

# Using a Custom Seed on Your Minecraft Server

Custom seeds allow you to control the world generation of your Minecraft server, creating unique landscapes or replicating specific worlds. This guide will walk you through how to set a custom seed for your server.

- [Setting The Seed](#)

# Setting The Seed

## Step 1: Access Your Server Settings

1. Log in to the **Ridgeline Servers Control Panel** at <https://panel.ridgelineservers.com/>.
  2. Navigate to the **Files** section in the control panel.
  3. Open the `server.properties` file.
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## Step 2: Configure the Custom Seed

1. Locate the `level-seed` line in the `server.properties` file. If it doesn't exist, add the following line:

```
level-seed=
```

2. Paste your custom seed number after the `=` sign. For example:

```
level-seed=1234567890
```

3. Save the changes to the `server.properties` file.
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## Step 3: Reset the World (If Necessary)

If your server already has a generated world, the changes to the seed will only apply to newly generated worlds. To use the custom seed:

1. Stop your server from the **Control Panel**.
  2. Delete the current world folder(s), usually named `world`, `world_nether`, and `world_the_end`.
  3. Restart the server to generate a new world using your custom seed.
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## Step 4: Verify the Seed

1. Once the server restarts, join the server.
  2. Type `/seed` in the chat (requires operator permissions) to confirm the seed matches your custom input.
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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.