craft
- minetest.register craft predict
- minetest.register craftitem
- minetest.register decoration
- minetest.register entity

```
1017    use them to store arbitrary values.
1018
1019    Node paramtypes
1020    ---------------
1021
1022    The functions of `param1` and `param2` are determined by certain fields in the
1023    node definition.
1024
1025    The function of `param1` is determined by `paramtype` in node definition.
1026    `param1` is reserved for the engine when `paramtype != "none"`.
1027
1028    * `paramtype = "light"`
1029        * The value stores light with and without sun in its lower and upper 4 bits
1030          respectively.
1031        * Required by a light source node to enable spreading its light.
1032        * Required by the following drawtypes as they determine their visual
1033          brightness from their internal light value:
1034            * torchlike
1035            * signlike
1036            * firelike
1037            * fencelike
1038            * raillike
1039            * nodebox
1040            * mesh
1041            * plantlike
1042            * plantlike_rooted
1043    * `paramtype = "none"`
```

Containers

- Because server uptime
- And server transitioning
    - Move to a bigger VPS? Easy !
- Image creation
- Docker Compose
- Didn't get to Kubernetes ...

Did not get to do

- Unit testing
- Integration testing
- Build pipelines

Questions