

- 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>
    -
- 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+rx` to add specific permissions. u is for user, g is for group, o is for other. + means adding permissions, rx 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
  - I don't know 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.