Pre-generate Minecraft terrain with Chunky and monitor disk space

Chunky generates terrain before players explore it. This can reduce later terrain-generation work, but the task itself uses resources and writes world data to disk. Pre-generation does not fix every source of lag or keep every generated chunk loaded in memory.

Plan the world, radius and available storage

Record the exact world you intend to generate, the centre and the area players need. A radius measures distance from the centre; it is not the full width. Increasing both horizontal dimensions can make the amount of terrain much larger than the change in one radius suggests.

Check free storage and allow room for world growth, backups and normal saves. Avoid choosing a huge radius just because the command accepts it. Start with a modest test and measure the result on your own world rather than assuming another server's disk estimate applies.

Stop the server and take a completed backup before a substantial generation job. Keep a recovery copy outside the server. Install the compatible Chunky plugin or mod for the actual server platform; use plugin installation for Paper or Purpur.

Start a bounded example task

Schedule a quiet maintenance window. Restrict access if the task would compete with players, then start the server. In the game-panel Console, run the following without leading slashes:

```
chunky start world square 0 0 500
```

This example requests a square in the world named `world`, centred at coordinates `0, 0`, with a radius of 500 blocks. Replace the world and dimensions with your confirmed plan. It is an example, not a recommendation to generate every dimension using the same values.

Read the selection and task response before starting another job. Check the installed version's help if it rejects the syntax. In Minecraft chat, commands need a leading slash and suitable permissions. Do not run parallel tasks across several dimensions until you understand their combined load.

Watch progress and pause when needed

Use `chunky progress` to inspect active work. Monitor free disk space and tick performance while it runs; an early completion estimate can change as terrain and workload vary. See TPS, MSPT and spark if players experience delays.

Run `chunky pause world` to pause that world's task and save progress. Use `chunky continue world` when you are ready to resume. Confirm the reported state before restarting the server or assuming a job has finished.

`chunky cancel` discards task progress; it does not remove chunks already generated. Chunk deletion or trimming is a separate, destructive operation. Do not use it as a quick rollback or run it against a live world because storage is tight.

Finish and keep the result under review

Confirm completion, check remaining storage and test normal play. A generated area does not stop players exploring beyond it unless you separately configure a suitable boundary. Keep the backup until you have checked the intended worlds and server health.

Further reading: Chunky task commands and project FAQ. If storage is already full, follow the disk-recovery guide before requesting more generation.

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