

Fichier pour faire fonctionner Projet Zomboid en service avec SystemD

```
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
```

```
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
```

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