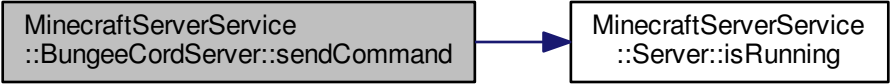


MinecraftServerService  
::BungeeCordServer::sendCommand



```
graph LR; A[MinecraftServerService::BungeeCordServer::sendCommand] --> B[MinecraftServerService::Server::isRunning];
```

MinecraftServerService  
::Server::isRunning