

Server Information

List of servers and information about them!

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SiriusMC servers

SiriusMC Hub

Address: Play.SiriusMC.net

Description: This is our central server, which serves as a lobby for players who can't join a specific server, or if they're being disconnected from a modpack server due to various reasons e.g server restarts

All The Mods 9

image.png

Address: ATM9.SiriusMC.net

Description: ATM9 has over 400 mods and countless quests and a built in proper endgame. Can you craft the ATM Star? Do you dare take on the Gregstar?

All the Mods started out as a private pack for just a few friends of mine that turned into something others wanted to play! It has all the basics that most other "big name" packs include but with a nice mix of some of newer or lesser-known mods as well.

In All the Mods 9 we will continue the tradition adding many new mods while going for more stability.

Does "All the Mods" really contain ALL THE MODS? No, of course not.

Mods list: [Click here!](#)

Server Features:

- Player & Admin Shops
- Toggleable PVE/PVP
- Land Protection (Grief Prevention)
- Custom Plugins & Mod Fixes

- Vote Crates/Rewards
- Strong and Helpful Player Community
- Strong Active Staff & Development Team
- Strong server performance (i9 12900k, 128GB Ram, NVMe storage)
- Daily Remote Backups

Banned Items:

- Item Based Chunkloaders - Please use the plugin chunkloaders instead, read '/chunkloader' in-game!
- Structure Compass - Causing unstable server

Tekkit 2

Xr8qv7pSRKBAflwa-image.png

Address: Tekkit.SiriusMC.net

Description: Tekkit 2, is the latest release of Tekkit for MC 1.12.2. It is a pack optimized for high-performance, stability & a customized gameplay experience. It includes mods such as IndustrialCraft, ProjectE (Equivalent Exchange), Project Red (RedPower) and BuildCraft, alongside additions such as Galacticraft!

Mods list: [Click here!](#)

Server Features:

- Player & Admin Shops
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- Daily Remote Backups

Banned Items:

- IC2 Explosives - Player Abuse
- Item Based Chunkloaders - Please use the plugin chunkloaders instead, read '/chunkloader' in-game!
- RainMaker - Changes server weather.
- Nuke

- Nova Cataclysm
- Nova Catalyst (Placement only)
- Dynamite

The 1.12.2 Pack

image.png

Address: 1122.SiriusMC.net

Description: The 1.12.2 Pack is a large modpack containing over 250+ Mods. It is a pack optimized for high performance, stability & a customized gameplay experience. Examples of included mods are Galacticraft, AE2, Thermal Expansion and Twilight Forest. SiriusMC aims to provide a stable and bug-free playing experience while providing the benefits of multiplayer play, such as a strong community and a strong but fair economy.

Mods list: [Click here!](#)

Server Features:

- Player & Admin Shops
- Toggleable PVE/PVP
- Land Protection (Grief Prevention)
- Custom Plugins & Mod Fixes
- Vote Crates/Rewards
- Strong and Helpful Player Community
- Strong Active Staff & Development Team
- Strong server performance (i9 12900k, 128GB Ram, NVMe storage)
- Daily Remote Backups

Banned Items:

- ICBM & IC2 Explosives - Player Abuse
- Item-Based Chunkloaders - Please use the plugin chunkloaders instead; read '/chunkloader' in-game!
- Mystcraft - Not server friendly. Allow for infinite worlds that cannot be pre-generated.
- RainMaker - Changes server weather.
- Portal Gun - Bypasses Claim Prevention
- Drill Modules - Bypasses Claim Prevention.
- Vacuum Chest/XP Vacuum - Causes Excessive Lag
- Teru-Teru-Bozum- Bypasses Claim Prevention.
- Quantum Quarry- Causes Excessive Lag
- Machine Inventory Manager- Causes Excessive Lag
- EFLN - Bypasses Claim Prevention.

RLCraft

image.png

Address: RL.SiriusMC.net

Description: RLCraft is a meticulously curated survival-focused modpack! It features over 100+ Mods and is fine-tuned for immersion, and presents a challenging yet rewarding gameplay experience with a twist on survival mechanics, resource gathering, progression, and exploration. It overhauls the standard Minecraft experience to add a layer of realism and increased difficulty, integrating modified recipes, thirst and temperature mechanics, diverse creature encounters, and unique character progression paths.

Mods list: [Click here!](#)

Server Features:

- Player & Admin Shops
- Land Protection (Grief Prevention)
- Custom Plugins & Mod Fixes
- Vote Crates/Rewards
- Strong and Helpful Player Community
- Strong Active Staff & Development Team
- Strong server performance (i9 12900k, 128GB Ram, NVMe storage)
- Daily Remote Backups

Banned Items:

- None

Server restart & World reset times

SiriusMC logo.png

Regular server restarts are scheduled every day to ensure server stability, implement updates or changes, and clear any accumulated data. Additionally, resource dimension resets occur every week to maintain world integrity and refresh resources or structures.

These scheduled times have been optimized to minimize disruption to players while maximizing server performance. Below is the schedule:

(Times are GMT)	Server restart	Dimensions reset time	Dimensions list
Tekkit 2	2:00am 6:00am 11:00am 4:00pm 10:00pm	Every Monday at 12:00pm	Resource World
Tekkit SMP	2:00am 6:00am 11:00am 4:00pm 10:00pm	Every Monday at 12:00pm	Resource World
The 1.12.2 Pack	2:00am 8:00am 2:00pm 8:00pm	Every Monday at 12:00pm	Resource World, Deep Dark, Twilight Forest
All The Mods 9	4:00am 10:00am 4:00pm 10:00pm	Every Monday at 10:00pm	Mining World, The Other, Twilight Forest, Lost Cities
RLCraft	5:00am 11:00am 5:00pm 11:00pm	Every Monday at 11:20am	Resource World, Lost Cities

Server Dimensional Sizes

SiriusMC logo.png

Each server has different world border sizes based on importance of the dimension, average playercount, number of pregenerated structures, et cetera. We have increased the border sizes in the past based on necessity, but never decreased them.

Servers	Dimension Size
Tekkit 2	Overworld: 32,000 x 32,000 End: 16,184 x 16,184 Nether: 16,184 x 16,184 Planet(s): 16,184 x 16,184 Resource World: 16,184 x 16,184
The 1.12.2 Pack	Overworld: 16,000 x 16,000 Nether: 8,096 x 8,096 End: 8,096 x 8,096 Planet(s): 8,096 x 8,096 Resource World: 8,096 x 8,096 Twilight Forest: 8,096 x 8,096 Deep Dark: 8,096 x 8,096
All The Mods 9	Overworld: 16,184 x 16,184 End: 6,092 x 6,092 Nether: 6,092 x 6,092 Resource World: 9,000 x 9,000 Lost Cities: 5,092 x 5,092 Planet(s): 5,092 x 5,092 The Other: 5,092 x 5,092 Twilight Forest: 5,092 x 5,092 Other Dimension(s): 5,092 x 5,092
RLCraft	Overworld: 36,000 x 36,000 End: 8,092 x 8,092 Nether: 8,092 x 8,092 Lost Cities: 8,092 x 8,092 Resource World: 16,184 x 16,184

Tekkit 2

image.png

Tekkit 2, is the latest release of Tekkit for MC 1.12.2. It is a pack optimized for high-performance, stability & a customized gameplay experience. It includes mods such as IndustrialCraft, ProjectE (Equivalent Exchange), Project Red (RedPower) and BuildCraft, alongside additions such as Galacticraft!

Server Information

IP Address: Tekkit.SiriusMC.net

Modpack: Tekkit 2 (check Discord #information for modpack version)

Last World Reset: Never

Server Features

Player & Admin Shops

Toggleable PVE/PVP

Land Protection (Grief Prevention)

Custom Plugins & Mod Fixes

Vote Crates/Rewards

Strong and Helpful Player Community

Strong Active Staff & Development Team

Strong server performance (i9 12900k, 128GB Ram, NVM-E storage)

Daily Remote Backups

Banned Items

IC2 Explosives - Player Abuse

Item Based Chunkloaders - Please use the plugin chunkloaders instead, read '/chunkloader' in-game!

RainMaker - Changes server weather.

Nuke

Nova Cataclysm

Nova Catalyst (Placement only)

Dynamite

Changelog

We will keep the changelog up to date as the modpack updates.

“

Version 1.2.2

Changes:

- Added Fluidlogged API, which backports the waterlogging ability, and allows you to build neat looking underwater pipes and many other things! Also added Snow! Real Magic!, which adds snowlogging features and other snow related improvements.
- Added VintageFix, which improves the loading speed and RAM usage of the modpack, alongside other minor fixes and improvements.
- Added Modern Splash, which features a new loading screen and includes a patch by developer Desoroxxx that allows players using a supported GPU to use higher resolution resource packs! There's now a new 128x Sphax patch available that doesn't have any downscaled textures (currently only Nvidia GPUs series 10 and newer offer increased maximum texture resolutions).
- Also added SerializationIsBad (patching a security vulnerability found in a few mods), Sledgehammer (fixes various minor bugs), Advancement Locator, and ConfigAnytime.
- Removed FoamFix (replaced by VintageFix), Startup Timer (included in Modern Splash), DupeFix Project (now included in Universal Tweaks), Fast Leaf Decay (now included & improved in Universal Tweaks), Entity Desync Fix (now included & improved in Universal Tweaks), and Born in a Barn (included in Forge).
- Updated 27 mods to their latest versions. Some of the updates contain particularly useful fixes, including a fix to the game not responding issue when joining a world or a server, and the recipe dupes/crashes.
- A few small configuration changes and improvements.

This is posted by xJon on the official Tekkit 2 - Technic Launcher website
Linked here: [Changelog](#)

Mod List

Mod List Here: [Tekkit 2](#)

Downloading Tekkit 2

Technic Launcher

Enter "**Tekkit 2**" into the search bar, the modpack will be the first one on the list.

Screenshot 2024-01-10 212231.png

After selecting the modpack, venture down to the bottom right of the launcher and click "**Install**".

Screenshot 2024-01-10 212328.png

After the modpack is installed, venture to the top right of the launcher and select "**Launcher Options**".

Screenshot 2024-01-10 212443.png

Venture to the second setting and select "**Java Settings**".

Screenshot 2024-01-10 193515.png

After you have selected Java settings select your choice of RAM.

Tip: If you have **16GB** or more use of RAM, (**8-12GB**) allocation of RAM will ensure a smoother gameplay.

Recommended RAM allocation: **Server Recommended (3-5GB)**.

Screenshot 2024-01-10 212631.png

You are good to go after all completed steps, please do enjoy the server!

ATM9 (All The Mods 9)

image.png

ATM9 has over **400 mods** and countless quests and a built in proper endgame. Can you craft the **ATM Star**? Do you dare take on the **Gregstar**?

All the Mods started out as a private pack for just a few friends of mine that turned into something others wanted to play! It has all the basics that most other "big name" packs include but with a nice mix of some of newer or lesser-known mods as well.

In **All the Mods 9** we will continue the tradition adding many new mods while going for more stability.

Does "All the Mods" really contain **ALL THE MODS**? No, of course not.

Server Information

IP Address: atm9.siriusmc.net

Modpack: All The Mods 9 version 0.2.60

Last World Reset: Never

To be able to join our server, it is crucial to install the exact version mentioned above. While we strive to maintain ATM9 with the latest updates, frequent releases done by the modpack's development team may occasionally result in a delay in updating the server to the most recent version.

Server Features

Player & Admin Shops

Land Protection (Grief Prevention)

Custom Plugins & Mod Fixes

Vote Crates/Rewards

Strong and Helpful Player Community

Strong Active Staff & Development Team

Strong server performance (i9 12900k, 128GB Ram, NVMe storage)

Daily Remote Backups

Banned Items



RFTools Builder - Claim bypass

Item-Based Chunkloaders - Please use the plugin chunkloaders instead; read '/chunkloader' in-game!

Recent Changelog

We will keep the changelog up to date as the modpack updates.

“ Forge 47.2.20

Changes, Additions, and Fixes

- Prevent IPN sorting in the refined storage crafting manager
- Re-enable quark ancient tomes
- Disable falling Supplementaries lanterns
- Have graves store travellers backpacks
- Add bulk crafting for dry ice
- Change the AE creative energy cell to use super dense cells to craft
- Enable improbable probability device to be more flexible with Powah Batteries
- Changed the RS infinite card to match AE
- Hide Ae facades while leaving the stone facade as a placeholder
- Force Occultism Miners to output variants of GT ores that can be ore processed by GT
- Force IF Lasers to only output one type of sodalite ore that can be processed by GT
- Add a recipe to create Gregstars from Gregstar Shards in the Star Forge
- Reduced Tombstone easter egg spawns to 0
- Swap natures aura to evilcraft for oblivion shard
- Enable exp droplet processing in thermal centrifuge
- Add recipe for Polonium to convert radioactive bees to wasted radioactive bees.
- Added a recipe to convert enderman overhauled pearls to vanilla ender pearls.

Quests

- Adjust a quest reward to give Rare Earth Dust rather than Monazite because Monazite does not spawn
- Amended the best of the best quest from Ancient to Mythic to make it attainable.
- Added Cataclysm Quest page
- Fixed some Mekanism Advanced Quests
- Changed Apotheosis Enchanting section and Apotheosis section in Chapter 2:ATM Star.

Mods Added

- productivetrees-1.20.1-0.1.4

Mods Updated

- [1.20.1] SecurityCraft v1.9.9

- ae2insertexportcard-1.20.1-1.1.2
- Apotheosis-1.20.1-7.3.4
- ApothicAttributes-1.20.1-1.3.4
- ae2wtlib-15.2.3-forge
- cc-tweaked-1.20.1-forge-1.110.1
- create_enchantment_industry-1.20.1-for-create-0.5.1.f-1.2.9
- createoreexcavation-1.20-1.4.3
- domum_ornamentum-1.20.1-1.0.184-BETA-universal
- eidolon_repraised-1.20.1-0.3.8.8b
- embeddium-0.3.11+mc1.20.1
- ExtendedAE-1.20-1.0.18-forge
- ftb-chunks-forge-2001.2.7
- Glodium-1.20-1.4-forge
- gtceu-1.20.1-1.1.4
- InventoryProfilesNext-forge-1.20-1.10.10
- irons_spellbooks-1.20.1-3.1.1
- journeymap-1.20.1-5.9.20-forge
- libIPN-forge-1.20-4.0.2
- LibX-1.20.1-5.0.14
- lootr-1.20-0.7.33.82
- lostcities-1.20-7.1.4
- minecolonies-1.20.1-1.1.530-BETA
- modernfix-forge-5.15.0+mc1.20.1
- modonomicon-1.20.1-forge-1.64.0
- morejs-forge-1.20.1-0.8.0
- multipiston-1.20-1.2.43-RELEASE
- productivebees-1.20.1-12.4.4
- Quark-4.0-439
- resourcefullib-forge-1.20.1-2.1.24
- sophisticatedcore-1.20.1-0.6.12.589
- sophisticatedstorage-1.20.1-0.10.12.768
- structurize-1.20.1-1.0.718-BETA
- tombstone-1.20.1-8.6.5
- twilightdelight-2.0.9

Forge Version is 47.2.20

ALWAYS REMEMBER TO BACKUP BEFORE UPDATING

Known issues

If you crash when turning on shaders just reload the pack and they will be on.

First time opening your inventory it will lag slightly but only the first time.

And yes, the server pack gets uploaded at the same time as the client,

sometimes CurseForge's approval system kicks it over to manual review, if it's not available, please come back later.

This is posted by [whatthedrunk](#) on the official ATM9 Curseforge website
Linked here: <https://www.curseforge.com/minecraft/modpacks/all-the-mods-9/files/5003355>

Mod List

Mod List Here: <https://www.modpackindex.com/modpack/64056/all-the-mods-9-atm9>

Downloading ATM9

The modpack does not exist on Technic, only on CurseForge or FTB

Enter "**ATM9**" into the search bar, it will show just the modpack, and hit "Install"

image.png

Go onto your curseforge launcher and select "**minecraft**", venture to the left bottom and select "**settings**".

image.png

After in the settings, select "**minecraft**".

Screenshot 2024-01-10 211127.png

After minecraft is selected, select your choice of RAM.

Recommended RAM allocation: **Server Recommended (8-12GB)**. More than 12GB of RAM allocated might cause issues.

Screenshot 2024-01-10 211245.png



You are good to go after all completed steps, please do enjoy the server!

The 1.12.2 Pack

image.png

The 1.12.2 Pack is a large modpack containing over 250+ Mods. It is a pack optimized for high performance, stability & a customized gameplay experience. Examples of included mods are Galacticraft, AE2, Thermal Expansion and Twilight Forest. SiriusMC aims to provide a stable and bug-free playing experience while providing the benefits of multiplayer play, such as a strong community and a strong but fair economy.

Server Information

IP Address: 1122.SiriusMC.net

Modpack: The 1.12.2 Pack Version 1.5.4 (Recommended)

Last World Reset: Never

Server Features

Player & Admin Shops

Toggleable PVE/PVP

Land Protection (Grief Prevention)

Custom Plugins & Mod Fixes

Vote Crates/Rewards

Strong and Helpful Player Community

Strong Active Staff & Development Team

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Daily Remote Backups

Banned Items



ICBM & IC2 Explosives - Player Abuse

Item-Based Chunkloaders - Please use the plugin chunkloaders instead; read '/chunkloader' in-game!

Mystcraft - Not server friendly. Allow for infinite worlds that cannot be pre-generated

RainMaker - Changes server weather

Portal Gun - Bypasses Claim Prevention

Drill Modules - Bypasses Claim Prevention

Vacuum Chest/XP Vacuum - Causes Excessive Lag

Teru-Teru-Bozum - Bypasses Claim Prevention

Quantum Quarry - Causes Excessive Lag

Machine Inventory Manager - Causes Excessive Lag

EFLN - Bypasses Claim Prevention

Changelog

We will keep the changelog up to date as the modpack updates.

“

Version 1.5.5

Big maintenance update, featuring many improvements, and among other things, waterlogged furniture!

Changes:

- `SerializationIsBad` was added, to patch a serious security vulnerability that is found in a few mods.
- Fluidlogged API was added, and properly configured. This backports the waterlogging ability to many pipes and other tile entities! Also added `Snow! Real Magic!`, which adds some snowlogging features and other snow related features.
- `VintageFix` was added, which improves the loading speed of the modpack dramatically (reduces it by 15-20%), and improves RAM usage. Also added `Sledgehammer`, which fixes various minor bugs, and `Thaumic Fixes` (which patches currently one Thaumcraft bug).
- Also added `Deep Below` (new underwater structure?), `Modern Splash` (new loading screen), `Just Enough Recipe Integrations` & `IC2X UU-Matter` (more in-game info), `ICBM Classic: Computer Craft Addon`, `Advancement Locator`, and `ConfigAnytime`. Make sure to learn more about all the new mods over the Mods tab!
- Removed `FoamFix` (replaced by `VintageFix`), `Startup Timer` (included in `Modern Splash`), `SplashAnimation` (currently incompatible with `Modern Splash`), `DupeFix Project` (now included in `Universal Tweaks`), `Fast Leaf Decay` (now included & improved in `Universal Tweaks`), `Entity Desync Fix` (now included & improved in

Universal Tweaks), and Born in a Barn (included in Forge).

- A lot of small configuration changes, fixes, and improvements (including a new recipe for recycling Fragmented Carbon).
- Updated 38 mods to their latest versions, including a major update to ICBM (which breaks existing multiblocks - please note), and some new custom forks of mods. Some of the updates contain very useful bug fixes and improvements, including a fix to the issue of the game not responding when entering a world or a server.

This is posted by xJon on the official The 1.12.2 Pack - Technic Launcher website

Linked here: [Changelog](#)

Mod List

Mod List Here: [The 1.12.2 Pack](#)

Downloading The 1.12.2 Pack

Technic Launcher

Enter "***The 1.12.2 pack***" into the search bar, the modpack will be the first one on the list.

Screenshot 2024-01-10 190820.png

After selecting the modpack, venture down to the bottom right of the launcher and click "**Install**".

Screenshot 2024-01-10 190942.png

After the modpack is installed, venture to the top right of the launcher and select "**Launcher Options**".

Screenshot 2024-01-10 193408.png

Venture to the second setting and select "**Java Settings**".

Screenshot 2024-01-10 193515.png

After you have selected Java settings select your choice of RAM.

Tip: If you have **16GB** or more use of RAM, (**8-12GB**) allocation of RAM will ensure a smoother gameplay.

Recommended RAM allocation: **Server Recommended (5-8GB)**.

Screenshot 2024-01-10 193639.png

Curse Forge Launcher

Type into the search bar "**The 1.12.2 Pack**" and then enter.

Screenshot 2024-01-10 195905.png

Hover over the modpack and select "***Install***".

erg.png

Go onto your curseforge launcher and select "***minecraft***", venture to the left bottom and select "***settings***".

Screenshot 2024-01-10 201352.png

After in the settings, select "***minecraft***".

Screenshot 2024-01-10 211127.png

After minecraft is selected, select your choice of RAM.

Tip: If you have **16GB** or more use of RAM, (**8-12GB**) allocation of RAM will ensure a smoother gameplay.

Recommended RAM allocation: ***Server Recommended (5-8GB)***.



Screenshot 2024-01-10 211245.png

You are good to go after all completed steps, please do enjoy the server!

RLCraft

image.png

RLCraft is a meticulously curated survival-focused modpack! It features over 100+ Mods and is fine-tuned for immersion, and presents a challenging yet rewarding gameplay experience with a twist on survival mechanics, resource gathering, progression, and exploration. It overhauls the standard Minecraft experience to add a layer of realism and increased difficulty, integrating modified recipes, thirst and temperature mechanics, diverse creature encounters, and unique character progression paths.

Server Information

IP Address:

RL.SiriusMC.net

Modpack:

RLCraft Version 1.12.2 (Recommended)

Last World Reset:

Never

Server Features

Player & Admin Shops

Land Protection (Grief Prevention)

- Custom Plugins & Mod Fixes
- Vote Crates/Rewards
- Strong and Helpful Player Community
- Strong Active Staff & Development Team
- Strong server performance (i9 12900k, 128GB Ram, NVM-E storage)
- Daily Remote Backups

Banned Items



None

Changelog



We will keep the changelog up to date as the modpack updates.

“
Version 2.9.3

Changes:

- Atomic Deconstructor no longer works on Bosses (better balance and avoids some issues)
Modified internally the way Atomic Deconstructor kills mobs for better compatibility
Because of the above damage change, Atomic Deconstructor now allows mobs to drop items
- Stonelings can no longer be CarryOn'd (caused dupe under certain circumstances)
- Parasite Armor (Living & Sentient) now reduce Fear and Viral effects to level 1 (full set required)
- Fixed Magnetic enchantment causing a dupe on SpongeForge servers and changed internal functioning for better performance and to fix memory leaking
- ShieldBreak adds translations keys and es_mx translations (thanks KameiB)
- CarryOn fixed Slime and Magma Cube duplication when picked up (was in Creative only for RLCraft)
- CarryOn fixed bug where dead entities could be picked up
- CarryOn fixed bug where entities and tile entities could be placed in armor stands and item frames
- Lucky Horseshoe can now be reforged with Spectral Silt
- Melon Salad now replenishes 9 thirst
- Fixed Ice Armor having no repair material, can now be repaired and reforged with Ice Chunks
- Added more climbable blocks for the fairy/goblin race
- Fixed Leather Longbow and Leather Crossbow not working for the Questbook

Removed:

- TickProfiler (This mod was only used as a debugging tool and will not effect RLCraft's gameplay)

Updated Mods:

- CarryOn
- ShieldBreak
- RLMixins

This is posted by Shivaxi on the RLCraft modpack - Curseforge website
Linked here:[Changelog](#)

Mod List

Mod List Here: [RLCraft Mod List](#)

Downloading RLCraft

Enter "**RLCraft**" into the search bar, the modpack will be the first one on the list.

Screenshot 2024-01-11 181907.png

After selecting the modpack, venture down to the bottom right of the launcher and click "**Install**".

Screenshot 2024-01-11 181959.png

After the modpack is installed, venture to the top right of the launcher and select "**Launcher Options**".

Screenshot 2024-01-11 182113.png

Venture to the second setting and select "**Java Settings**".

Screenshot 2024-01-10 193515.png

After you have selected Java settings select your choice of RAM.

Tip: If you have **16GB** or more use of RAM, (**8-12GB**) allocation of RAM will ensure a smoother gameplay.

Recommended RAM allocation: **Server Recommended (2-5GB)**.

Screenshot 2024-01-11 182232.png

Curse Forge Launcher

Type into the search bar "**RLCraft**" and then enter.

Screenshot 2024-01-10 184825.png

Hover over the modpack and select "**Install**".

utdf.png

Go onto your curseforge launcher and select "**minecraft**", venture to the left bottom and select "**settings**".

Screenshot 2024-01-10 201352.png

After in the settings, select "**minecraft**".

Screenshot 2024-01-10 211127.png

After minecraft is selected, select your choice of RAM.

Tip: If you have **16GB** or more use of RAM, (**8-12GB**) allocation of RAM will ensure a smoother gameplay.

Recommended RAM allocation: **Server Recommended (2-5GB)**.



Screenshot 2024-01-10 211245.png

You are good to go after all completed steps, please do enjoy the server!