

Fichier pour faire fonctionner Projet Zomboid en service avec SystemD

```
[code] cat >/etc/systemd/system/zomboid.service «'EOL' [Unit] Description=Project Zomboid Server
After=network.target StartLimitIntervalSec=60 StartLimitBurst=10
```

```
[Service] Restart=always PrivateTmp=true Type=simple RemainAfterExit=yes User=zserver
WorkingDirectory=/home/zserver/zomboid_server/ ExecStart=/bin/sh -c "exec
/home/zserver/zomboid_server/start-server.sh </home/zserver/zomboid_server/zomboid.control"
ExecStop=/bin/sh -c "echo save > /home/zserver/zomboid_server/zomboid.control; sleep 15; echo
quit > /home/zserver/zomboid_server/zomboid.control" ExecStopPost=rm -rf
/home/zserver/zomboid_server/zomboid.control Sockets=zomboid.socket KillSignal=SIGCONT
```

```
[Install] WantedBy=multi-user.target EOL [/code]
```

```
[code] cat >/etc/systemd/system/zomboid.socket «'EOL' [Unit] BindsTo=zomboid.service
```

```
[Socket] ListenFIFO=/home/zserver/zomboid_server/zomboid.control FileDescriptorName=control
RemoveOnStop=true SocketMode=0660 SocketUser=zserver
```

```
EOL [/code]
```

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