Pre-generate world

What is Chunky?

Chunky is a Minecraft plugin that lets you pregenerate your world's chunks, reducing the load on your CPU for future tasks.

How to use Chunky?

Installation

1. Download Chunky (make sure you choose the correct version and the compatible platform for the jar file)

2. Upload Chunky on the `mods` or `plugins` folder (Forge/Fabric and Spigot/Paper respectively)

3. Restart your server

Usage

Let's start by choosing a **radius** for the pregeneration task, the command's format should be the following:
`chunky radius <int>` where <int> is an integer such as: `100, 3300, 60000` and so on

(Optional) If you don't want to pregenerate the default world (usually the world named "world" unless modified) you can run the following command: `chunky world <String>` where <String> can be `world_the_end, world_nether, bedwars_map, skyblock, spawn` and so on, make sure that the world exists.

To start the pregeneration, use the command `chunky start`

To stop the pregeneration, use the command `chunky cancel`

Additional Information

If you want to pause the pregeneration, run the command `chunky pause`, to exit the pause you can run the command `chunky continue`.

Do you think the plugin is sending too many logs in the console? You can use the command `chunky quiet <int>` where <int> is the frequency in seconds of the progress, example values: `5, 8, 20`.

If you don't want to see the logs at all, use the command `chunky silent` (run the command again to see the logs).

If using Paper, you can adjust the number of worker threads used by world generation to speed up the task. This can be done by setting in `config/paper-global.yml` via the `worker-threads` option within `paper-global.yml`.

Don't pregenerate an exaggerated radius for your wolrd, please check out the following website to see what the approximate size your world's going to be after pregeneration: World Size Calculator.

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