

Changing Server Settings via server.properties File

The server.properties file is a key configuration file for Minecraft servers, enabling administrators to modify server settings to suit their preferences. Below is a guide on how to navigate and modify this file effectively.

- [Changing Your Server Settings](#)

Changing Your Server Settings

To customize your server's settings and tailor the gameplay experience, you can modify the `server.properties` file. This file controls various game settings such as difficulty, world settings, and player permissions.

Step 1: Access Your Control Panel

1. **Log in** to your Ridgeline Servers Control Panel at <https://panel.ridgelineservers.com/>.
2. Select the **server** you wish to configure.

Step 2: Open the Files Section

1. Once you are in your server's dashboard, navigate to the **Files** section.
2. Look for the file named **server.properties** in the list of files.

Step 3: Edit the `server.properties` File

1. Click on the **server.properties** file to open it in the editor.
2. You will see a list of configurable settings for your server.
3. Modify the settings according to your preferences. For example, you can change the **difficulty**, **max-players**, or even enable **command blocks**.

Here is a table of the available settings and their descriptions:

Some of the Recommended Values below are left blank, as they depend on your personal preference.

Key	Type	Default Value	Recommended Value	Description
accepts-transfers	boolean	false	false	Whether to accept incoming transfers via a transfer packet.

Key	Type	Default Value	Recommended Value	Description
allow-flight	boolean	false	false	Whether players can use flight in Survival mode by using mods.
allow-nether	boolean	true	true	Whether players can travel to the Nether.
broadcast-console-to-ops	boolean	true		Whether to send console command outputs to all online operators.
broadcast-rcon-to-ops	boolean	true		Whether to send RCON console command outputs to all online operators.
bug-report-link	string	(blank)	(blank)	The URL for the server's bug report link. If left blank, no link is sent.
difficulty	string	easy		The difficulty level of the server. Options: peaceful , easy , normal , hard .
enable-command-block	boolean	false	true	Whether command blocks are enabled.
enable-jmx-monitoring	boolean	false	false	Whether to expose monitoring via JMX. Requires specific JVM flags to enable.
enable-rcon	boolean	false	false	Whether to enable RCON access to the server console over the network.
enable-status	boolean	true	true	Whether the server appears as "online" in the server list.
enable-query	boolean	false	false	Whether to enable query, which provides server information to external queries.
enforce-secure-profile	boolean	true	true	Whether to only allow players with Mojang-signed public keys to join.
enforce-whitelist	boolean	false	true	Whether to enforce whitelist changes.
entity-broadcast-range-percentage	integer (10-1000)	100	100	How close entities must be to a player to be sent.
force-gamemode	boolean	false	false	Whether to force players to the default game mode upon joining.
function-permission-level	integer (1-4)	2	2	Permission level for executing functions (1: Least restrictive, 4: Most restrictive).

Key	Type	Default Value	Recommended Value	Description
gamemode	string	survival		Default game mode for new players. Options: survival , creative , adventure , spectator .
generate-structures	boolean	true	true	Whether the world generator creates structures like villages, dungeons, etc.
generator-settings	string (JSON)	(blank)	(blank)	JSON object specifying generator settings for world generation.
hardcore	boolean	false		Whether the world is in hardcore mode.
hide-online-players	boolean	false		Whether to hide the player count and names in the multiplayer server list.
initial-enabled-packs	string array	["vanilla"]	["vanilla"]	Specifies which datapacks are enabled on first server start.
initial-disabled-packs	string array	(blank)		Specifies which datapacks are disabled on first server start.
level-name	string	world		Name of the default world folder.
level-seed	string	(blank)		Seed for world generation.
level-type	string	minecraft:normal	minecraft:normal	World generation type. Options: minecraft:normal , minecraft:flat , minecraft:large_biomes , minecraft:amplified , etc.
max-players	integer	20		Maximum number of players allowed on the server.
max-tick-time	integer	60000	60000	Maximum tick time (ms) before considering the server hung and stopping it. Changing this to <input type="text" value="-1"/> will disable this feature.
max-world-size	integer (1-29999984)	29999984	29999984	Maximum world size in blocks.
motd	string	A Minecraft Server		Message of the day displayed in the multiplayer server list.
online-mode	boolean	true	true	Whether to check for valid player accounts with Mojang authentication servers.

Key	Type	Default Value	Recommended Value	Description
op-permission-level	integer (1-4)	4	4	Permission level operators have by default.
player-idle-timeout	integer	0	0	Timeout in minutes before idle players are kicked. 0 : Players are never kicked.
prevent-proxy-connections	boolean	false	false	Whether to disconnect players using proxies or VPNs.
pvp	boolean	true		Whether player versus player combat is enabled.
rate-limit	integer	0	0	Network rate limit in packets per second per connection. 0 : No limit.
require-resource-pack	boolean	false		Whether players must accept the server's resource pack to join.
resource-pack	string	(blank)		URL for the server's resource pack.
resource-pack-prompt	string	(blank)		Custom message displayed when asking players to download the resource pack.
spawn-animals	boolean	true	true	Whether animals like cows, chickens, etc., can spawn.
spawn-monsters	boolean	true	true	Whether hostile mobs can spawn.
spawn-npcs	boolean	true	true	Whether non-player characters (villagers) can spawn.
spawn-protection	integer	16		Size of the spawn-protection area (in blocks).
sync-chunk-writes	boolean	true	false	Whether chunk writes are synchronized to disk.
use-native-transport	boolean	true	true	Whether to use optimized system calls for networking.
view-distance	integer	10	10	Number of chunks sent to players.
simulation-distance	integer	10	10	Number of chunks in which entities are actively simulated.
white-list	boolean	false	true	Whether to enable the whitelist.

Step 4: Save the Changes

1. After making your changes, click **Save** to apply the new settings.
 2. Restart your server for the changes to take effect.
-

Additional Help

If you encounter any issues or need further assistance, open a support ticket via the Billing Area. Our support team is ready to assist you.