

Minecraft Server na BPI



Nós todos sabemos que às vezes é mais divertido de jogar Minecraft com amigos e outras pessoas em um servidor ao invés de jogar sozinho.

Isso é exatamente a razão pela qual tantos servidores Minecraft são criados; mas você já deve ter pensado em fazer seu próprio servidor, não é verdade?

As placas [BPI Banana Pi](#) é a solução perfeita e de baixo custo para hospedagem de um servidor Minecraft privado dedicado. O processador dual-core e 1 GB de RAM pode provavelmente lidar com Minecrafting.





Instalando Spigot Server

Meu hardware: BPI M1 Dual-core A20 em execução no Bananian com 8GB SD

```
root@bananapi: java -jar BuildTools.jar
login as: root
root@192.168.15.112's password:
Linux bananapi 3.4.104+ #3 SMP PREEMPT Wed Nov 19 08:28:34 CET 2014 armv7l

-----
Welcome to Bananian Linux!
For news and updates check: https://www.bananian.org
Any questions? Read the FAQ first: https://www.bananian.org/faq

Run 'bananian-config' to set up Bananian Linux
Run 'bananian-update' to check for distribution updates
-----

Last login: Fri Jul 24 03:15:36 2015 from 192.168.15.117
root@bananapi ~ # apt-get install openjdk-7-jre-headless
Reading package lists... Done
Building dependency tree
Reading state information... Done
The following extra packages will be installed:
  ca-certificates-java java-common tzdata tzdata-java
Suggested packages:
  default-jre equivs libnss-mdns sun-java6-fonts ttf-dejavu-extra
  fonts-ipafont-gothic fonts-ipafont-mincho ttf-wqy-microhei ttf-wqy-zenhei
  ttf-indic-fonts
Recommended packages:
```

Primeiro, precisamos instalar o Java:

```
apt-get install openjdk-7-jre-headless
```

Depois, instalamos o git:

```
apt-get install git
```

Depois, obtenha as ferramentas de construção para Spigot Server:

```
wget "https://hub.spigotmc.org/jenkins/job/BuildTools/lastSuccessfulBuild/artifact/target/BuildTools.jar" -O BuildTools.jar
```

Execute a Ferramenta de Construção:

```
java -jar BuildTools.jar
```



```
root@bananapi: ~
[WARNING] Usually this is not harmful and you can skip these
[WARNING] warnings, otherwise try to manually exclude artifacts
[WARNING] based on mvn dependency:tree -Ddetail=true and the above
[WARNING] output
[WARNING] See http://docs.codehaus.org/display/MAVENUSER/Shade+Plugin
[INFO] Replacing original artifact with shaded artifact.
[INFO] Replacing /root/Spigot/Spigot-Server/target/spigot-1.8.7-R0.1-SNAPSHOT.jar
with /root/Spigot/Spigot-Server/target/spigot-1.8.7-R0.1-SNAPSHOT-shaded.jar
[INFO] Dependency-reduced POM written at: /root/Spigot/Spigot-Server/dependency-
reduced-pom.xml
[INFO] Dependency-reduced POM written at: /root/Spigot/Spigot-Server/dependency-
reduced-pom.xml
[INFO] Dependency-reduced POM written at: /root/Spigot/Spigot-Server/dependency-
reduced-pom.xml
[INFO]
[INFO] --- specialsource-maven-plugin:1.2.1:remap (default) @ spigot ---
Error compiling Spigot, are you running this jar via msysgit?
java.lang.RuntimeException: Error running command, return status !=0: [sh, /root
/apache-maven-3.2.5/bin/mvn, clean, install]
    at org.spigotmc.builder.Builder.runProcess(Builder.java:498)
    at org.spigotmc.builder.Builder.main(Builder.java:401)
java -jar BuildTools.jar 7374.05s user 203.52s system 81% cpu 2:35:48.70 total
1 root@bananapi ~ #
1 root@bananapi ~ #
```

O processo demorou 2 horas no M1. Eu sei que é muito tempo, mas você pode apenas deixar sua Banana Pi "on" e fazer outras coisas (por exemplo:. Olhar meus outros posts :)

Inicie o servidor e localize o **spigot.jar**;

```
cd Spigot/Spigot-Server/target
ls
```

Faça um novo script de inicialização:

```
nano start.sh
```

Copie e cole as duas linhas abaixo:

```
#!/bin/sh
java -Xms512M -Xmx1024M -XX:MaxPermSize=128M -jar spigot.jar
```

Configure a permissão;

```
chmod +x start.sh
```

Execute o script de inicialização;

```
./start.sh
```



Você receberá um erro dizendo-lhe para assinar o eula.txt, então faça o seguinte:

```
nano eula.txt
```

Altere de "false" para "true", pressione "Ctrl + x" para sair, selecione y para salvar

Modifique as configurações do Server:

```
nano server.properties
```

```
root@bananapi: nano server.properties
GNU nano 2.2.6      File: server.properties      Modified
server-port=25565
max-world-size=29999984
level-type=DEFAULT
enable-rcon=false
level-seed=
force-gamemode=false
server-ip=
network-compression-threshold=256
max-build-height=256
spawn-npcs=true
white-list=false
spawn-animals=true
snooper-enabled=true
online-mode=true
resource-pack=
pvp=true
difficulty=1
enable-command-block=false
gamemode=0

^G Get Help  ^O WriteOut  ^R Read File ^Y Prev Page ^K Cut Text  ^C Cur Pos
^X Exit      ^J Justify   ^W Where Is ^V Next Page ^U UnCut Text ^T To Spell
```



Agora cole as propriedades padrão encontradas no Gamepedia. Altere as configurações se necessário.

```
#Minecraft server properties
#(File Modification Datestamp)
generator-settings=
op-permission-level=4
allow-nether=true
resource-pack-hash=
level-name=world
enable-query=false
allow-flight=false
announce-player-achievements=true
server-port=25565
max-world-size=29999984
level-type=DEFAULT
enable-rcon=false
level-seed=
force-gamemode=false
server-ip=
network-compression-threshold=256
max-build-height=256
spawn-npcs=true
white-list=false
spawn-animals=true
snooper-enabled=true
online-mode=true
resource-pack=
pvp=true
difficulty=1
enable-command-block=false
gamemode=0
player-idle-timeout=0
max-players=20
max-tick-time=60000
spawn-monsters=true
generate-structures=true
view-distance=10
motd=A Minecraft Server
```

Inicie o Servidor novamente;

```
./start.sh
```

```
root@bananapi: ~/Spigot/Spigot-Server/target
[12:56:36 INFO]: Preparing spawn area: 89%
[12:56:38 INFO]: Preparing spawn area: 89%
[12:56:39 INFO]: Preparing spawn area: 90%
[12:56:40 INFO]: Preparing spawn area: 91%
[12:56:41 INFO]: Preparing spawn area: 91%
[12:56:43 INFO]: Preparing spawn area: 92%
[12:56:44 INFO]: Preparing spawn area: 93%
[12:56:45 INFO]: Preparing spawn area: 93%
[12:56:46 INFO]: Preparing spawn area: 94%
[12:56:48 INFO]: Preparing spawn area: 95%
[12:56:49 INFO]: Preparing spawn area: 95%
[12:56:50 INFO]: Preparing spawn area: 96%
[12:56:52 INFO]: Preparing spawn area: 96%
[12:56:53 INFO]: Preparing spawn area: 97%
[12:56:54 INFO]: Preparing spawn area: 98%
[12:56:55 INFO]: Preparing spawn area: 98%
[12:56:57 INFO]: Preparing spawn area: 99%
[12:56:58 INFO]: Preparing spawn area: 99%
[12:56:58 INFO]: Done (1930.568s)! For help, type "help" or "?"
[15:14:38 INFO]: Stopping server

./start.sh 3820.61s user 83.17s system 37% cpu 2:51:25.32 total
130 root@bananapi ~/Spigot/Spigot-Server/target (git)-[master] #
130 root@bananapi ~/Spigot/Spigot-Server/target (git)-[master] #
```

Testando

Agora você pode se conectar ao servidor através do IP especificado no arquivo de propriedades do servidor. Para os seus amigos se conectarem, você tem que encaminhar a porta 25565 minecraft para a Banana Pi em suas configurações do roteador.

Fonte: <http://projectbananapi.blogspot.com.br/2015/07/spigot-minecraft-server-on-banana-pi.html>

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