Check a Chunky ETA that stops changing before assuming the task has crashed

A stationary ETA can reflect expensive terrain, a paused task or a reporting interval rather than a dead process. Compare multiple signals before restarting a busy server. Interrupting generation repeatedly can make diagnosis harder and affect players who are otherwise connected normally.

Work through the change

1. Record the exact time, active world, completed chunk count and task state. Wait through more than one configured reporting interval so a short-lived delay is not mistaken for a permanent stall.
2. Read the current console for generation errors, watchdog messages and disk failures. Check free storage through the panel and collect the log around the last visible progress update.
3. Compare CPU activity and player response with changes in completed chunks. If the server is overloaded, pause the specific task and see whether ordinary play recovers before making any resource changes.
4. Once the underlying issue is understood, continue the saved task and compare a fresh pair of status samples. Report both the observation interval and completed chunks instead of quoting a single ETA screenshot.

Check the result

A healthy task should eventually show advancing work, while a paused or failed task should have an identifiable state or error. ETA is an estimate based on observed throughput, not a completion guarantee. Expensive generator features can make one part of the same world much slower than another.

Take a second sample after recovery. One advancing counter confirms movement, but sustained progress and responsive players show whether the original capacity problem has actually been resolved.

Recover or stop safely

Leave the task paused if disk errors or repeated generation exceptions continue. Save logs and the selection before seeking support from the generator or Chunky maintainer. Avoid deleting task files or force-killing Java merely to clear a frozen-looking estimate when players are still online.

> CloudExa game panel console and log access
> Use the CloudExa console and logs to record task status and errors. Check whether each command is intended for a player or the server console before running it.

Related guidance and maintainer reference

For the broader setup, read Pre-generate Minecraft terrain with Chunky and monitor disk space.

Check the installed plugin version before applying syntax from the official Chunky documentation.

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