

Server Basics

These guides are for people who are brand new to hosting their own Minecraft Server

- [How to Connect to your server \(Java\)](#)
- [How to Upload your own World](#)
- [How to Upload & Remove Plugins](#)
- [Pre-Generating your world](#)
- [How to create, and manage a Server Backup](#)

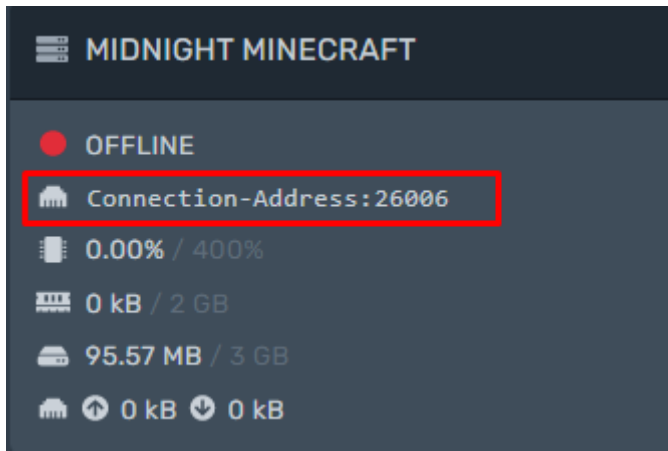
How to Connect to your server (Java)

This page will explain how to find your connection address, and connect to your Java Minecraft Server

Acquire the Connection Address

Finding your server connection address is easy, Go to the Console Tab of your server and you should see the connection address in the information window on the left of the terminal window, You can left click your connection address to copy it to your clipboard

Connection Address

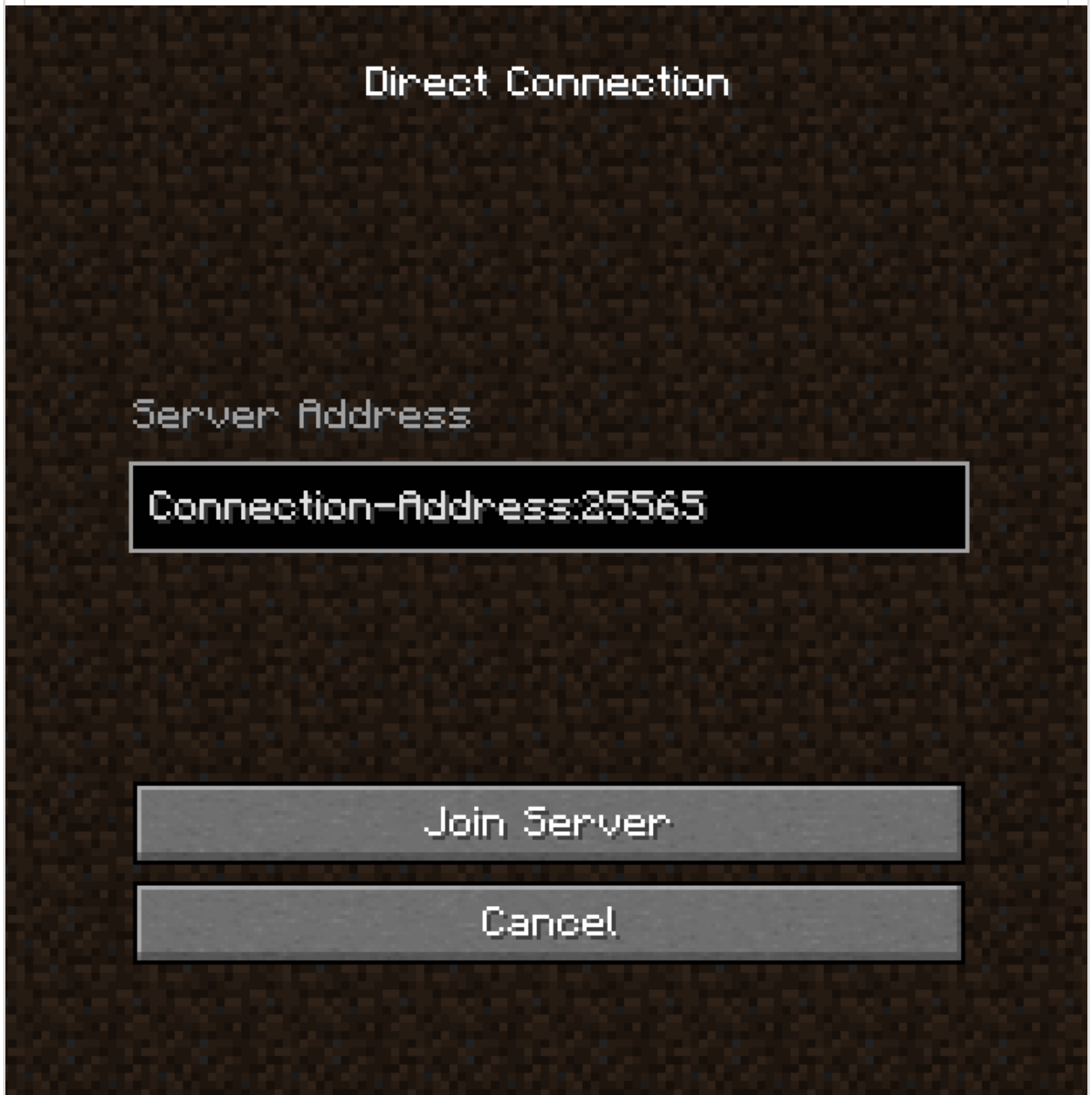
A screenshot of the 'MIDNIGHT MINECRAFT' server console interface. The status is 'OFFLINE'. A red box highlights the 'Connection-Address: 26006' field. Below this, various server statistics are displayed: 0.00% / 400% (CPU), 0 kB / 2 GB (RAM), 95.57 MB / 3 GB (Storage), and 0 kB upload/download (Network).

Connect to your server



Direct Connection

1. To join via direct connection, Copy the connection address mentioned above,
2. in Minecraft From the main menu click **Multplayer**
3. When in the multiplayer menu, Click **Direct Connection**
4. Paste your connection address in the provided text box, and hit Join Server

Direct connection image



Add to Ingame Server List

1. To add your Server into your ingame Server List, Copy the connection address mentioned above
2. in Minecraft, from the main menu click 
3. When in the multiplayer menu click, 
4. Name the server, and paste your connection address in "Server Address" click Done when you are finished

Server Name

A Minecraft Server Name

Server Address

Connection-Address:25565

How to Upload your own World

This page will inform you how to upload your own world, and how to change the configuration to "activate" the world

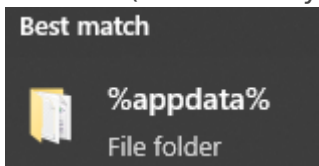
There are several sources you can find a world file from, be it your game save folder, a public world from [Minecraft Forums](#), or From a previous server you have ran in the past, But first things first you want to get your world file ready

Your server must have been ran once to go through a pre-setup before you upload your world

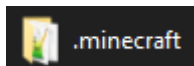
Locating World Save

to locate your save is a rather simple process, To start off you want to:

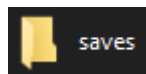
1. Hit start (windows key) and type " %appdata% " and click the resulting folder



2. Locate the .Minecraft folder



3. Locate the saves folder



4. Locate and send a copy of your world folder to desktop (the folder name will be name of your world)

Best practice to rename the copy with a - (dash) instead of a space

Compress World folder & Upload to panel

In our previous step we have located our save file and sent it to the desktop

1. Create a ZIP folder on your desktop (name can be whatever) and drag your world folder into it
2. login to the [Game Panel](#), Locate target server, And open the File Manager
3. Drag & Drop your created ZIP folder with your world in it
4. right click the uploaded ZIP folder on the File Manager, and click "Decompress"

Changing the world that the server uses

There are a couple steps that require editing the "server.properties" text file.
info on how to use multiverse to have multiple worlds will be in a future page

1. In the File Manager locate "server.properties" Click it to enter the text editor
2. Locate "level-name=world" Typically on, or around line 10
3. change "world" to the name of the decompressed world folder that you have uploaded
4. Click the "Save Content" button at the bottom right of the text editor
5. Head over to the Console Tab of your server, and start your server again

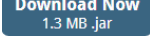
How to Upload & Remove Plugins

Plugins are a very simple and useful way to customize your server in many aspects. If your looking to browse for plugins to use look though [Spigot's Plugin Resources](#). You can download plugins without an account, but it is very useful to create an account with them.

If you are looking for a specific resource, Use google to search: "(Plugin name) Spigot" to find the resource quicker

Installing Plugins

We're going to be using [Luckperms](#) for our demonstration, though Once you have found a plugin you would like to install

1. Download the plugin with the button at the top right of the page:  (Save/move to desktop for ease of use)
2. In the File Manager, Navigate to your Plugins Folder, Drag & Drop your downloaded plugin in the window
3. Start/Restart your server

Removing Plugins

To remove a plugin you will first need to stop your server in the console tab

To Fully remove a plugin you will need to remove the Plugin.jar, as well as the plugin data folder

1. Navigate to your plugins folder in the File Manger
2. locate, Right click & Delete the unwanted plugin File folder and .jar
3. Start your server

You can disable plugins by renaming the plugin with ".jarx" as the file extension

Pre-Generating your world

Pre-generation of your world can massively help with any lag you may be experiencing with your Minecraft Server. In newer versions of Minecraft, Chunk Generation has been severely overhauled, while worlds look fancier, there is much more load on the server when players are wandering around. Generating a small area around your server spawn is a good idea

This guide assumes you have permissions setup and know how to install a plugin, If not please view this page

[How to upload a plugin](#) And/or Permissions Quick-Start Guide

Finding a world Pre-generation plugin

There are several plugins out there that will work in generating your world, You can look around on the [Spigot Resource Page](#)

We highly recommend the usage of: [Chunky](#), Its an efficient world pre-generation plugin and is what the guide will be based on

Pre-generation settings

You are going to need to define a couple settings for the generator to know how much of the world you would like pre-generated, what shape you would like the world to be generated in (

<https://github.com/pop4959/Chunky/wiki/Shapes>)

chunky shape "shape"

chunky radius "number"

When generating your world, more Disk Space will be used depending on how many blocks/chunks generated

Starting the Pre-Generator

before starting the pre-generator "center" where the generation will take place, And make sure you have set the Radius & Shape

1. Find a good spot for your server spawn point
2. type: `/chunky center`
3. type: `/chunky start`


Your server may be unplayable from the lag caused by this process, It is best to do it when people aren't playing

How to create, and manage a Server Backup

Creating a server backup is a 3 step process, From there you can choose through a list of options to manage your server backups

Creating a backup

1. Navigate to the backups tab
2. Click the button:
3. Name your backup and click:

A dark gray rectangular button with the word "Backups" in white text.A blue rectangular button with the text "CREATE BACKUP" in white, uppercase letters.A blue rectangular button with the text "START BACKUP" in white, uppercase letters.

Managing backups

To manage your backups click "..." on your desired backup

Midnight Hosting Service

Q

Console

File Manager

Databases

Schedules

Users

Backups

Network

Startup

Settings

Midnight Backup 1182.55 MB

about 2 hours ago

sha1:051f3fc39617292d91a3e442e769d66f76d47d21

CREATED

Midnight Backup 2182.55 MB





30 minutes ago

sha1:288a10a4c47409376ac97a71661cc5abbcb8139b

CREATED

2 of 2 backups have been created for this server.

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-  Download
-  Restore
-  Lock
-  Delete

Download: Downloads your selected backup in a tar.gz file

Restore: Restores your backup to your server (Destructive)

Lock/Unlock: Prevents accidental deletion

Delete: Deletes the selected backup