

USER MANUAL

ShadowOptimizer

Find out what is eating your TPS, then do something about it.

A monitor that costs nothing, a diagnostic that names the chunks actually weighing on the server, cleanup in four passes, per-chunk limits and an emergency brake for the ten minutes in which nobody knows what is happening yet.

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What it is

■ THE PROBLEM IT SOLVES

A monitor that costs nothing, a diagnostic that names the chunks actually weighing on the server, cleanup in four passes, per-chunk limits and an emergency brake for the ten minutes in which nobody knows what is happening yet.

■ FREE AND PREMIUM

This plugin is free: there is nothing to activate and no limit to lift.

What you type is English on any server: the subcommands, the config keys and the rule names. What players read is translated.

Features

Six things this plugin does, each verifiable in the pages that follow.

One sample a second

The monitor reads four numbers the server already keeps up to date: keeping it on costs what not having it costs.

Four leaderboards

The diagnostic walks the loaded chunks in slices - forty-eight per tick - and says who is actually weighing, instead of leaving you to guess.

The weight of a chunk

Counting entities puts a chicken farm on top that sits there doing nothing: here you weigh what they cost, not how many there are.

Cleanup in four passes

One sweep on a configurable interval, a quarter of an hour by default, that never starts by removing.

The emergency brake

It does not solve the problem: it buys the ten minutes in which the load stops growing while the staff reads the diagnostic.

Per-chunk limits

Twenty thousand entities spread out are fine; inside three chunks they are unplayable. The cap goes where the game itself thinks.

Installation

■ THREE STEPS

1 · Copy the jar

Into `plugins/` on your Paper server.
Nothing else to download: the libraries are already inside the file.

2 · Restart

On first boot the folder, the commented configuration and the language files appear. There is nothing to prepare beforehand.

3 · Activate the licence

No licence needed: this plugin is free and complete as it is.

■ THE FILES IT CREATES

All inside `plugins/ShadowOptimizer/`, all commented above every entry. An update adds the new keys to your files without rewriting what you changed.

FILE	WHAT IT DOES
<code>config.yml</code>	The settings, one per line, with what each one does written above it.
<code>lang/</code>	The texts players read. Italian and English, and every player sees the language of their own client.
<code>data/</code>	The storage. An H2 database inside this folder by default: nothing to install.

Commands

Every form you actually type, with the permission each one needs.

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COMMANDS

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PERMISSIONS

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GROUPS

Looking: for everyone

COMMAND	WHAT IT DOES	PERMISSION
<code>/sopt</code>	Opens the panel. From the console, which opens no windows, it prints the summary in chat. It does that even if for some reason the window will not open: numbers beat silence.	<code>shadowoptimizer.use</code>
<code>/sopt status</code>	TPS with the three averages, time per tick, worst quarter of an hour, players, entities, chunks, and the verdict with the sentence that says what it depends on.	<code>shadowoptimizer.use</code>
<code>/sopt help</code>	The list of commands. It answers to ? as well, and shows the administration part only to whoever has it.	<code>shadowoptimizer.use</code>
<code>/sopt diagnose</code>	The leaderboard of the most expensive chunks, with the button that takes you there. It answers to report as well.	<code>shadowoptimizer.use</code>

<code>/sopt diagnose</code> <code><entities worlds plugins></code>	The other three leaderboards: which entity types are too many, which world weighs, which plugin is eating the tick.	<code>shadowoptimizer.use</code>
<code>/sopt history [hours]</code>	How it went before, summarised one hour per line with average, worst and players. Six hours if you do not say how many.	<code>shadowoptimizer.use</code>
<code>/sopt limits</code>	The per-chunk limits in force, and how many worlds and regions have rules of their own.	<code>shadowoptimizer.use</code>
<code>/sopt stack</code>	State of mob and item stacking, how many it merged and split, and why you might not see a stack. It answers to stacking as well.	<code>shadowoptimizer.use</code>
<code>/sopt spawners</code>	State of spawner optimisation, batches generated and spawns skipped. It answers to spawner as well.	<code>shadowoptimizer.use</code>

Acting: administration

COMMAND	WHAT IT DOES	PERMISSION
<code>/sopt scan</code>	Takes the snapshot now, without waiting for the background one. It answers with how many chunks in how many milliseconds.	<code>shadowoptimizer.admin</code>
<code>/sopt clean</code>	One cleanup pass now. It asks for confirmation with two chat buttons.	<code>shadowoptimizer.admin</code>
<code>/sopt clean why</code>	Why the items around you are still on the ground: within sixteen blocks, one per line, with the exact clause keeping each one there.	<code>shadowoptimizer.admin</code>
<code>/sopt panic [minutes]</code>	Pulls the emergency brake: no explosions, redstone stopped, no new monsters. From 1 to 120 minutes, five if you do not say. It asks for confirmation.	<code>shadowoptimizer.admin.panic</code>
<code>/sopt panic off</code>	Releases it immediately. It answers to stop as well.	<code>shadowoptimizer.admin.panic</code>
<code>/sopt tp <world> <x> <z></code>	Jumps to that chunk, at the surface. It is what sits behind the button next to every leaderboard row.	<code>shadowoptimizer.teleport</code>
<code>/sopt reload</code>	Re-reads configuration, languages, menus, rules and limits without a restart, and says how many problems it found.	<code>shadowoptimizer.admin</code>

The two commands outside the tree

COMMAND	WHAT IT DOES	PERMISSION
<code>/safedrop [on off]</code>	Switches the drop confirmation on or off for you; with no argument it flips it. The choice is remembered across restarts. Alias: <code>/dropconfirm</code> .	<code>shadowoptimizer.safedrop</code>
<code>/soptanswer <token> <yes no></code>	The command behind the two confirmation buttons. It is not typed by hand, has no completion and does not appear in the help.	—

Permissions

Every node, what it grants, and who gets it by default.

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowoptimizer.use</code>	Open the panel and see the TPS	Operators
<code>shadowoptimizer.admin</code>	Immediate cleanup, a scan on demand, reloading the configuration	Operators
<code>shadowoptimizer.admin.panic</code>	Pull and release the emergency brake	Operators
<code>shadowoptimizer.teleport</code>	Jump to the chunk that weighs, from the leaderboard	Operators
<code>shadowoptimizer.notify</code>	Receive the warnings when a limit is reached	Operators
<code>shadowoptimizer.safedrop</code>	Turn the drop confirmation on or off for yourself (/safedrop)	Everyone

Integrations

None of these has to be installed, except the ones marked required: when it is there, ShadowOptimizer uses it; when it is missing, it works all the same.

PLUGIN	WHEN IT MATTERS
ShadowEssentials	Optional
ShadowControl	Optional
ShadowRegions	Optional
ShadowGames	Optional
ShadowSpawners	Optional
WorldGuard	Optional

Licence and help

This plugin is free: there is nothing to activate and no limit to lift.

■ IF SOMETHING DOES NOT ADD UP

Support goes through tickets, from the customer area on **shadowmc.net** or from the game with ShadowControl. A ticket opened from the game arrives with the Paper version, the plugin version, the operating system and the last errors already attached: half the investigation is done.

SHADOWMC

Build. Empower. Dominate.

shadowmc.net