

# Minecraft Server Manager

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This short documentation will explain all features of *Minecraft Server Manager* and how to use them.

## About *Minecraft Server Manager*

*Minecraft Server Manager* is a little tool which goal is to help you handling a Minecraft Server. It offers an unprecedented easy way to make use of a Minecraft Server. With this tool, you can tap the full potential of Minecraft Servers without any foreknowledge.

The features of *Minecraft Server Manager* are an interface for fast server-setups and a management-system for running servers.

## Technical details

*Minecraft Server Manager* is OpenSource which means that you can download its source code and modify it under the terms of the GNU General Public License v3. The tool is written in Pascal and compiled using the Free Pascal Compiler. In addition, it uses the Lazarus Component Library (LCL) and is developed using Lazarus, an OpenSource IDE for the Free Pascal Compiler. That means that this tool is available for Windows, Linux and Mac.

## The author

The author and developer of *Minecraft Server Manager* is bastla. You can contact bastla via the Supernature-Forum or the Minecraft Forum.

## Set up a Minecraft Server

Here is explained how to set up a complete new Minecraft Server. You can modify and edit an already existing Minecraft Server on the same way.

## Starting *Minecraft Server Manager*

To use *Minecraft Server Manager*, download it from the Minecraft Forum. After downloading it, extract the ZIP-file and start the executable-file ("MinecraftServerManager\_v\*.exe" under Windows, "MinecraftServerManager\_v\*" under Linux and "MinecraftServerManager\_v\*.dmg" under Mac).

You will see a screen like this:

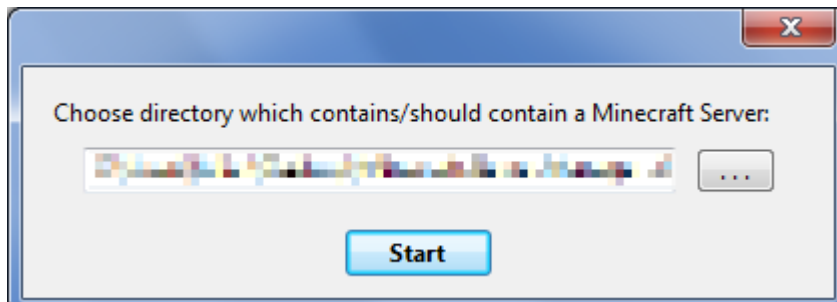


Image 1: *Minecraft Server Manager* Start-Screen

Usually, the directory in that *Minecraft Server Manager* is located is chosen. To change this, press the "...-Button and navigate to the folder that already contains or should contain a new Minecraft Server. When you've selected the

working-area, press "Start". It would be possible to just allow the folder in that *Minecraft Server Manager* is located to be the working area. But that would mean that in every directory that contains

a Minecraft Server *Minecraft Server Manager* would have to be located and that would make it hard to update the software. With this option, you have to have just one copy of it on your computer.

When the chosen directory doesn't contain a Minecraft Server, you will get the information that you are going to set up a complete new server.

The information will look like this. Please notice that this message will also appear when the working-area already contains a Minecraft World. To use this Minecraft World instead of generating a new world, use the same name as of the already existing world for the "new" world.

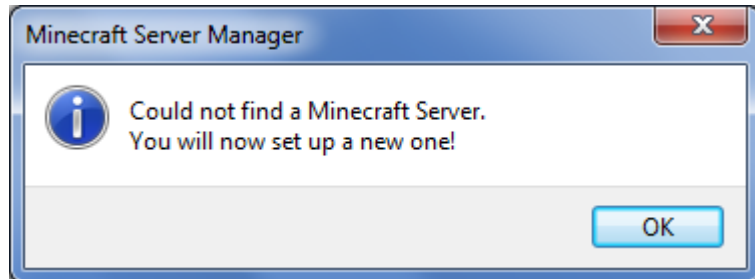
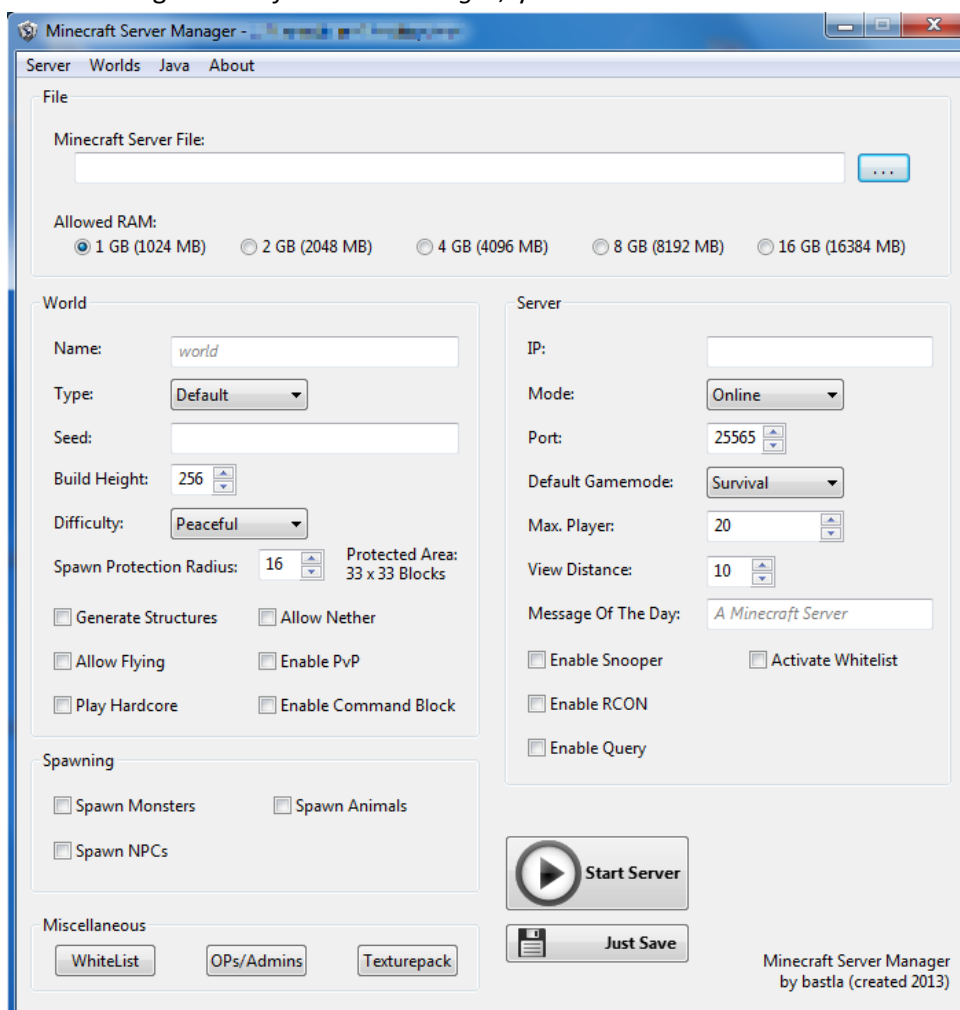


Image 2: Information about new Minecraft Server

*Minecraft Server Manager* enables you to use multiple worlds within one server, but you can just play on one world. This feature will be explained later.

## Adjusting the Minecraft Server

After starting *Minecraft Server Manager*, you will see a screen like this. The options to adjust the



Minecraft Server will be explained separately.

As you can see, the settings can be divided into four different types: There are options, like "Difficulty" or "Seed", which let you customize the world you want to play on. "Server"-Settings let you modify the technical details of the server, for example how many players can play on the server at the same time. You can also con-

Image 3: Interface for Minecraft Server setup

trol the spawning of animals or monsters in the “Spawning”-Settings. The rest of options, for example “Texturepack”, are placed in the “Miscellaneous”-Settings.

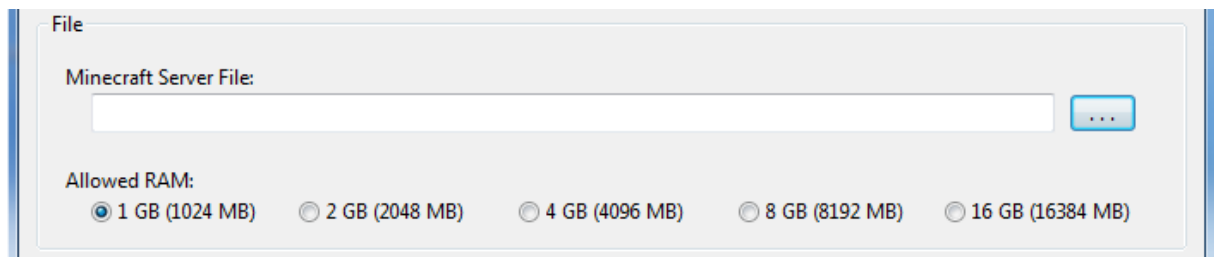


Image 4: Minecraft Server-File options

### Minecraft Server-File

Let’s start at the top of the screen. To run the server alongside of *Minecraft Server Manager*, you have to navigate to a Minecraft Server-File (normally “minecraft\_server.jar” under Linux and Mac or “minecraft\_server.exe” under Windows). When you run the Minecraft Server using this tool, you have the advantage that you can use *Minecraft Server Manager*’s management-system for running servers. This feature will be explained later. To choose a Minecraft Server-File, click the “...”-button, navigate to it and click “Open”. The path to the selected file will be displayed in the empty white field.

In the next step, you have to define how many memory of your working storage the server is allowed to use. **ATTENTION: You can only define more than 1 GB RAM, if you have a 64bit operating system in use and if you physically have the selected amount of free working memory!** Only a very few computers have 16 GB RAM.

### World-related settings

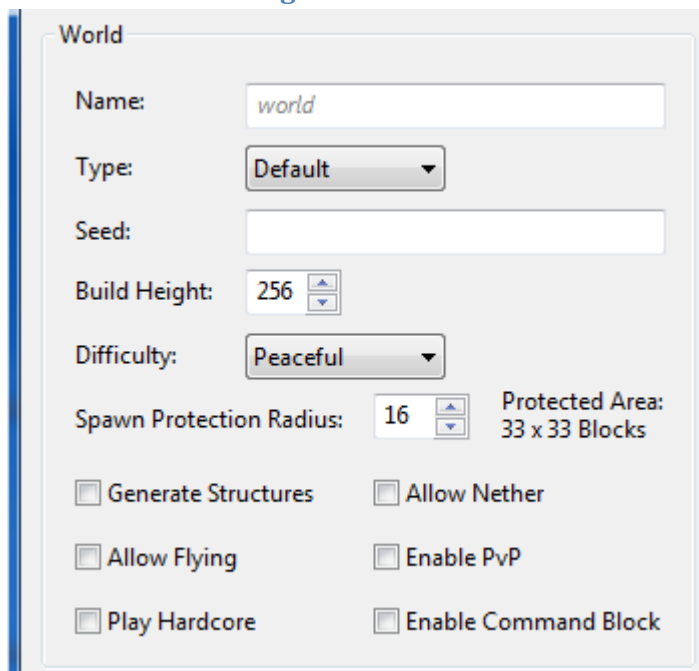


Image 5: Settings to adjust world

Here are the options to adjust the world. The “Name”-Option explains itself; when the actual working-area already contains a Minecraft Word, use the same name as of this already existing world!

You can choose between different types of worlds in the “Type”-Option: “Default” generates defaults worlds, “Large Bioms” generates worlds with large bioms and “Flat” generates Superflat-Worlds. When you’ve selected “Flat”, you can customize the world by clicking the “Settings”-Button, which appears next to the box.

When you want to use a seed to generate the world, copy the seed into the

“Seed”-Field.

The “Build Height”-Box let’s you rule the height of the world. 256 is the maximum height.

You can choose the difficulty by using the “Difficulty”-Box. “Peaceful” doesn’t spawn monsters, “Easy” spawns many, but not so much aggressive monsters, “Normal” spawns not so many, but more aggressive monsters, while “Hard” lets spawn only a few, but very aggressive monsters.

You can define a “Spawn Protection Radius” which is an area of blocks around the point where new players spawn which can’t be destroyed or modified.

When you check “Generate Structures”, the world will be generated with mountains/hills, oceans, rivers, beaches, basins, caverns, ravines, “Abandoned Mine Shafts”, villages, strongholds, lakes, dungeons, mineral veins, trees, plants, springs, temples and many more.

“Allow Nether” generates a nether and allows players to enter it.

You can disable to be kicked when you fly, by checking “Allow Flying”.

“Enables PvP” enables Player versus Player, so players can kill themselves.

When you check “Play Hardcore”, you have only one life and, as a consequent, you can’t join the server again, when you died.

You can only use command blocks, when you’ve checked “Enable Command Block”.

### Technical settings

The “Server”-Settings lets you define technical details of the server. The “IP”-Field has to contain the IP-address of your computer, otherwise other players cannot join the Minecraft Server from the internet. The “IP”-Field can also contain a DNS (like “minecraft.example.com”)

There’re two different modes in which the server can be used. The “Online”-Mode is necessary when the server should be reachable form the internet. In “Offline”-Mode, only players from your local network (LAN) can join the server.

25565 is the default port that is used by Minecraft Servers, but you can define another port when this port is already in use or when you just want to use another port. **Don’t forget to open this port in your firewall!**

Image 6: Settings to adjust server

You can rule how many players can play on the server at the same time by using “Max. Players”-Field. 2147483647 is the maximum, but remember: **The more players play on the server at the same time the more slowly the server will react!**

“View Distance” lets you decide how far players can look on the server. **If your server is very slow, decrease this!**

A message can be spread by the “Message Of The Day” (MOTD).

If you “Enable Snooper”, the Minecraft Server will send some data to snoop.minecraft.net.

You are supposed to check “Activate Whitelist”, when you want to open the server for specific players only. You can add or remove players from the whitelist using the “Whitelist”-Button, but this will be explained later.

It is strongly recommended that you do **not** “Enable RCON”! If you do it, you enable remote access to the server console. You can define a password and a port for RCON by clicking “RCON-Settings”-Button which appears next to the checkbox.

By checking “Enable Query” you allow GameSpy4 protocol server listener to collect information about the Minecraft Server.

## Spawn Control

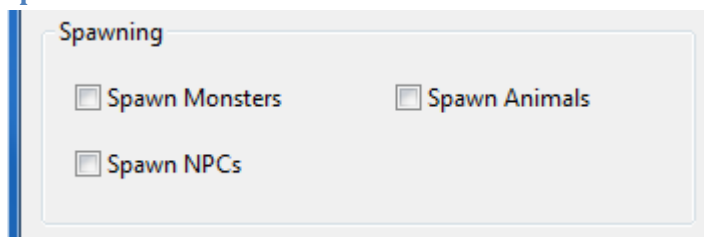


Image 7: Settings to adjust spawning

You can control the spawning of monsters, animals and non-player characters (NPCs) by using the “Spawning”-Options.

These options are self explaining; checking a box means spawning these creatures.

## Administrators, Whitelist and a custom texturepack

The “Miscellaneous”-Settings lets you create a whitelist, grant players administration rights and recommend players using a specific

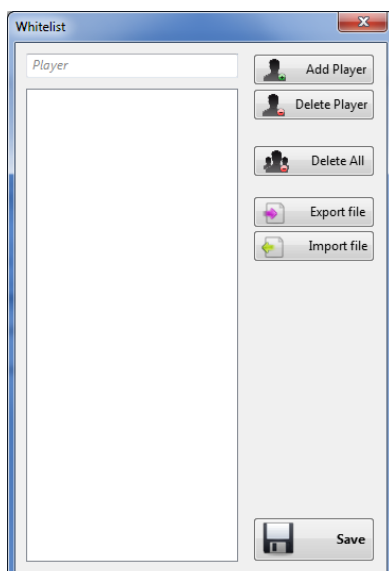
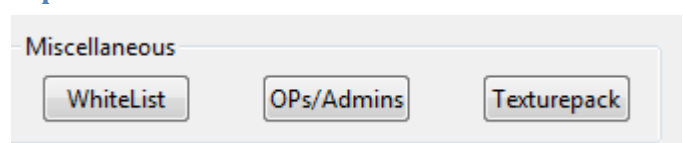


Image 8: Whitelist

texturepack.

### Whitelist

This is the Whitelist-Dialog. You can add players to the whitelist by typing their Minecraft Nickname in the “Player”-Field and clicking “Add Player”-Button.

To remove a player from the list, mark it in the list and click “Delete Player”-Button or, to clear the whole list, use “Delete All”-Button.

If you have more Minecraft Servers on your computer and you want to use for all the same whitelist, you can export the current

list using “Export file” to any file and import a list from any file by using “Import file”.

### Operators/Administrators

The “Operators/Admins”-Dialog works just like the “Whitelist”-Dialog.

### Features in the menu



Image 10: Menu

“Server” and so on...).

*Minecraft Server Manager* provides many features which can be accessed only through the menu at the top of the interface. Tip:

When you press [Alt]-Key, you can use shortcuts ([S] for



Image 9: Menu (with Shortcuts)

### General server-related settings

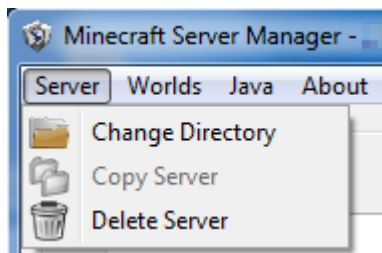


Image 11: Server Menu

When you’ve selected the wrong working-area, you can change it using the “Change Directory”-Function. This function will bring you back to the first screen.

The whole server can be deleted using the “Delete Server”-Function. This will delete all settings and the whole world, so be careful when using this option.

### Using multiple worlds within one Minecraft Server

As mentioned before, *Minecraft Server Manager* enables you to use multiple worlds within one server.

To play on a new world, you have to save the actual world for *Minecraft Server Manager*. Click on “Save World”. Then edit the settings in the “World”-Area; it’s recommended to save

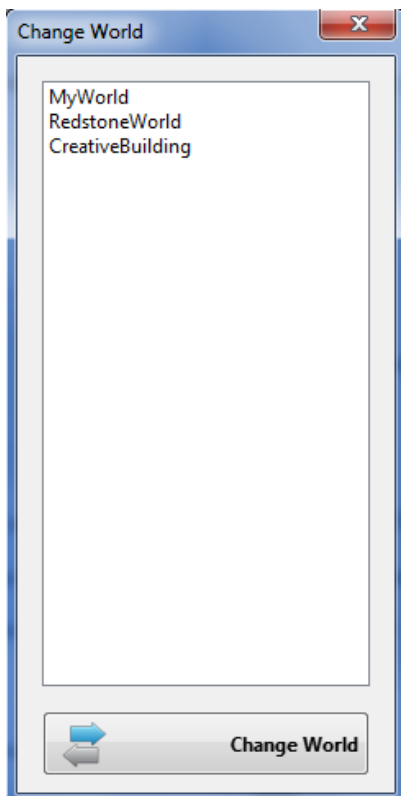


Image 13: Change Worlds

this new world directly. Please note to not use the

same name for two or more worlds! Save the changes by clicking “Just Save”-Button for just saving or press “Start Server”-Button to directly start the Minecraft Server alongside *Minecraft Server Manager*.

When you want to change back the world, open “Change World”-Dialog by clicking “Change World”, mark the world on which you want to play again and hit “Change World”-Button.

The Minecraft Server will use this world, including its nether and its end, again.

To remove a world, just use “Remove World”. This will not delete the world, so you can play on this world again by using the name of the world again.

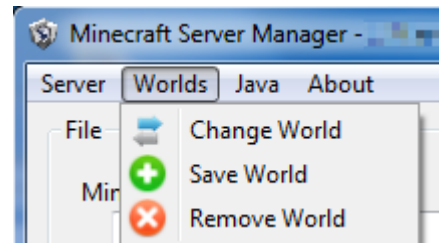


Image 12: Worlds Menu

This feature is very helpful, when many worlds are in use, so you don't need to use different server.

### Defining a custom Java Executable-File

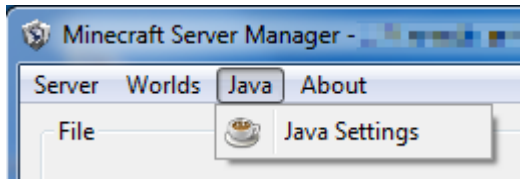


Image 14: Java Menu

Normally, *Minecraft Server Manager* assumes that the Java Executable-File is defined as a global variable. That requires that Java has to be installed on the computer

on which the Minecraft Server is running.

When Java isn't installed on the computer or when you use a portable Version of Java, *Minecraft Server Manager* needs to know where the Java Executable-File is located. This is, of course, only necessary, when you plan to run the server alongside this tool to use its management-system.

To define the Java Executable-File, open the "Java Settings"-Dialog by clicking "Java Settings".

As you can see, "java" is defined as the default Java Executable-File, which assumes that it is used as a global variable. To define a new file, click the "..."-Button

and navigate to the executable file. To save the changes, close the dialog by clicking the "Save"-Button.

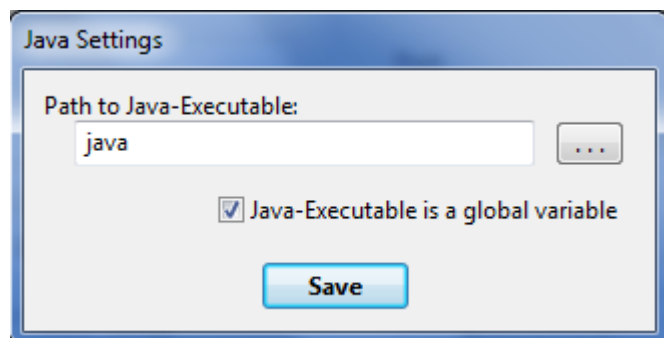


Image 15: Java Settings

To use the global variable again, check "Java-Executable is a global variable".

### Get information about *Minecraft Server Manager*

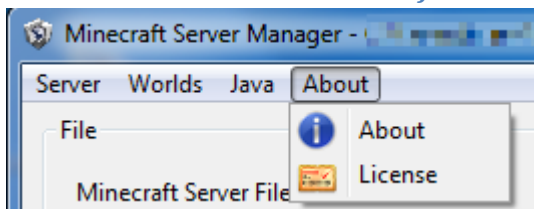


Image 16: About Menu

To get information about the version of *Minecraft Server Manager*, check the "About"-Dialog and the "License"-Dialog in the "About"-Menu.

### Saving the settings and starting the Minecraft Server

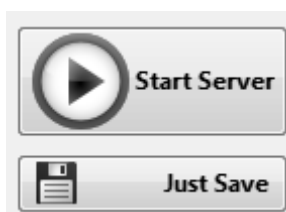


Image 17: Save settings

To save the settings and selected options of the server, you have to decide between two different ways: You can directly save the settings and start the server alongside *Minecraft Server Manager's* management-system or just save the settings without starting the server.

To start the Minecraft Server with the selected settings, click the "Start Server"-Button.

When you just want to save the selected settings without starting the server, click the "Just Save"-Button.

**Congratulations! You have set up your personal Minecraft Server using *Minecraft Server Manager*!**