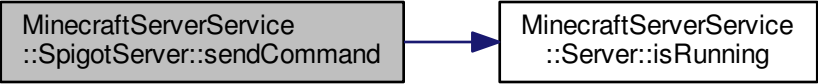


MinecraftServerService
::SpigotServer::sendCommand



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

MinecraftServerService
::Server::isRunning