

GetAMP Unattended Installations

Environment Variables

On Linux, GetAMP supports unattended installations to allow AMP to be automatically provisioned and started without requiring any input.

This is achieved by specifying a number of environment variables that the GetAMP script will pick up when executed.

When using HTTPS, a domain name needs to either be specified via `EXT_HOSTNAME` or it can be discovered automatically if reverse lookups are enabled for the external IP address.

Flag	Description
USE_ANSWERS	Set to ☐ to specify that you'd like to perform an unattended installation
ANSWER_AMPUSER	The username to be used for the ADS instance
ANSWER_AMPPASS	The password to be used for the above user
ANSWER_SYSPASSWORD	The password to be used for the <code>amp</code> system user
ANSWER_INSTALLJAVA	Set to ☐ to specify that you'd like an appropriate Java version to be installed for running Minecraft
ANSWER_INSTALLSRCDSLBS	Set to ☐ to specify that you'd like 32-bit C++ libraries and other dependencies of Source Dedicated Servers (and other applications that rely on SteamCMD) to be installed
ANSWER_INSTALLDOCKER	Set to ☐ to specify that you'd like Docker to be installed and configured, and for AMP to create instances inside containers by default
ANSWER_HTTPS	Set to ☐ to specify that you'd like NGINX to be installed and configured
EXT_HOSTNAME	If reverse hostname lookup isn't possible, what hostname to use for HTTPS

Flag	Description
ANSWER_EMAIL	The email address to be used for LetsEncrypt certificate warnings (Optional)
SKIP_INSTALL	Set to <code>y</code> to install the AMP Instance Manager and dependencies, but do not create the ADS instance or set up a reverse proxy. Useful for Docker scripts

Arguments

The GetAMP script accepts a number of arguments to perform individual tasks without performing a full installation, this takes the syntax of:

```
bash <(wget -qO- getamp.sh) ARGUMENT
```

Argument	Description
addRepo	Adds the CubeCoders repository to the system
configureDarkMagicNew	Installs CPx2 on an existing ARM system
installAMP	Installs <code>ampinstmgr</code> , requires that the repository has already been added
installDocker	Installs Docker, enables the Docker service, and adds the <code>amp</code> user to the <code>docker</code> group
installJava	Installs Adopt OpenJDK 8 and 11 onto the system
installSrcdsDeps	Installs 32-bit dependencies and libraries for games based on the Source engine or that use SteamCMD
postSetupHTTPS	Installs and configures nginx and certbot for use with AMP
showSystemInfo	Displays information about the system gathered by GetAMP
update	Updates <code>ampinstmgr</code> to the latest version, and upgrades all AMP instances to the latest version
updateSystem	Applies any pending system updates using the systems package manager

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