

Use `/spark tickmonitor` to Detect Lag Spikes

What Does `/spark tickmonitor` Do?

This command tracks tick execution time and highlights spikes by comparing individual ticks against the server's average tick duration.

How to Use It

1. Enable Monitoring

Run:

```
/spark tickmonitor
```

By default, Spark will report ticks that take 100% longer than the average.

2. Set a Custom Threshold

You can use an absolute tick duration threshold. For example:

```
/spark tickmonitor --threshold-tick 50
```

This will report any tick exceeding 50 milliseconds.

3. Observe Gameplay

- Wait for a lag spike to occur.
- Note the in-game effects during the spike and correlate them with the monitoring output in chat.

4. Adjust Sensitivity if Needed

If no spikes are detected, lower the threshold:

```
/spark tickmonitor --threshold-tick 70
```

Example

If a WorldEdit action creates a spike, you might see ticks reported with over 1000% increases in duration.

Revision #1

Created 4 January 2025 03:07:54 by Ridgeline Servers

Updated 4 January 2025 03:08:09 by Ridgeline Servers