

Changing the Settings

Changing the Settings via the Panel

1. Access Your Server Panel

Log in to the [Ridgeline Servers Control Panel](#).

2. Navigate to the Files Section

- Click on the **Files** tab in the left-hand menu.
- Open the `server.properties` file by clicking on it.

3. Locate the View and Simulation Distance Settings

- Find the lines:

```
view-distance=10
simulation-distance=10
```

- The numbers next to each setting represent the current distance value (in chunks).

4. Edit the Values

- **View Distance:** Determines how many chunks around players are loaded and visible.
- **Simulation Distance:** Controls the number of chunks where entities and redstone mechanisms remain active.

Modify the numbers as desired:

- **Lower Values** improve server performance but reduce visibility and activity range.
- **Higher Values** enhance gameplay but require more server resources.

5. Save Your Changes

- After editing, click **Save** in the file editor.

6. Restart Your Server

For the changes to take effect, restart your server through the **Terminal/Console**.

Tips for Choosing the Right Values

• View Distance:

- Default is typically `10`. Adjust between `6` and `10` for most servers.
- Lower settings are ideal for performance on servers with many players or limited resources.

• Simulation Distance:

- Default is typically `10`. Adjust between `5` and `10` based on your server's needs.

- Lower simulation distances can reduce lag caused by entity processing and redstone mechanisms.
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Additional Notes

- Both settings directly impact server performance. Monitor your server's **TPS (Ticks Per Second)** after changes to ensure smooth gameplay.
 - Lowering these settings can improve the connection for players with slower internet.
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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.

Revision #1

Created 25 January 2025 04:30:14 by Ridgeline Servers

Updated 25 January 2025 04:33:03 by Ridgeline Servers