
spsm

Release 0.1.3

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spsm (Simple Python Server Manager) is a Minecraft Server Management CLI built with python.

Note: This project is still in very early stages and likely very error prone. If you run into any major issues in attempting to use it please open an [issue on Github](#).

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1.1 Usage

1.1.1 Installation

spsm can be installed using pip:

```
(.venv) $ pip install spsm
(.venv) $ spsm -v
Simple Python Server Manager, v0.1.2
```

1.1.2 Quick Start

1. Create a directory for your server

```
(.venv) $ mkdir my_server
(.venv) $ cd my_server
```

2. Initialize the directory

```
(.venv) $ spsm init
```

3. Add a server jar and apply the new configuration

```
(.venv) $ spsm upsert -u [jar source url] server server_jar
(.venv) $ spsm jars apply
```

4. Activate the server wrapper

```
(.venv) $ spsm server activate -a
```

5. Once in the interactive wrapper terminal, use the command **start** to start the server. **help** can also be used to list available commands

```
spsm >> start
```

Note: Sometimes the output can be initially off by a line or two depending on the size of the terminal. Output can be scrolled up and down using the arrow keys

Note: The server will typically not successfully start the first time as you will have to update the `eula.txt`

6. The interactive terminal can be exited without terminating the server using the `exit` command or by pressing CTRL+A CTRL+D

See also:

The wrapper is managed using the `screen` command. see [here](#) for more information on screens.

1.1.3 Commands

spsm

```
spsm [OPTIONS] COMMAND [ARGS]...
```

Options

-v, --version

Show the version and exit.

init

Initialize the current directory as an spsm managed server

```
spsm init [OPTIONS]
```

list

Lists given resource

```
spsm list [OPTIONS] {jars|worlds}
```

Arguments

RESOURCE

Required argument

spsm server

Server related commands

```
spsm server [OPTIONS] COMMAND [ARGS]...
```

activate

Activates the Minecraft server wrapper.

```
spsm server activate [OPTIONS]
```

Options

-a, --attach

Immediately attach to the activated server

-d, --debug

Toggles debug mode

console

Opens an interactive console to interact with the server

```
spsm server console [OPTIONS]
```

logs

Tail the latest log file.

```
spsm server logs [OPTIONS]
```

restart

Restarts the Minecraft Server

```
spsm server restart [OPTIONS]
```

send

Sends COMMAND to the Minecraft server Wrapper

```
spsm server send [OPTIONS] COMMAND
```

Arguments

COMMAND

Required argument

start

Starts the Minecraft Server

```
spsm server start [OPTIONS]
```

status

Get the status of the server

```
spsm server status [OPTIONS]
```

stop

Stops the Minecraft Server

```
spsm server stop [OPTIONS]
```

spsm jars

Jarfile related commands

```
spsm jars [OPTIONS] COMMAND [ARGS]...
```

apply

apply the current state of jardata to the server

```
spsm jars apply [OPTIONS]
```

download

Downloads the jarfile for either all jars or the given jar based on its source URL

```
spsm jars download [OPTIONS]
```

Options

- a, --all** <all>
download all jars
- j, --jar-name** <jar_name>
name of a specific jar to download

upsert

Adds jar called JAR_NAME as a TYPE or updates it if it already exists

```
spsm jars upsert [OPTIONS] {server|plugin} JAR_NAME
```

Options

- u, --source-url** <source_url>
URL from which the jar will be downloaded
- a, --apply**
immediately apply the jardata after the upsert

Arguments

TYPE

Required argument

JAR_NAME

Required argument

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