Files and Commands - Vanilla

> Do note that the information here is based on the default files and folders provided by Mojang

Files

In this section you'll learn what a folder or a file is for.

Importance is divided in the following way: **Low, Medium, High, Essential**

Low: Not something you'll be using at all or doesn't cause issues at all

Medium: Something you may use/the server uses it or may cause a few issues

High: Important information stored within it, deleting may lead to server corruption or other issues

Essential: needed for the server to run, the server won't run without it

File/Folder name	Description	Importance
libraries	A folder. It store libraries for your server, it's preferred to not delete these as they are needed for the server, nothing will happen if you delete them as they'll regenerate themselves. Don't delete while server's running	Low
.cache	A folder. Cache, stores data temporarily, preferrably keep it. Don't delete while server's running	Medium
logs	A folder. Stores your server's logs, by deleting it once in a while you can save up some storage.	Low

versions	A folder. As long as the server.jar is in the main directory, it won't cause issues deleting it. It'll autoregenerate. Don't delete while server's running	Medium
world	A folder. Don't delete it, it contains some player data, datapack if added and your worlds' data.	High
banned-ips.json banned-players.json	Both are files. You usually don't delete these unless you want to unban every person who has been banned in the past	Medium
server,jar	A file. Don't delete, it's your server's core	Essential

Commands

The following table contains "essential" or useful commands which a server administrator should be aware of.

Command	**Description**	**Usage**
/op /deop	Allows you to execute any command available within the server (if `op-permission-level` in `server.properties` is 4 (default value))	/op <username> /deop <username> /op MelonOof /deop MelonOof
/gamemode	Change yout gamemode to one of the following: **survival, creative, spectator** and **adventure**.	/gamemode <gamemode> /gamemode survival /gamemode creative /gamemode adventure /gamemode spectator
/stop	This command will stop your server (works the same way as the stop button in the panel's console)	/stop

/restart	This command will restart your server (works the same way as the restart button in the panel's console)	/restart
/whitelist	The command itself doesn't do anything, you need additional arguments for it to work, you can toggle on/off whitelist, add and remove players from whitelist	/whitelist on || /whitelist off /whitelist add <username> /whitelist add MelonOof /whitelist remove <username> /whitelist remove MelonOof /whitelist list
/worldborder	Manage the world border. With this command you can: Increases or decreases the world border diameter; Recenter the world boundary and a lot more	/worldborder add <diameter> /worldborder set <diameter> /worldborder get
/ban	Ban players permanently from your server	/ban <username> [<reason>] `The ban's reason is optional` /ban MelonOof Too Juicy `with this command, the player MelonOof is getting banned because of the following reason: "Too Juicy"`
/pardon	Unban players from your server	/pardon <username> /pardon MelonOof
/setworldspawn	Set the server's default (re)spawn point the the location you are at	/setworldspawn
/tp /teleport	Teleport to a location, teleport a player to a location or teleport to a player	/tp <x> <y> <z> /tp <username> <x> <y> <z> /tp <username> <username>
/weather	Sets the weather to one of the following **clear|rain|thunder** with an optional duration in ticks (1 second = 20 ticks)	/weather <weather> [<duration>] /weather clear 200 `sets the weather to clear for 10 seconds`
/give	Give yourself or someone else one or multiple items	/give <username> <item> [<amount>]
/help	Get to know about any other command you may need, the ones listed here are the essential ones for a server administrator	/help

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