systemd unit

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root@v1:~# cat /etc/systemd/system/minecraft@.service
[Unit]
Description=Minecraft server %I
After=local-fs.target network.target

[Service]
WorkingDirectory=/home/ubuntu/%i
User=ubuntu
Group=ubuntu
Type=forking
# Run it as a non-root user in a specific directory

ExecStart=/usr/bin/screen -h 1024 -dmS minecraft ./minecraft_server.sh
# I like to keep my commandline to launch it in a separate file
# because sometimes I want to change it or launch it manually
# If it's in the WorkingDirectory, then we can use a relative path

# Send "stop" to the Minecraft server console
ExecStop=/usr/bin/screen -p 0 -S minecraft -X eval 'stuff \"stop\"\015'
# Wait for the PID to die - otherwise it's killed after this command finishes!
ExecStop=/bin/bash -c "while ps -p $MAINPID > /dev/null; do /bin/sleep 1; done"
# Note that absolute paths for all executables are required!

[Install]
WantedBy=multi-user.target
```

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