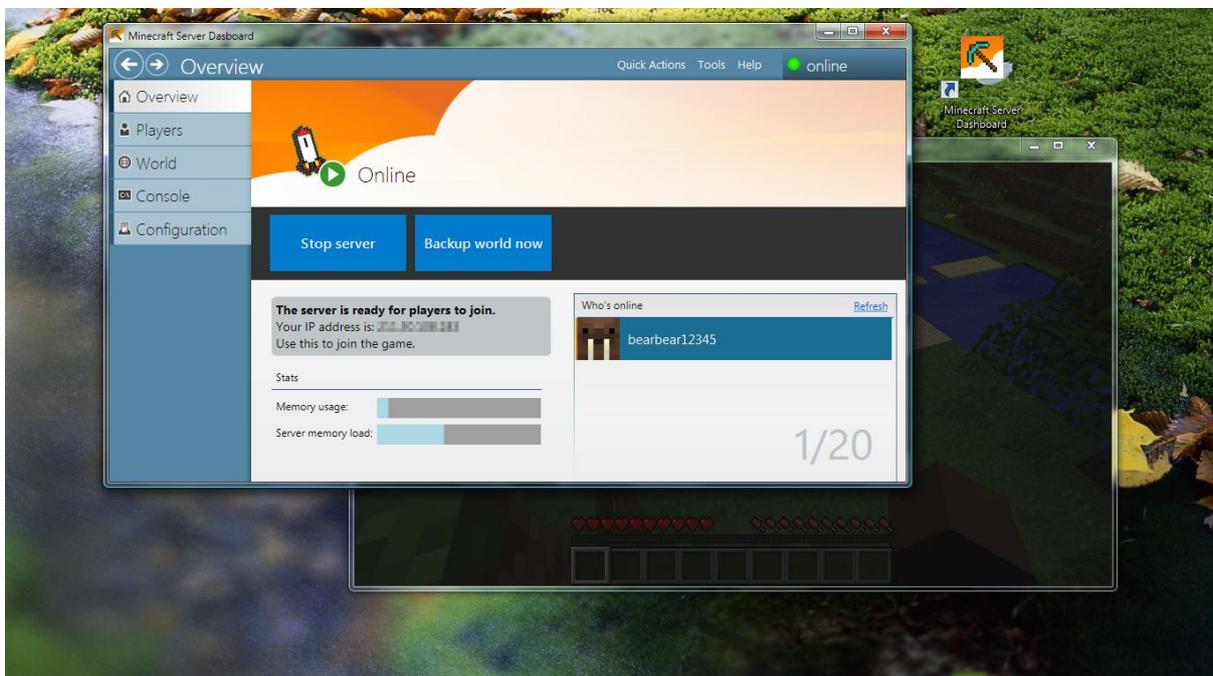


# Minecraft Server Dashboard

## Users Guide

Minecraft Server Dashboard simplifies your server management experience by replacing all the manual editing of configuration files and console commands with a graphical interface to get your game server up and running in no time.



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51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA.



## Before you start (Requirements)

The following requirements are necessary to run **Minecraft Server Dashboard** software on your computer:

Microsoft .NET Framework 4.0 ( <a href="http://go.microsoft.com/fwlink/?LinkID=186913">http://go.microsoft.com/fwlink/?LinkID=186913</a> )
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512 MB RAM
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1 GHz CPU
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Windows XP or above
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Oracle Java SE 7 ( <a href="http://www.java.com">http://www.java.com</a> )
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To run the Minecraft game server efficiently on your machine, the following **hardware** is recommended for 2-6 players connected at the same time, and additionally a Minecraft client for yourself to play. The more players, the more RAM required to maintain the game server experience.

4G RAM
--------

Dual-core CPU such as Intel Core 2 Duo or AMD Athlon 64 x2
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At least 200MB for world saves
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A more definite guideline to Minecraft-specific game server requirements is available [here](#) (MinecraftWiki.net)



## Getting started for the first time

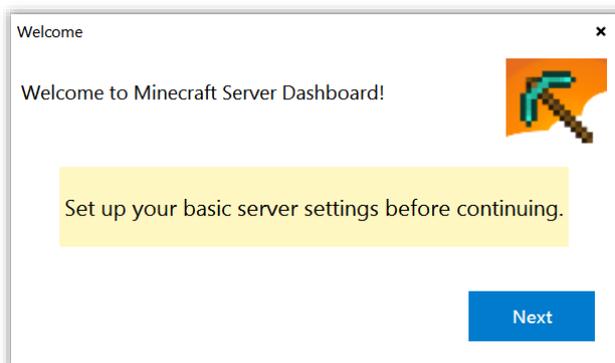
### 1. Prepare your server folder

If this is the first time you're setting up a Minecraft server, you'll need to create a new folder and copy the Dashboard application (  MinecraftServerDashboard.exe) to it. Otherwise, simply copy over the Dashboard application to your existing Minecraft server folder.

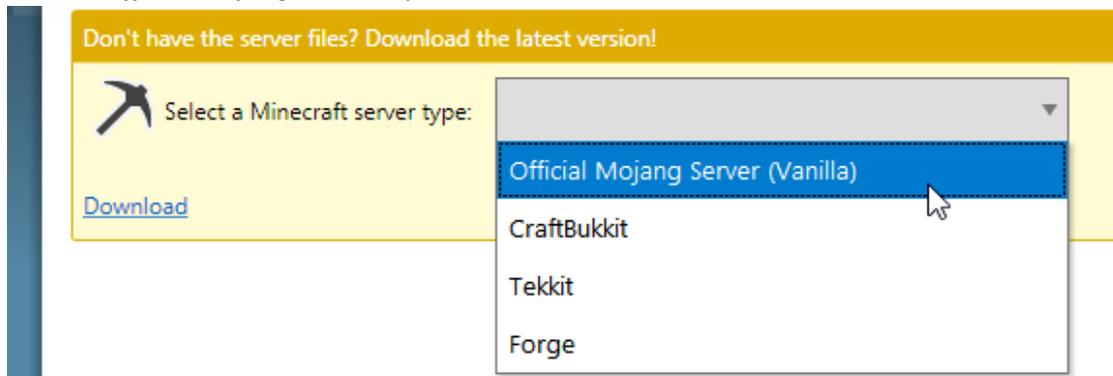
### 2. Configure your server files

Start  MinecraftServerDashboard.exe

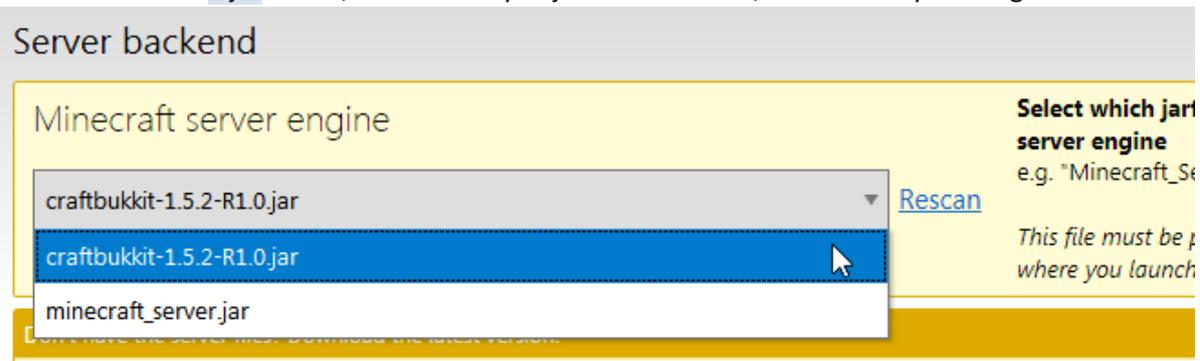
The first time you start **Minecraft Server Dashboard**, you'll be asked to set up which Minecraft server files to use. Click 'Next'



If you don't have an existing Minecraft server, pick your favourite server type, and click 'Download' (choose *Official Mojang Server* if you are unsure)

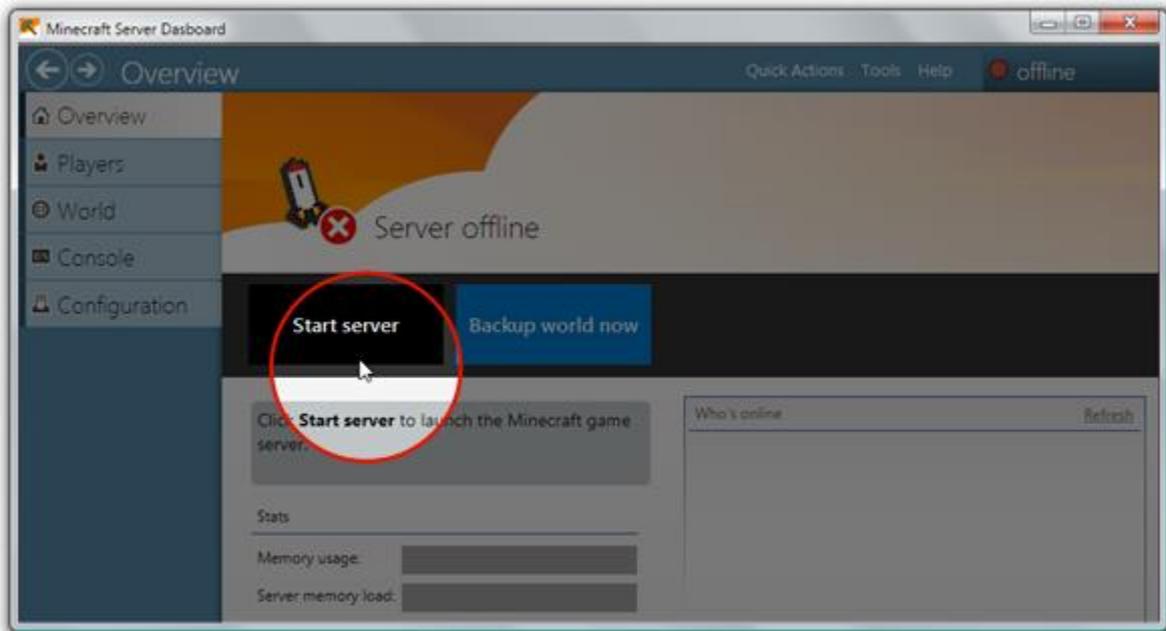


Now select which \*.jar to use, such as one you just downloaded, or an already existing one.



3. That's it, ready to go!

Now you can start the game server by clicking **Start server** from the **Dashboard**.

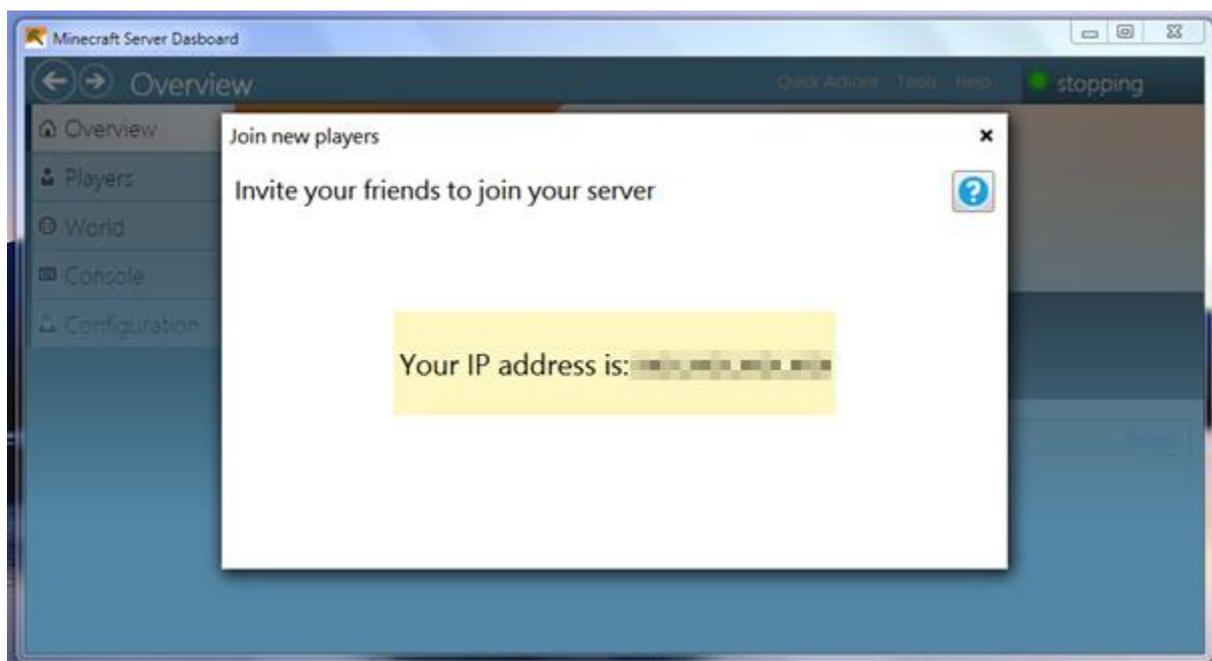


## Joining new players

Your friends can connect to your server over the internet by entering your IP address in the Minecraft game multiplayer menu.

To view your external IP address, click on the **Tools** menu, and select **Join new players**

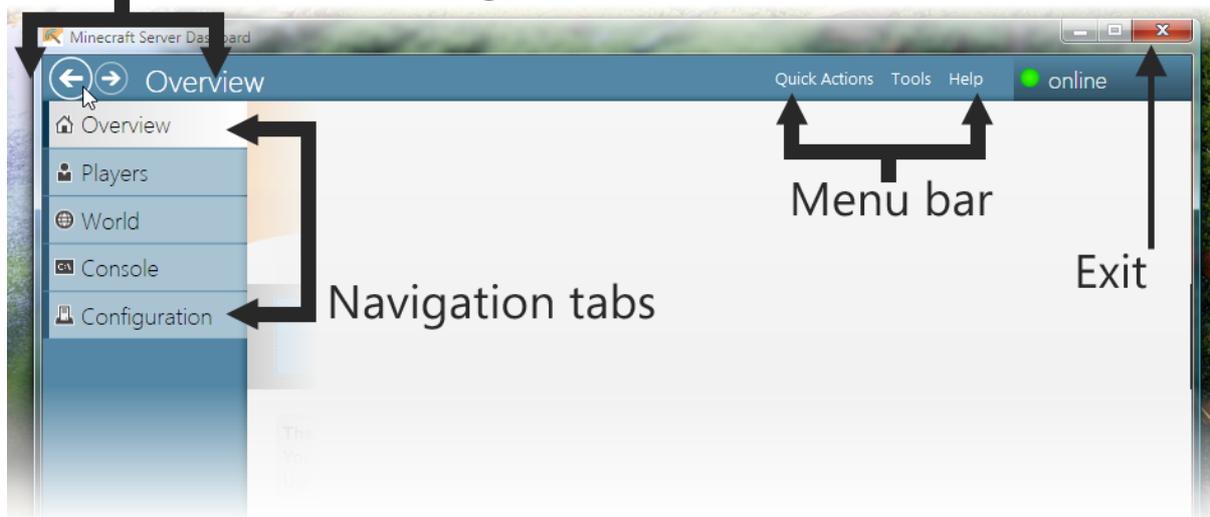
If you have problems connecting, refer this [Minecraft Wiki article](#) on ensuring that your equipment is properly configured (i.e. router port forwarding, firewall, etc.)



## Exploring the Dashboard

Each of the **Dashboard's** functions are grouped under their respective tabs to the left of the main window. The navigation tabs can be temporarily hidden under the Tools menu. The menu bar includes shortcuts to many of the **Dashboard's** functions.

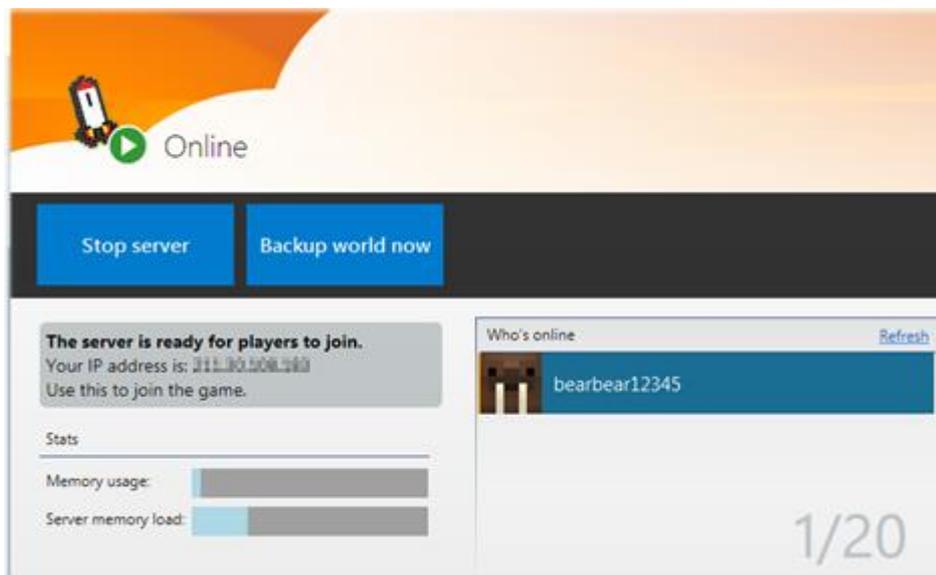
### Back/forward tab navigation



## Overview tab

The overview tab enables quick access to:

- Current running state of the server
- Start/stop the server
- Create a backup of your Minecraft world
- Shows which players are online, and their avatar (the player's skin)
- Displays RAM usage of the server against the total memory of the machine
- Displays RAM usage of the server against the total allocated RAM to server ('memory load')
- Your external IP address



## Players

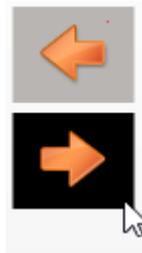
Use the players tab to:

- Easily promote Online players to 'Op' (Operators) to enable access to full server commands
  - 'Op' permissions can be set in the server properties (see [here](#))
- Manage your white-list
  - White-list mode means that only players listed in the white-list are allowed to connect and join the game server. Your game server must have *white-list mode* enabled for this list to be applied (see [here](#))
- Ban players, or ban IP addresses
  - Blacklist who can't connect and join the game

**Dashboard** allows two lists to simultaneously be edited so that you can transfer players between lists (such as from Online players to Op)

Hold down the shift key to select multiple items at a time.

Holding down the shift key will also **copy** items instead of **moving** them between lists when you use the transfer arrows:



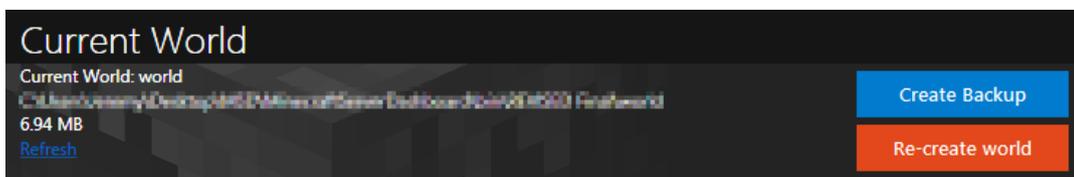
The transfer arrows may be greyed out if the selected list cannot be modified manually, such as the list of Online players.

## World

The world tab presents options for backup and other world management functions.

### Creating Backups

Create a backup of the current Minecraft world data at any time in the World tab. Simply click "**Create Backup**" and enter a name for the backup. The time and date of when the backup was created is automatically stored, so you don't have to worry about adding it yourself.



### Restoring your backups

To access the backup manager, click the [View or restore My World Backups](#) link at the bottom of the World tab. This screen will display all the previous backups you've created, and will let you delete or restore them. Note: When restoring backups of the world that is currently active in the server, make sure you stop the server first.

## Clearing the Minecraft world

To recreate the Minecraft world, **Dashboard** can delete the current world so that a brand new one is generated. This requires the server to be stopped, as the world generation occurs during the server start-up.

To customise the new world, you can input a [level seed](#), or choose between *default*, *large biomes*, or [Superflat](#). Advanced level-generator settings used by Superflat is also available.

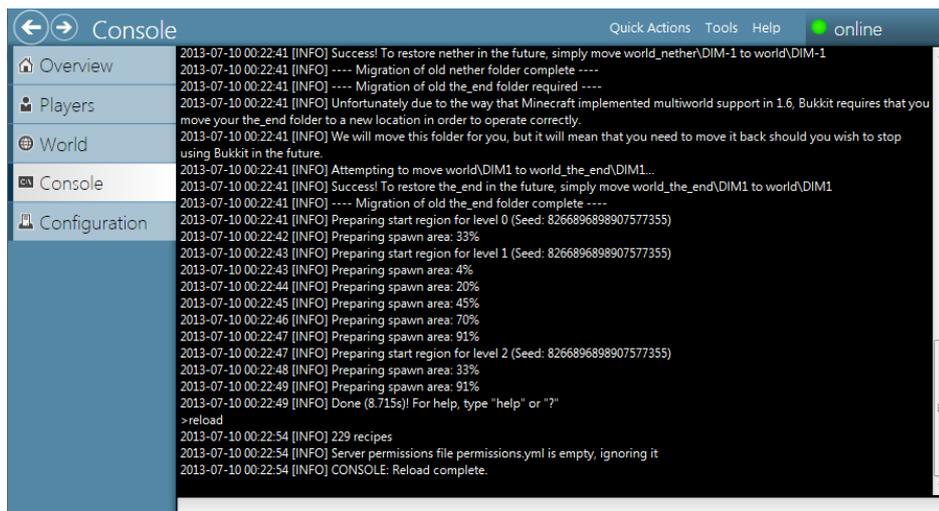
## World profiles

World profiles let you swap between different Minecraft worlds, storing your creations in separate worlds. For example, you could create a new profile to use at a LAN party, or keep one for a particular theme ('Medieval', 'Futuristic', etc.)

Only one profile can be played in at a time – the **active** world profile.

To import your own pre-existing worlds, or to export worlds, click the [Add and remove worlds in Windows Explorer](#) link at the bottom of the screen, and copy over the world data folder into this directory. Once you're done, use the [refresh](#) link to update the world profile list, select the desired world, and click "Set as active".

## Console



The console tab displays the entire output (logging) from the game server. This tab replicates the functionality of the basic console interface without the use of the **Dashboard**.

Use this view to:

- View error log events
- Determine start-up and plugin load errors
- View player chat / Make announcements to players
- Copy log messages for sharing with troubleshooting support (Highlight the console text, and then right-click and select Copy)

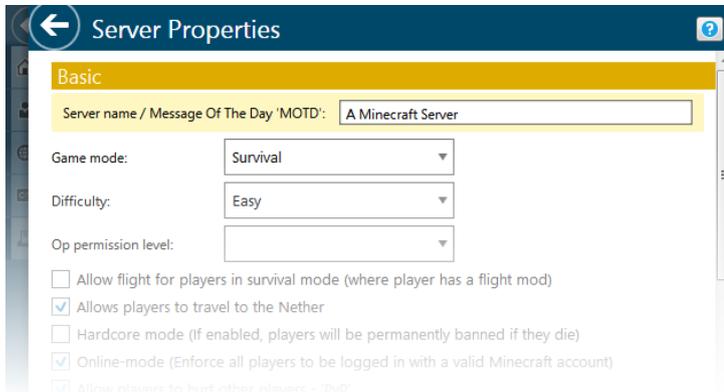
A full list of available commands is available [here](#) (MinecraftWiki.net) for VANILLA servers, or otherwise see your respective custom server documentation.

The command textbox records a history of the previously entered commands, just use the up/down keys to cycle through this list.

## Configuration

Fine tune your Minecraft server here! This page also includes links to open the folder of the server in Windows Explorer, and the backups, at the bottom of the screen (you may need to scroll down).

### Server.Properties



The majority of game settings are stored in the `server.properties` configuration file.

**Dashboard** provides a graphical interface to easily edit these settings. Click the help button to open the MinecraftWiki reference page for a description of each of the server settings.

### Backend

Use the Backend settings to:

- Change the server type, e.g. VANILLA to CraftBukkit
- When changing the server `*.jar` used
- Download the latest server release.



Remember, the jar file must remain in the same folder as the **Dashboard**

### Java, memory and startup

Use this screen to adjust the amount of memory to reserve for the server. **Changing this property requires a server restart.**



See [this article](#) (MinecraftWiki.net) for guidelines on how much memory to dedicate to the server.

#### Advanced users:

You can also set a custom path to the Java executable (`java.exe`), such as to force 64-bit / 32-bit Java installation to be used instead of the default Java in the system path.

### Dashboard Options

This screen lets you:

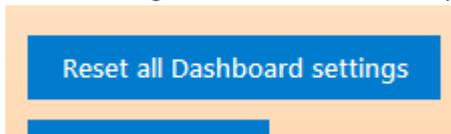
- Customise the default action when you try to exit whilst the server is still running (You cannot exit the **Dashboard** whilst leaving the server running in the background – as you will lose interaction with the server's console stream)
- Customise the default text editor, e.g. `notepad`  
This field is automatically set to `notepad` if it is left blank.
- Customise which directories to exclude from the My World Profiles list.

- Reset application – this will reset the default startup memory, java executable, etc. and all dashboard settings on this screen. This does **not** affect the game server (i.e. server.properties, whitelists, ops, world save data, world backups, etc.)

## Troubleshooting

To reset the **Dashboard** completely, and to **reset the game server settings** (leaving world data intact):

1. Ensure server is stopped
2. Under Configuration -> Server Properties, select 'reset settings'  
[Reset settings](#)
3. Under Configuration -> Dashboard Options, select 'reset all Dashboard settings'



### The server is lagging! How do I increase performance?

Try dedicating more memory to the server.

Close unused application on your desktop.

### The 'reload' menu item doesn't do anything!

This command only works for the CraftBukkit custom server.

### I click 'Start Server', but I get stuck on "Server starting..."?

Check the Console tab, if you see a 'binding error' message, it is probably due to an incorrect exit of the previous **Dashboard** session. Start Task Manager, and kill 'java.exe', then back in the dashboard, use *Quick Actions menu* -> *Force stop*, and then finally try start the server again. If this still does not help, try search for issues regarding firewall settings [here](#)

Otherwise check if Oracle Java 7 is installed correctly; try a reinstall.

## Still stuck? (I need help!)

Problems? Suggestions? Feedback?

If you've looked through our FAQ and still have problems, the best way to contact us is through the contact form on our website <http://navhaxs.tk/minecraft-dashboard/>

Visit us online for the latest updates

 <http://navhaxs.tk/minecraft-dashboard/>

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