

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/Metaspace 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
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
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

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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