

# Minecraft Bedrock Server

The following starts a Bedrock Dedicated Server running a default version and exposing the default UDP port:

- [Docker-compose.yml](#)

# Docker-compose.yml

Source: <https://hub.docker.com/r/itzg/minecraft-bedrock-server>

```
version: '3.3'
services:
  minecraft-bedrock-server:
    container_name: mc-server
    environment:
      - EULA=TRUE
    ##- SERVER_NAME=My Server
    ##- GAMEMODE=survival #options are survival, creative, adventure
    ##- DIFFICULTY=easy #options are peaceful, easy, normal, hard
    ##- LEVEL_TYPE=default #options are FLAT, LEGACY, DEFAULT
    ##- MAX_PLAYERS=10 #must be a positive integer
    ##- ONLINE_MODE=true #options are true, false
    ##- VIEW_DISTANCE=32 #any positive integer greater than or equal to 5
    ##- TICK_DISTANCE=4 #an integer in the range [4, 12]
    ##- PLAYER_IDLE_TIMEOUT=30 #how many idle minutes before being kicked
    ##- MAX_THREADS=4 #maximum number of threads the server tries to use.
    ##- LEVEL_NAME=Level Name #the "level-name" value is used as the world name and its folder name

    ports:
      - '19132:19132/udp'
    volumes:
      - 'mc-volume:/data'
    image: itzg/minecraft-bedrock-server
  ##
volumes:
  mc-volume:
```

## Additional Resources

More info on Environmental Variables:

[https://minecraft.fandom.com/wiki/Server.properties#Bedrock\\_Edition\\_3](https://minecraft.fandom.com/wiki/Server.properties#Bedrock_Edition_3)