

Minecraft

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?Out of memory error

This error means that the server has fully used up all the RAM that has been allocated to it. Once the server runs out of memory, it can no longer store or process data, which usually results in crashes, lag, or the server completely shutting down.

Why does this happen?

Servers use RAM to store all the active runtime data — this includes plugins, mods, world data, entities, chunks, and anything else the server needs to function. When the usage reaches the limit, the server cannot continue running correctly.

How to Fix It

There are a few ways to resolve this issue depending on your setup and requirements.

1. Remove or Optimize Plugins / Mods

If you're running a large amount of plugins or mods, some may be heavy on memory usage. You can:

- Remove unnecessary plugins or mods.
- Replace memory-heavy plugins with lighter alternatives.
- Check for memory leaks (plugins that use more RAM the longer the server runs).
- Lower view distance in your config files.

2. Reduce Server Load

Things that increase RAM usage:

Feature	Impact
High render/view distance	Very High
Large amounts of entities (mobs, animals, etc.)	High
Many loaded chunks	High
Heavy modpacks	Very High

Reducing these can significantly lower RAM usage.

3. Purchase More RAM

If your server still runs out of memory after optimizing, the simplest solution is to upgrade your plan and allocate more RAM. This will allow the server to store and process more data without crashing.

??Error: Unable to access jarfile server.jar

This error is occurred whenever the `server.jar` file can not be found in the root directory, the resolution to this issue is to ensure that the [environment variables](#) are set correctly, or by manually downloading the `server.jar`

?Server Resource Packs (Minecraft)

To add a custom resource pack, you will need to upload your resource pack via one of the following options:

- A public dropbox link
- AtomicHost webserver

A public dropbox link:

1. Upload your resource pack .zip to dropbox and make sure it is public
2. in your `server.properties` file on your server, find where it says `resource-pack`
3. after the `=` paste in the link in
4. **IMPORTANT:** Make sure at the end of the link it says `?dl=1` not `dl=0`

AtomicHost Webserver

1. Purchase an [web server](#) (make sure wordpress is turned off).
2. On your server, in the `webroot` folder, upload the .zip file
3. On the server console, copy the ip, and paste it into your browser
4. on the end of the link, put in the name of the file, e.g. if your .zip file is called `pack.zip` you would put `https://atomichost.live:0000/pack.zip`
5. in your `server.properties` file on your server, find where it says `resource-pack`
6. after the `=` paste in the link in

You will have to restart your server to see your changes be affected

?Change Generated World (Minecraft)

1. Turn your server off
2. Delete the `world` folder
3. In the `config` folder, delete both the `paper-world-defaults.yml` and the `paper-global.yml` file
4. Turn your server on

?How to disable the nether and/or end in java

Nether

Open the `server.properties` file and set `allow-nether` to `false`

End

Open the `Bukkit.yml` file and set `allow-end` to `false`

?Recommended Plugins

Survival Server

- EssentialsX + Vault - Very good for economy, tpa, random tp etc
- EconomyShopGUI - Very good shop plugin for economy servers
- CombatLogX - Good for preventing combat logging by killing the player if they logout during combat
- PicoJobs - Good job plugin for players

Lobby Server

- DeluxeHub - Good for managing the lobby for your server

Permissions

- Luckperms - Industry standard for managing permissions, Database support allowing for permissions to sync across a proxy

Cosmetic

- DiscordSRV - Sync Discord chat and Minecraft chat so people from discord can speak to people in Minecraft
- FAWE (Fast Async World Edit) - World edit but better
- WorldGuard - Allows you to set permissions in certain areas, so certain players can't break blocks in your lobby for an example

??Flying is not enabled on this server fix

To fix the `Flying is not enabled on this server` in minecraft java,

Head over to your `server.properties` file and set `allow-flight` to `true`,

Note this will not effect your anticheat

?Server Stats Plugin

(Velocity, Bungeecord or Paper)

To add a dashboard with stats (for server details) follow these steps:

Requirements

- First make sure your proxy / Paper server is the latest version
- Download [serverpulse](#) Download the correct file depending on what you are running, so if you were running paper, download the `paper.jar` and if you are running bungeecord download the `bungeecord.jar`
- make a account at [influxDB](#)

Setting up influxDB

1. Create your account or login
2. Follow the setup intructions (company name and organization)
3. On the same page, choose a server the closest to you (US OR EU)
4. Select the free account, you wont need more (for now)
5. Click on "Manage Databases & security"
6. Click on "GO TO BUCKETS" next to database manager.
7. Press "Create a bucket"
8. Give your bucket a memorable name
9. keep the option on 30 days.
10. At the top click "API TOKENS"
11. Generate a api token (all access)
12. give your token a brief description (or none at all) **13. SAVE YOUR API TOKEN, YOU WILL NEED IT. BY NOP COPYING IT AND NOT SAVING IT, YOU WILL NOT BE ABLE TO VIEW IT AGAIN**

Setting up

1. Upload the serverpulse.jar to plugins folder
2. Start up the server (quick warning, the server will not **start** after the restart)

3. go back to plugins then go to the serverpulse folder
4. open the config.yml
5. fill out the config like this:

```
url: # This is the url at the top of your page, it will look like this: "https://eu-central-1-1.aws.cloud2.influxdata.com" it will be different based on your location.
org: # This is your organisation's name, please put exactly what you called your organisation.
To view your organisation name, go back to influxdb click on your account name and click
"Organisations"
bucket: # the name of your bucket, to view it go back to influxdb, click "manage databases and
security" then go to database manager and then you can view your buckets.
token: # Your api token you copied / saved.
table: # call anything you want
```

After filling the config up, now restart your server.

Dashboard

1. Go back to influxdb
2. On the sidebar click the 4 squares (should say "dashboards" on hover)
3. Create a dashboard
4. Press "new dashboard"
5. click "add cell"
6. Select your bucket
7. Click "all measurements" or what you called your table
8. click the option / stat you want to view
9. select the server name (should be "velocity1", if you changed it, it should be there)
10. Press submit

Congrats, you have made your own dashboard!

- Credits to NZYZE for the documentation

????How to make your server cracked

To make your server **cracked**, open your `server.properties` file, and set `online-mode` to `false`

To make your server **paid accounts only**, open your `server.properties` file, and set `online-mode` to `true`

?How do i change the seed / world of my server?

Changing the seed of your server is quite easy to do

1. Stop the server

Ensure the server is offline, this is not optional

2. Delete old world files

Delete the following folders:

- `world` [Required] - Overworld files
- `config` [Required] - World config
- `world_the_end` [Recommended]
- `world_nether` [Recommended]

3. Change the seed in the `Server.properties` file

Open the `server.properties` file and set `level-seed` to your seed, e.g.

```
level-seed=123456793079414942
```

4. Finishing

Save the file, and start your server

??Current Java is 17 but we require at least 21

This error may not be exactly the same, but the fix to this is to change your java version to the java version which the error requires you to use. For an example, in this error:

```
Exception in thread "main" java.lang.IllegalStateException: Current Java is 17 but we require at least 21
```

It states that we are using `Java 17` but the version of Minecraft we have installed requires `Java 21`.

To change the java version, head over `Settings` and change the `Java Version` Variable to the correct java version.