

Settings

Every Minecraft instance has its own individual settings options. The settings page contains all of the following options:

Note:

(*) options are unique to our panel functionality.

(**) options relate to [MineTogether](#) configuration.

| OPTION: | DESCRIPTION: | DEFAULT: |
|-----------------------|--|--|
| Display Name (*) | This is the name displayed for this Minecraft instance. | Name you give your instance when you create it |
| MOTD | The message of the day of your server. | A Minecraft Server |
| Allow Bedrock | Allows Bedrock players to connect - must be using Vanilla 1.16.2 or newer | False |
| Discoverability (**) | If available, would you like this server to appear on the public server listing, be invite only or entirely unlisted? Part of the MineTogether mod. | Unlisted |
| Server Port | The port of your server. Best to leave as default! | 25565 |
| Info Port | The port configured in ServerInfoProvider (If installed). | 25566 |
| Jar file to start (*) | The jar file started by the control panel. | Auto-Detect |
| Memory (*) | Memory to allocate to the server - usually fine on adaptive if only running one instance. | Adaptive |
| Arguments (*) | Would you prefer the java arguments to try and optimize CPU usage, or, optimize RAM usage? | Low memory usage |
| PermGen/Metaspace (*) | Permgen/Metaspase to assign. Should be Dynamic unless you are using Java 7 (default is Java 8). | Dynamic |
| Maximum Players | The maximum number of players that can be connected to the server. | 20 |
| Whitelist | Whether whitelist is enabled on the server. | false |

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| Online Mode | Whether your server allows people without paid accounts. Please note - This will need to be set to 'false' to allow BungeeCord to work, as BungeeCord handles authentication. | True |
| Allow Flight | Allow flight for hacked clients. Usually should be disabled. Note: Mod packs may have additional flight settings in mod configs for certain flight-related items. | False |
| Enable PVP | Whether Player Vs Player is enabled. | True |
| Enable Command Block | Whether command blocks are enabled. | False |
| Announce Player Achievements | Announce in chat when a player gets a achievement in game. | True |
| Op Permission Level | The permissions that ops have by default. 1: Ops can bypass spawn protection 2: ops can use /clear, difficulty, /effect, /gamemode, /gamerule, /give and /tp - and can edit command blocks. 3: Ops can use /ban, /deop, /kick, and /op 4: Ops can use /stop. | 4 |
| Player Idle Timeout | If non-zero, players are kicked from the server if they are idle for more than that many minutes. | 0 |
| Enable Query | Whether your server has the query port enabled. Used by many server listing sites. | False |
| Query Port | Port used for server queries. | 25565 |
| Enable Rcon | Whether your server has the rcon port enabled. Used to control your server remotely. | False |
| Rcon Port | Port used for remote server control. | 25575 |
| Snooper Enabled | Sets whether the server sends snoop data regularly to Mojang. | True |
| Difficulty | The difficulty level: Easy, Normal, Hard. | Easy |
| Default Gamemode | Default set gamemode for new joining players. | Survival |
| Force Gamemode | Whether to force the default gamemode when a new player joins | False |

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| View Distance | The view distance. Recommended 1~10. Note: View distance of 7 or lower can reduce mob/animal spawns dramatically. Increasing the view distance beyond 10 is not recommended. | 10 |
| Level Name | Which world folder to load. | World |
| Level Seed | The seed used to generate the world. | |
| Level Type | The level type used to generate your world, eg: Amplified, Default, Voidworld, Biomes'O'Plenty etc. | Default |
| Generate Structures | Whether world structures (such as villages) will be generated. | True |
| Hardcore Mode | Enable hardcore mode. Please note that this is set on generation of a new world, and can not be unset! | False |
| Generator Settings | Options to pass to the world generation. Useful with super-flat worlds. Usually blank. | |
| Max World Height | Maximum build height. | 256 |
| Max World Size | Maximum possible world size in blocks, expressed as a radius. | 29999984 |
| Allow Nether | Whether the Nether can be generated and travelled to. | True |
| Spawn Monsters | Allow mob spawns: true - yes, false - no. | True |
| Spawn NPC/Villagers | Allow villagers to spawn: true - yes, false - no. | True |
| Spawn Animals | Allows animals to spawn: true - yes, false - no. | True |
| Spawn Protection | Spawn protection radius. 0 is disabled! | 16 |

For a full list of settings available in the minecraft server.properties file and their descriptions, please refer to the minecraft wiki at <https://minecraft.wiki/w/Server.properties#Keys>

NOTE: There are some server options not available on this menu that may be helpful.

For example: max-tick-time=(default:60000).

For heavy mod packs you may want to disable max-tick-time= by setting it's value to "-1" in the server.properties via the File Manager or sFTP/SSH, to prevent the error 'A single tick took longer

than 60 seconds'.

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