

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.
-

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.
-

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.
-

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.
-

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 8 January 2025 02:50:13 by Ridgeline Servers

Updated 8 January 2025 02:51:24 by Ridgeline Servers