
mcrunner Documentation

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MCRunner is a client/server system that allows the control and monitoring of multiple Minecraft server instances on a single machine.

Contents:

1.1 Install the package

From PyPI:

```
$ pip install mcrunner
```

From source:

```
$ git clone https://github.com/sbezboro/mcrunner
$ cd mcrunner
$ python setup.py install
```

You may need to use *sudo* to execute the above. By default, a sample configuration file is created at `/etc/mcrunner/mcrunner.sample.conf` which may be useful.

CHAPTER 2

Running MCRunner

If running for the first time, rename the sample configuration file:

```
mv /etc/mcrunner/mcrunner.sample.conf /etc/mcrunner/mcrunner.conf
```

In it you will find some basic configuration required for running Minecraft server instances.

The configuration file can contain multiple named ‘server’ sections that define the path and other data required for each server.

```
[server:survival]
path=/path/to/server
jar=spigot.jar
opts=-Xms1G -Xmx2G
```

More documentation about possible configuration values and their purpose can be found in [Configuration](#)

2.1 mcrunnerd

mcrunnerd is the daemon process that controls the server instances directly. To start it, simply type:

```
mcrunnerd start
```

2.2 mcrunner

mcrunner is a client used to interface with the *mcrunnerd* daemon server process. You can use it to start servers, stop servers, and send commands to server:

```
mcrunner start survival
```

This will attempt to start the “survival” server defined in the configuration if it exists. Otherwise an error will be shown.

By default *mcrunnerd* and *mcrunner* look at `/etc/mcrunner/mcrunner.conf` for configuration.

The configuration file contains three different sections, `[mcrunnerd]`, `[mcrunner]` and `[server:<name>]`.

3.1 [mcrunnerd] section

This section contains properties used by the daemon process.

`logfile`

Filepath to the log file used for *mcrunnerd*.

Default: `/var/log/mcrunner/mcrunnerd.log`

Required: yes

`user`

UNIX username used to `setuid` on startup.

Default: none

Required: no

3.2 [mcrunner] section

This section contains properties used by the client process.

`url`

Path to a UNIX socket used for communication between *mcrunnerd* and *mcrunner*

Default: `/tmp/mcrunner.sock`

Required: yes

3.3 [server:<name>] section

This section contains properties for a Minecraft server that MCRunner should manage. This section can appear multiple times as long as the server names are unique. The name is used when interfacing with the *mcrunner* command line.

path

Path to a Minecraft server root directory containing the main jar and other data.

Default: none

Required: yes

jar

Filename of the main jar used to start the Minecraft server. Example: *spigot.jar*.

Default: none

Required: yes

opts

Additional options passed to the java invocation of the server. Example: *-Xms1G -Xmx2G*.

Default: none

Required: no

restart_on_plugin_update

Boolean that turns on/off automatic server restart if a plugin is updated or added to the `plugins/` directory of the server.

Default: false

Required: no

CHAPTER 4

mcrunner usage

Start a server called “survival” using:

```
mcrunner start survival
```

Stop the server using:

```
mcrunner stop survival
```

Restart the server using:

```
mcrunner restart survival
```

Send console input by issuing a command:

```
mcrunner command survival "say testing 123"
```


CHAPTER 5

License

The project is licensed under the MIT license.