

- Scroll down to the games section or search for Minecraft and install it.
- In the settings, edit these fields
 - Application name: Give it a unique name - you can't change this later
 - EULA: check the box
 - make sure Image is set to the correct java version. Ill be using Java 17 HotSpot (Ubuntu)
 - Type: Auto CurseForge
 - Version: 1.19.2 or whatever minecraft version you need
 - Server name: If you want to
 - Difficulty
 - Game Mode
 - RCON Password: set to something you will remember. You can change this in the future
 - Operators/Administrators: Add your minecraft username
 - **Additional Environment Variables**
 - We are adding 4 environment variables
 - CF_PAGE_URL
 - This will be the link to the mod pack you want to use. It is recommended that you choose a specific version of the mod pack, otherwise it will try to pull the most updated one every time which can break your game in the future.
 - <https://www.curseforge.com/minecraft/modpacks/all-the-mods-8/files/4962718>
 - CF_API_KEY
 - This is how you will download your files automatically and you can get this via the developer console in curseforge
 - <https://console.curseforge.com/>
 - Don't worry about escaping \$ with another \$ like: \$\$, truenas takes care of it for us
 - CF_EXCLUDE_MODS
 - Use this to exclude a mod that you know is not needed.
 - MEMORY
 - Sets the memory usage of the server
 - 4G
 - Steps are derived from this video
<https://youtu.be/iP8dyO7Y1Zg?si=IHshsG9VvupHmSbu>
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- Resources Configuration
 - Set what you want.
 - Setting 4Gi of memory does not mean your server is set to 4Gi of memory.
- Now start the application.
- Once it is deploying, you can go to details and open the log to view the status.
- For this case, we will run into a problem with some mods that are not allowed to be automatically downloaded and we will have to manually download them.

- We can see the mods that need downloading and go fetch them.
- Place the downloaded mods into the mods folder and make sure to update the permissions on it
 - Use `chmod ugo+rwx` to add specific permissions. u is for user, g is for group, o is for other. + means adding permissions, rwx is read write execute.
 - Use `chown newuser file` to change the owner of the file
- Go back to the Excluded mods environment variable and add any mods you don't need
 - Idk how to do multiple
- Start the app again
 - This took me a few attempts to get it running, just had to keep refreshing the terminal if it stopped.
- Port forward, and you are done.