

# Minecraft

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# Server Basics

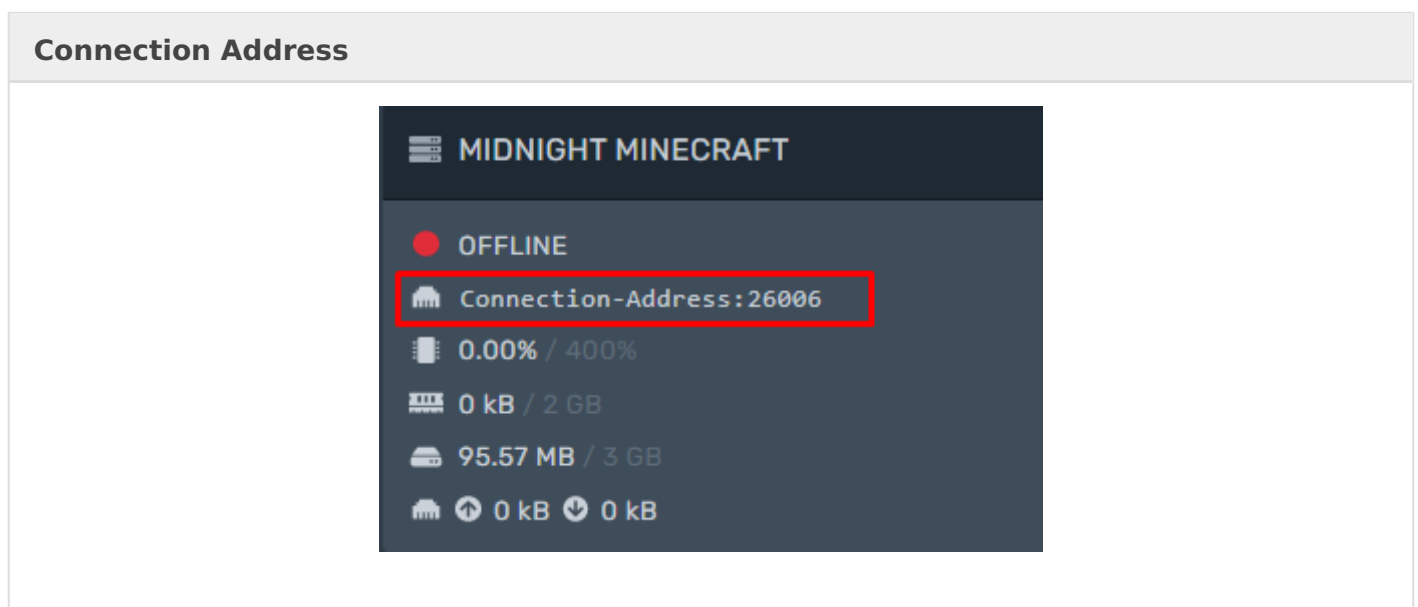
These guides are for people who are brand new to hosting their own Minecraft Server

# 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



## 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 **Multiplayer**
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

## Direct Connection

Server Address

Connection-Address:25565

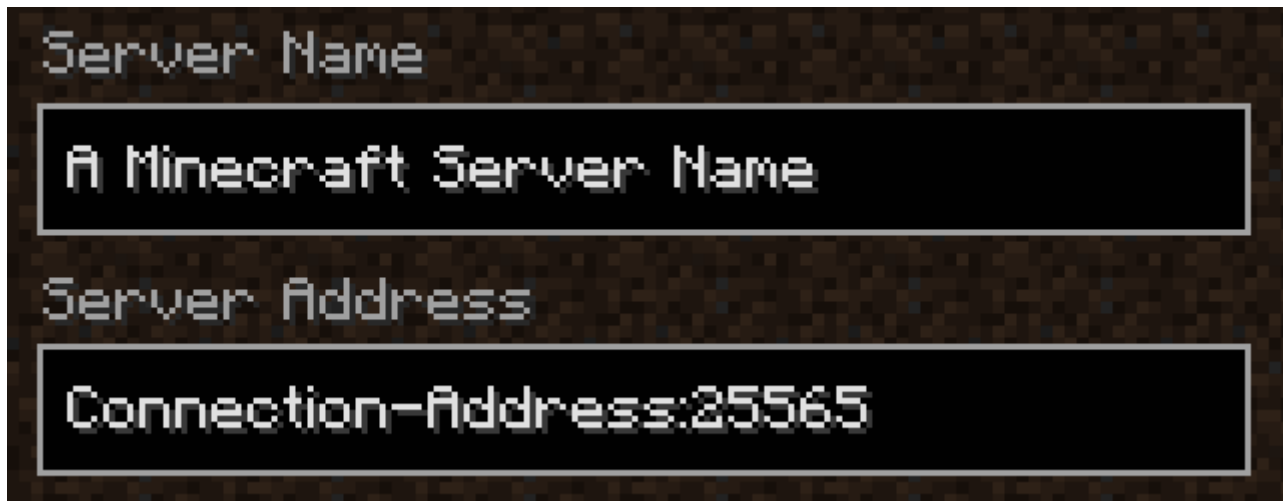
Join Server

Cancel

### 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

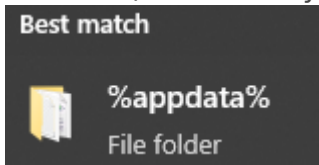
There are several sources you can find a world file from, be it your game save folder, a public world from [Minecraft Forums](#), or From a previous server you have ran in the past, But first things first you want to get your world file ready

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

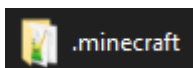
## Locating World Save

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

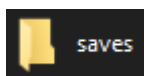
1. Hit start (windows key) and type " %appdata% " and click the resulting folder



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

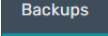

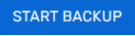
1. Find a good spot for your server spawn point
2. type: `/chunky center`
3. type: `/chunky start`

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: 

## 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.

Pterodactyl® © 2015 - 2022

-  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

# Intermediate Server Guides

These guides are for people who have basic-intermediate knowledge on how to run a Minecraft Server

# Permissions Quick-Start Guide

Permissions is a system that tells the server/plugins who can use what command/feature and difficulty can range from beginner, to expert level, But this small guide is hopefully able to help you understand a bit more about this complex system

This Guide is based off of the use of the Luckperms permission plugin

To start things off we would like to personally recommend [Luckperms](#) as your permissions plugin as it has

1. A visual web editor to manage permissions with, making Luckperms one of the easiest to use permissions plugin.
2. Mysql Database compatibility if you want to have more advanced setups with multiple servers
3. Contexts, (under what circumstances will this permission apply) and much more

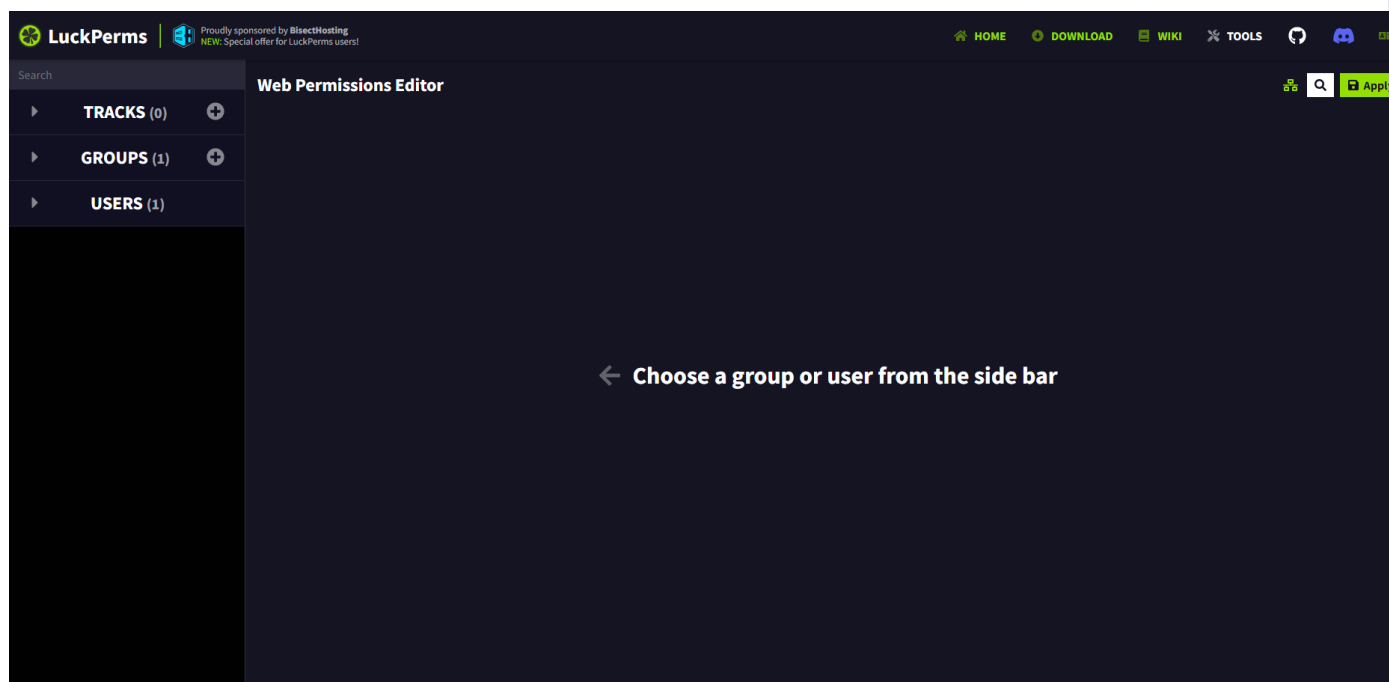
If you need help installing a plugin to your server, Please visit the page: [How to Upload & Remove Plugins](#)

## First access to the Luckperms Web Editor

The Luckperms web editor is a intuitive way to visually manage your permissions system

1. Join your Minecraft server ingame, and Navigate to the Console tab on the Game Panel
2. type in the terminal: `lp user "yourusername" permission set *` (remove parenthesis "", fill your ingame name in)
3. ingame type: `/lp editor` and you will be given a link to access your permission web editor

## Web editor of a fresh installation (expandable)



## Creating your first Group

A Group is a functional title making applying permissions easier, every player will gain permissions applied to the default group

To create a group Click the plus button next to groups



This will open a prompt asking for multiple different pieces of information Look in the "create group prompt" dropdown for short expiations of each option

Once your group has been created it'll auto create some permissions then you can then start applying permissions to the group

## Create Group Prompt (expandable)

Create a group

✕

Group name

Weight

0

Display name

Prefix

Parent

None

Suffix

➕ Add group

Group Name: Name of the group on web editor and commands

Weight: Higher weighted groups will override lower weighted groups

Display Name: Sets the groups display name. This can effectively be used as an "alias" for the group.

Prefix: is a piece of text shown before a player name in chat (ex. [Member], [Mod], [Admin])

Parent: Will gain permissions from selected group

Suffix: is a piece of text shown after a player name in chat

## Finding Plugin Permissions

Permissions will be different for each plugin. to find permissions specific to your plugin, look around the spigot page where you downloaded it from, You can also google: `Plugin name permission nodes`

### Example of plugin permission nodes (expandable)

Permission node	Description
luckperms.sync	<code>/lp sync command</code> and <code>/lp networksync command</code>
luckperms.info	<code>/lp info command</code>
luckperms.editor	<code>/lp editor command</code>
luckperms.appliedits	<code>/lp appliedits command</code>
luckperms.verbose	<code>/lp verbose command</code>
luckperms.verbose.commandother	<code>/lp verbose command &lt;name&gt; &lt;command&gt; command</code>
luckperms.tree	<code>/lp tree command</code>
luckperms.search	<code>/lp search command</code>
luckperms.import	<code>/lp import command</code>
luckperms.export	<code>/lp export command</code>
luckperms.reloadconfig	<code>/lp reloadconfig command</code>
luckperms.translations	<code>/lp translations command</code>

## Assigning permissions

To assign permissions ingame type: `/lp group (group) permission set (permission.node)` (Take out the () in the command)

In the Luckperms Web editor, Navigate to the Groups tab, Select your newly created group and you will see a new window pop up

**Luckperms Web editor (Expand to see example)**

## Overview of the group: Member

The screenshot shows the LuckPerms Web interface for editing permissions for the 'Member' group. The interface is dark-themed. On the left, there is a sidebar with 'TRACKS (0)', 'GROUPS (2)', and 'USERS (1)'. The 'GROUPS (2)' section is expanded, showing 'default' and 'Member (member)'. The 'Member' group is selected. The main area is titled 'Web Permissions Editor' and shows the 'Group: Member (member)'. Below this, it displays 'Weight: 1' and 'Parent groups: default'. A table titled 'Permission nodes (4)' lists the following permissions:

Permissions	Value	Expiry	Contexts
displayname.Member	true	never	none
group.default	true	never	none
weight.1	true	never	none
prefix.1. [&Member&F]	true	never	none

At the bottom, there is a light gray bar for adding new permissions. It contains a text input field labeled 'Add permissions' with the placeholder 'Enter permissions or paste many', and buttons for 'Value' (set to 'true'), 'Expiry' (set to 'never'), and 'Contexts' (set to '+'). A green '+ Add' button is on the far right.

At the bottom you will a light gray bar, This will be the area you will be adding permissions

1. Paste your permission node into the "Add Permission" textbox, After hitting enter, you can paste another permission in
2. click the "Add" button on the far right of the light gray bar, You will notice newly added permissions will be lit up **green**
3. Once you are done adding your permission(s), Hit the save button on the top right of the page
4. It will generate you a link, You will want to take that link and paste it in your server (either ingame or in console terminal)

By no means is this a complete explanation of this powerful tool If you are looking for more advanced information, We highly suggest checking out the [Luckperms Wiki](#)

# Geyser Setup (Bedrock & Java)

Geyser is a Spigot/Paper Plugin that gives Bedrock Players the ability to join and play on a Java Server

A Port must be opened to be able to use this plugin. Make a ticket on our discord server and we will get that sorted for you.

## Spigot/Paper Setup

- The server must allow connections from the latest versions, Either by using ViaVersion, or updating your server.
- The server Must be running at least java 16. You can change this under your Settings Tab, If you must use a version below java 16, Create a ticket with us; We will add this startup flag for you: "DPaper.ignoreJavaVersion=true"

### Step 1:

- Download the following plugins, put them in your plugins folder: [Geyser](#), and [Floodgate](#)

### Step 2:

- Open server.properties and make sure "enforce-secure-profile" is set to false
- Restart your server to generate any necessary files

### Step 3:

- Open /plugins/Geyser-Spigot/config.yml
- On Line 15 Change the port listed there to the assigned port we have given your in your Support Ticket.
- On Line 49 Change auth-type: to "floodgate"
- Restart your server to apply new changes



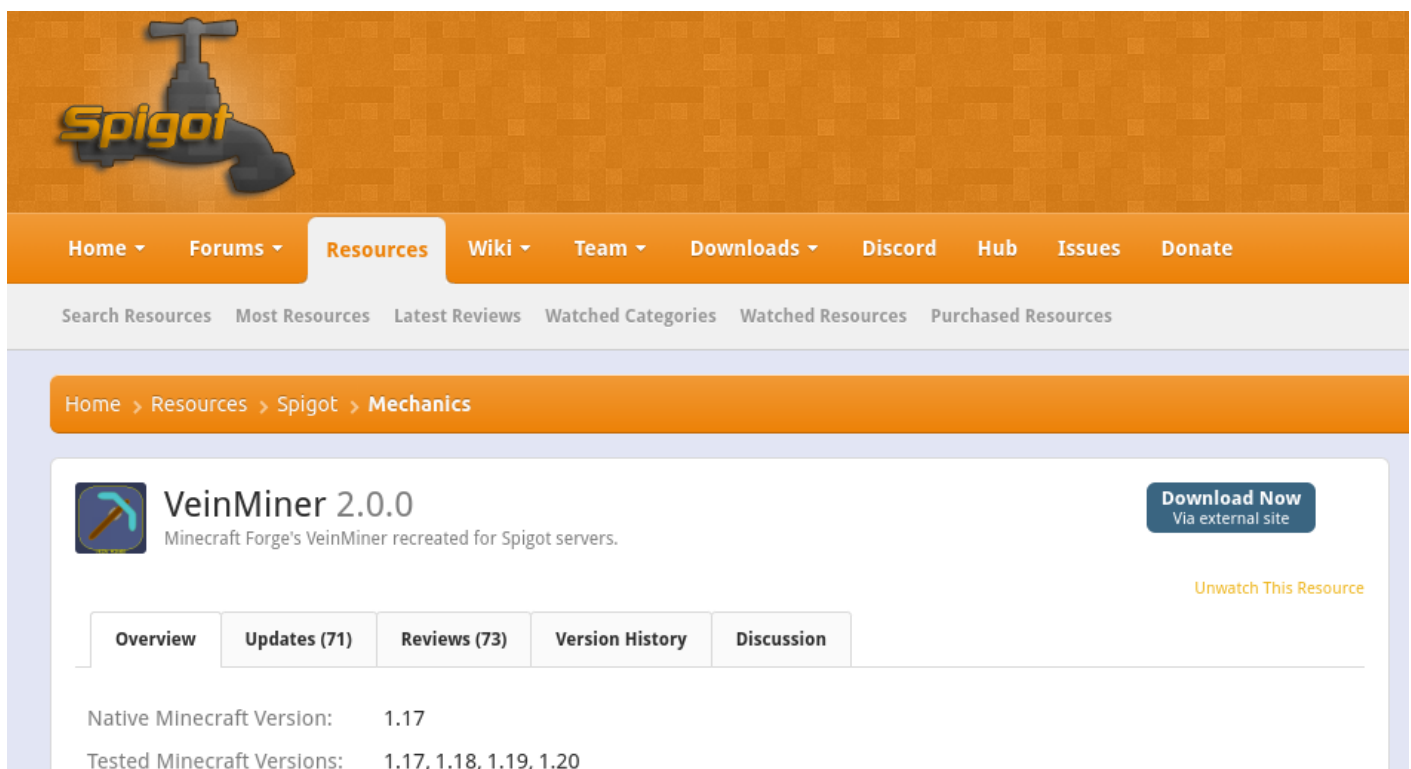
# VeinMiner Plugin

VeinMiner is a Minecraft plugin that allows players to mine entire veins of ores or resources with a single swing of their tool.

Here's how to install and configure the plugin:

## Step 1:

Download the plugin from: <https://www.spigotmc.org/resources/veinminer.12038/>



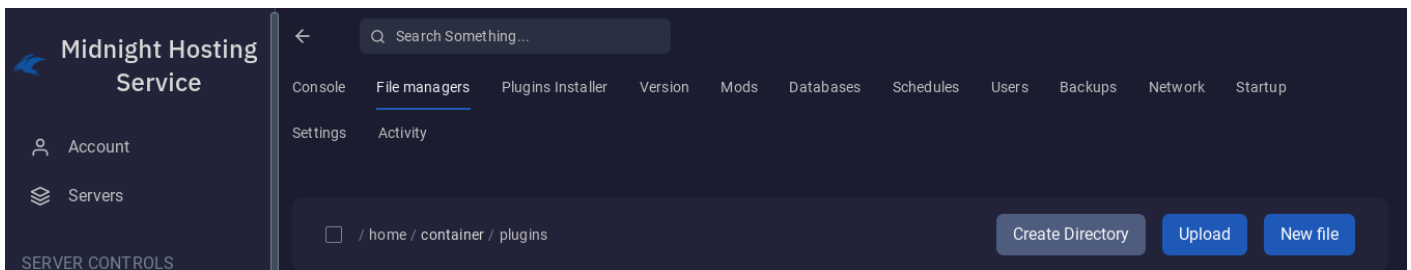
The screenshot shows the Spigot website interface. At the top is the Spigot logo. Below it is a navigation bar with links: Home, Forums, Resources (selected), Wiki, Team, Downloads, Discord, Hub, Issues, and Donate. A secondary navigation bar contains links: Search Resources, Most Resources, Latest Reviews, Watched Categories, Watched Resources, and Purchased Resources. The main content area shows a breadcrumb trail: Home > Resources > Spigot > Mechanics. The resource page for VeinMiner 2.0.0 is displayed, featuring a pickaxe icon, the title 'VeinMiner 2.0.0', and the description 'Minecraft Forge's VeinMiner recreated for Spigot servers.' A 'Download Now' button with the text 'Via external site' is visible. Below the title is a tabbed interface with tabs for Overview, Updates (71), Reviews (73), Version History, and Discussion. The Overview tab is active, showing the following information:

Native Minecraft Version:	1.17
Tested Minecraft Versions:	1.17, 1.18, 1.19, 1.20

## Step 2:

Go to the Midnight hosting panel and select [File Managers -> plugins](#)

From there click the [Upload](#) button, Locate the plugin, select it, and then upload it. Alternatively, you could just drag and drop the plugin from your desktop into the plugins folder. Make sure that the file is uploaded before continuing on.



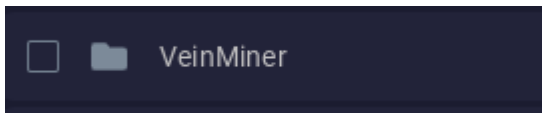
## Step 3:

Now that it is in the server files, all you need to do is restart your server to activate the plugin. It's that easy! The steps after this are optional but are recommended to look at.

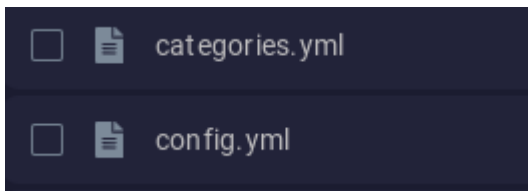


## Step 4:

Now in the Plugins folder, you should see Veinminer click on it to access its contents.



Within this folder, there are two editable files. **Categories.yml**, and **Config.yml**, and the third file doesn't need to be updated. Lets Click on the config file.



Highlighted text below is edited to help explain the section better.

config.yml
MetricsEnabled: true PerformUpdateChecks: true  DefaultActivationStrategy: SNEAK # The default activation strategy to set for players that have not explicitly set it DefaultVeinMiningPattern: 'veinminer:default' # The vein mining pattern to use by default for new players CollectItemsAtSource: true # Whether items from vein mines will be dropped at the source block NerfMcMMO: false # If true, only grants McMMO experience for the FIRST block mined in a vein,

as opposed to all blocks if false

RepairFriendly: false # Whether or not vein miner will stop vein mining if the tool reaches 1 durability while mining

MaxVeinSize: 64 # The maximum size of a vein for all categories (unless otherwise specified in the categories.yml)

Cost: 0.0 # The cost per use of vein miner. This requires Vault and an economy plugin to be installed

DisabledGameModes: # A list of game modes in which VienMiner is disabled

- CREATIVE
- SPECTATOR

DisabledWorlds: # A list of all worlds in which VeinMiner is disabled

- WorldName

Hunger: # Various hunger-related options

HungerModifier: 4.0 # How much exhaustion is applied for every block broken while vein mining. Every point is 0.025 hunger/exhaustion per block

MinimumFoodLevel: 1 # The minimum food level required to vein mine. If vein mining while this value is hit, it will stop

HungryMessage: "&7You are too hungry to vein mine!" # The message to send the player when they are too hungry

Client: # Options that allow better control over the optional client-sided mod

AllowActivationKeybind: true # Whether or not the VeinMiner Companion mod is allowed to activate vein miner with a key bind

AllowPatternSwitchingKeybind: true # Whether or not the VeinMiner Companion mod is allowed to switch patterns with key binds

AllowWireframeRendering: true # Whether or not the VeinMiner Companion mod is allowed to render wireframes around vein mineable blocks

Storage:

# Supported types...

# JSON: Each player's data is stored in its own JSON file under the specified directory.

# SQLite: Player data is stored in an SQLite database table. A flat file database. Generally faster than JSON.

# MySQL: Player data is stored remotely in a MySQL-compliant database (MySQL, MariaDB, etc.). Use this if you want to share VeinMiner data on multiple servers and have a MySQL server available to use.

Type: 'SQLite'

JSON: # Only required if "Type" is set to "JSON"

Directory: '%plugin%/playerdata/' # "%plugin%" is replaced with the plugin directory

MySQL: # Only required if "Type" is set to "MySQL"

Host: 'localhost' # The database host  
Port: 3306 # The database port  
Username: 'username' # The database username  
Password: 'password' # The database password  
Database: 'veinminer' # The specific database to use  
TablePrefix: 'veinminer\_' # The prefix to use for all created tables

# This BlockList option is dynamic. For every entry in the BlockList (i.e. "Pickaxe", "Axe", "Shovel", etc.),  
# an entry with the exact same ID is listed in the categories.yml

BlockList: # To find a full list of Minecraft Item ID's you can check out

<https://minecraftitemids.com/>

Pickaxe: # A list of all blocks breakable by the "Pickaxe" category

- 'minecraft:amethyst\_cluster'
- 'minecraft:ancient\_debris'
- 'minecraft:coal\_ore'
- 'minecraft:copper\_ore'
- 'minecraft:deepslate\_coal\_ore'
- 'minecraft:deepslate\_copper\_ore'
- 'minecraft:deepslate\_diamond\_ore'
- 'minecraft:deepslate\_emerald\_ore'
- 'minecraft:deepslate\_gold\_ore'
- 'minecraft:deepslate\_iron\_ore'
- 'minecraft:deepslate\_lapis\_ore'
- 'minecraft:deepslate\_redstone\_ore'
- 'minecraft:diamond\_ore'
- 'minecraft:emerald\_ore'
- 'minecraft:gold\_ore'
- 'minecraft:iron\_ore'
- 'minecraft:lapis\_ore'
- 'minecraft:nether\_quartz\_ore'
- 'minecraft:nether\_gold\_ore'
- 'minecraft:raw\_copper\_block'
- 'minecraft:raw\_gold\_block'
- 'minecraft:raw\_iron\_block'
- 'minecraft:redstone\_ore'

Axe: # A list of all blocks breakable by the "Axe" category

- 'minecraft:acacia\_log'
- 'minecraft:acacia\_wood'
- 'minecraft:birch\_log'
- 'minecraft:birch\_wood'
- 'minecraft:brown\_mushroom\_block'
- 'minecraft:carved\_pumpkin'

- 'minecraft:crimson\_hyphae'
- 'minecraft:crimson\_stem'
- 'minecraft:dark\_oak\_log'
- 'minecraft:dark\_oak\_wood'
- 'minecraft:jungle\_log'
- 'minecraft:jungle\_wood'
- 'minecraft:mangrove\_log'
- 'minecraft:mangrove\_roots'
- 'minecraft:mangrove\_wood'
- 'minecraft:melon'
- 'minecraft:oak\_log'
- 'minecraft:oak\_wood'
- 'minecraft:pumpkin'
- 'minecraft:red\_mushroom\_block'
- 'minecraft:spruce\_log'
- 'minecraft:spruce\_wood'
- 'minecraft:warped\_stem'
- 'minecraft:warped\_hyphae'

Shovel: # A list of all blocks breakable by the "Shovel" category

- 'minecraft:clay'
- 'minecraft:gravel'
- 'minecraft:mud'
- 'minecraft:muddy\_mangrove\_roots'
- 'minecraft:powder\_snow'
- 'minecraft:sand'
- 'minecraft:snow'
- 'minecraft:soul\_sand'
- 'minecraft:soul\_soil'

Hoe: # A list of all blocks breakable by the "Hoe" category

- 'minecraft:beetroots[age=3]'
- 'minecraft:brown\_mushroom'
- 'minecraft:carrots[age=7]'
- 'minecraft:moss\_block'
- 'minecraft:moss\_carpet'
- 'minecraft:potatoes[age=7]'
- 'minecraft:red\_mushroom'
- 'minecraft:sculk'
- 'minecraft:sculk\_vein'
- 'minecraft:wheat[age=7]'

Shears: # A list of all blocks breakable by the "Shears" category

- 'minecraft:acacia\_leaves'
- 'minecraft:azalea\_leaves'
- 'minecraft:birch\_leaves'
- 'minecraft:black\_wool'
- 'minecraft:blue\_wool'

- 'minecraft:brown\_wool'
- 'minecraft:cobweb'
- 'minecraft:cyan\_wool'
- 'minecraft:dark\_oak\_leaves'
- 'minecraft:flowering\_azalea\_leaves'
- 'minecraft:gray\_wool'
- 'minecraft:green\_wool'
- 'minecraft:jungle\_leaves'
- 'minecraft:light\_blue\_wool'
- 'minecraft:light\_gray\_wool'
- 'minecraft:lime\_wool'
- 'minecraft:magenta\_wool'
- 'minecraft:mangrove\_leaves'
- 'minecraft:oak\_leaves'
- 'minecraft:orange\_wool'
- 'minecraft:pink\_wool'
- 'minecraft:purple\_wool'
- 'minecraft:red\_wool'
- 'minecraft:spruce\_leaves'
- 'minecraft:white\_wool'
- 'minecraft:yellow\_wool'

Hand: [] # A list of all blocks breakable by the "Hand" category (empty by default)

All: # A list of all blocks breakable by all registered categories

- 'minecraft:ice'
- 'minecraft:packed\_ice'
- 'minecraft:blue\_ice'

# A list of collections of blocks that should be calculated in the same vein

# For example, when mining a red mushroom block, brown mushroom blocks will also be broken in the same vein

Aliases:

- 'minecraft:acacia\_log;minecraft:acacia\_wood'
- 'minecraft:birch\_log;minecraft:birch\_wood'
- 'minecraft:brown\_mushroom\_block;minecraft:red\_mushroom\_block'
- 'minecraft:carved\_pumpkin;minecraft:pumpkin'
- 'minecraft:crimson\_hyphae;minecraft:crimson\_stem'
- 'minecraft:dark\_oak\_log;minecraft:dark\_oak\_wood'
- 'minecraft:grass;minecraft:tall\_grass'
- 'minecraft:jungle\_log;minecraft:jungle\_wood'
- 'minecraft:mangrove\_log;minecraft:mangrove\_wood'
- 'minecraft:oak\_log;minecraft:oak\_wood'
- 'minecraft:spruce\_log;minecraft:spruce\_wood'
- 'minecraft:warped\_hyphae;minecraft:warped\_stem'

After making changes please remember to save.

## Step 5:

If you want an item that isn't on the list to have its own vein miner properties click [categories.yml](#)

### Categories.yml example

## How this works:

Each category is structured like this

"Name of Category":

Items: #The items that are considered to be part of said category.

- 'minecraft:wooden\_axe' #This can be any in-game item.
- 'minecraft:stone\_axe'

## Example category:

This is an example of a custom category. The stick is now part of a stick category.

Stick:

Items:

- 'minecraft:stick'

---

### Default categories.yml

Axe:

Items:

- 'minecraft:wooden\_axe'
- 'minecraft:stone\_axe'
- 'minecraft:golden\_axe'
- 'minecraft:iron\_axe'
- 'minecraft:diamond\_axe'
- 'minecraft:netherite\_axe'

Hoe:

Items:

- 'minecraft:wooden\_hoe'
- 'minecraft:stone\_hoe'
- 'minecraft:golden\_hoe'
- 'minecraft:iron\_hoe'
- 'minecraft:diamond\_hoe'
- 'minecraft:netherite\_hoe'

Pickaxe:

Items:

- 'minecraft:wooden\_pickaxe'
- 'minecraft:stone\_pickaxe'
- 'minecraft:golden\_pickaxe'
- 'minecraft:iron\_pickaxe'
- 'minecraft:diamond\_pickaxe'
- 'minecraft:netherite\_pickaxe'

Shears:

Items:

- 'minecraft:shears'

Shovel:

Items:

- 'minecraft:wooden\_shovel'
- 'minecraft:stone\_shovel'
- 'minecraft:golden\_shovel'
- 'minecraft:iron\_shovel'
- 'minecraft:diamond\_shovel'
- 'minecraft:netherite\_shovel'

Remember to save the file!

After learning how to set up a category you can now add this category to the config file.

### custom category

This is a cropped version of config.yml please don't use just this...

...

This is a basic view on the vein minable in-game blocks

BlockList:

Pickaxe: # The category name. Everything below it is a list of the breakable material that the category can vein mine.

- 'minecraft:amethyst\_cluster'
- 'minecraft:ancient\_debris'
- 'minecraft:coal\_ore'
- 'minecraft:copper\_ore'
- 'minecraft:deepslate\_coal\_ore'

- 'minecraft:deepslate\_copper\_ore'

Lets add our "Stick" category to break coarse dirt, and leaves

---

BlockList:

Stick:

- 'minecraft:coarse\_dirt'
- 'minecraft:oak\_leaves'
- 'minecraft:dark\_oak\_leaves'
- 'minecraft:birch\_leaves'
- 'minecraft:jungle\_leaves'
- 'minecraft:spruce\_leaves'

Now in-game a stick can veinmine coarse dirt, and the selected leaves.

That's how you add a custom category.

## **Step 6:**

If you are needing help with anything else join the Official Discord to get more advanced help. Or look at the plugin's website to get more info.

# Advanced Server Guides

These guides are made for people with intermediate knowledge about Minecraft server hosting

# Frequently Asked Questions

## Does MHS support Mods & Plugins?

Naturally! Our game panel was designed with accessibility and ease of use in mind.

Mods, Modpacks, and Plugins can be installed with one click in their respective categories  
If you are an advanced user, you also have the ability to manually install your Mods and Plugins

## Can I import a server from another provider?

If your previous provider allows you to download a backup of your server, You are able to upload it through our FTP Service  
(You will need Filezilla/WinSCP)

## Which Versions of Minecraft does MHS Support?

We Support any and all Minecraft server versions

## Which Minecraft server variants does MHS support?

Variant	Recommended?	
Paper	Yes	Lightweight / Plugins
Forge		Forge Mods
Fabric		Fabric Mods
Folia	Yes	Multithreading / Vanilla / Plugins
Vanilla	No	Vanilla / Poor Performance
PocketMineMP	Yes	Bedrock Server / Plugins
Nukkit	No	Dead Development