

HOW TO INSTALL MINECRAFT ON UBUNTU

By GEEKHEAD

Part 1, Installing Minecraft on Linux Server

1. Install Ubuntu Server, GUI or CLI. I'm using CLI.

- a. See my video on installing Ubuntu Server. <https://www.youtube.com/watch?v=vu-NvH34PZY>

2. Install Java JRE and set default

```
curl -L -b "oraclelicense=a" -O
https://download.oracle.com/otn-pub/java/jdk/8u251-b08/3d5a2bb8f8d4428bbe94aed7ec7ae784/jre-
8u251-linux-x64.tar.gz

sudo mkdir /usr/local/oracle-java-8

sudo tar -zxf jre-8u251-linux-x64.tar.gz -C /usr/local/oracle-java-8

sudo update-alternatives --install "/usr/bin/java" "java"
"/usr/local/oracle-java-8/jre1.8.0_251/bin/java" 1500

sudo update-alternatives --install "/usr/bin/javaws" "javaws"
"/usr/local/oracle-java-8/jre1.8.0_251/bin/javaws" 1500

update-alternatives --config java
```

3. Create user for minecraft

```
useradd --no-create-home --shell /usr/sbin/nologin --user-group mcserver
```

4. Create folder structure for Minecraft

```
mkdir /games
cd /games
mkdir minecraft
chown -R mcserver:mcserver minecraft
chmod -R 750 minecraft
```

5. Download Minecraft Server .jar. <https://mcversions.net/download/1.13.2>

```
cd /games/minecraft

wget
https://launcher.mojang.com/v1/objects/3737db93722a9e39eeada7c27e7aca28b144ffa7/server.jar

java -jar server.jar

vi eula.txt
```

```
java -jar server.jar
```

```
op desertmoose706
```

```
/whitelist add desertmoose706
```

```
CTRL-C
```

```
cat whitelist.json
```

```
cat ops.json
```

6. Edit server.properties and enable whitelist

```
#Minecraft server properties
#Wed May 13 00:01:53 UTC 2020
spawn-protection=16
force-gamemode=false
allow-nether=true
enforce-whitelist=true
gamemode=0
enable-query=false
player-idle-timeout=0
spawn-monsters=true
op-permission-level=4
pvp=true
snooper-enabled=true
level-type=DEFAULT
hardcore=false
enable-command-block=false
max-players=20
network-compression-threshold=256
max-world-size=29999984
server-port=25565
debug=false
spawn-npcs=true
allow-flight=false
level-name=world
view-distance=10
resource-pack=
resource-pack-hash=
spawn-animals=true
white-list=true
generate-structures=true
online-mode=true
max-build-height=256
level-seed=
use-native-transport=true
prevent-proxy-connections=false
motd=A Minecraft Server
enable-rcon=false
```

7. Create startmc.sh

```
vi /games/minecraft/startmc.sh
```

```
#!/bin/bash
```

```
#set location
cd /games/minecraft

#start game
java -Xmx2048M -Xms2048M -XX:+UseConcMarkSweepGC -XX:+UseParNewGC -XX:+CMSIncrementalPacing
-XX:ParallelGCThreads=2 -XX:+AggressiveOpts -jar server.jar nogui

chmod +x startmc.sh
```

8. Create service for minecraft server auto start

```
vi /etc/systemd/system/minecraft-server.service

Description=MINECRAFT_SERVER

Wants=network.target
After=syslog.target network-online.target

[Service]
Type=simple
User=mcserver
ExecStart=/games/minecraft/startmc.sh
Restart=on-failure
RestartSec=10
KillMode=mixed

[Install]
WantedBy=multi-user.target

systemctl daemon-reload
```

9. First Minecraft run

```
systemctl enable minecraft-server.service
systemctl start minecraft-server
systemctl status minecraft-server
```

Part 2, Exposing to the Internet for Friends

1. Enable whitelist!!
2. Expose externally for friends, port forwarding aka NAT, ONLY port 25565
3. Dynamic DNS for dynamic IPs, vs static. Noip.com, Dynamic DNS Update Client for Linux
 - a. <https://www.noip.com/download?page=linux>