Key Factors to Consider

Server Type

- **Vanilla**:
  - Moderate resource usage.
  - Ideal for unmodified Minecraft gameplay with few players.
  - Lacks performance optimizations, but works well for basic setups.
- **Optimized Servers**:
  - **PaperMC** and **Purpur**:
    - Significantly reduce CPU strain and memory usage.
    - Allow more players and plugins to run smoothly on the same amount of RAM.
    - Highly recommended for plugin-heavy or high-player-count setups.
- **Modded Servers**:
  - Resource-intensive due to mods, custom worlds, and their additional data requirements.
  - Unlike optimized server types (e.g., PaperMC), these lack inherent performance improvements, making them more demanding even without mods installed.

Player Count

- The number of players directly affects RAM usage.
- Higher player counts increase server workload due to player actions, loaded chunks, and entity processing.
- Refer to the recommendations provided with each plan to align with your expected player base.

Modpacks and Plugins

- **Modpacks**:
  - Popular modpacks from platforms like CurseForge or Feed The Beast require more RAM.
  - Larger modpacks with multiple mods running simultaneously are particularly demanding.
- **Plugins**:

    - Plugins add functionality but increase memory usage, especially if they manage player data or perform intensive calculations.
- **Mods Used**:
    - Not all mods are equal in resource demand.
    - Mods like **The Twilight Forest** (dimension mods) typically use more resources than lighter mods like **Thermal Expansion** (focused on machines).

World Size and Activity

    - **Large Worlds**:
        - Bigger maps require more disk space and memory for loading and storing chunks.
    - **Builds and Redstone**:
        - Complex structures and extensive Redstone contraptions increase memory consumption.
    - **Player Exploration**:
        - Frequent exploration generates new chunks, which can lead to significant RAM usage over time.

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