Compare two spark profiles under the same Minecraft workload

A quieter server often looks faster regardless of the configuration change. A fair spark comparison repeats the same workload and reports the conditions beside the result. This prevents a maintenance change from receiving credit for an empty player list.

Record the starting point

Choose one measurable complaint, such as a pause when entering a prepared area. Record the server build, plugin versions, player count and approximate activity. Keep the previous configuration and decide what improvement would be noticeable before changing anything.

Work through the change

1. Capture a bounded baseline while repeating the chosen action. Note the time window and whether chunks are already generated or need generation.
2. Apply one candidate change on a controlled service copy or planned maintenance window. Avoid combining view-distance, plugin and world-generation changes in one comparison.
3. Capture the same duration with comparable players, route and chunk state. Use the same profiler mode and slow-tick threshold if one was selected.
4. Compare tick measurements and the relevant call branches, not just the largest percentage. Record any difference in workload that could explain the result independently.

Check the result

A credible result links the changed setting to an observable improvement under similar conditions. Keep both captures and the exact change. If the second test benefits from warmed caches or generated chunks, state that limitation and repeat an equivalent baseline before drawing a stronger conclusion.

If the result differs

If overall percentages shift but tick duration stays similar, the change may have redistributed sampled work without fixing the player's complaint. If the trigger did not occur in one capture, the pair is not a valid comparison. Gather a smaller repeatable test instead.

Restore the previous setting if the change harms gameplay or does not address the measured symptom. Preserve both reports as evidence rather than keeping an unproven tweak permanently. No world reset or player-data removal is part of a profile comparison.

References and related help

- spark maintainer reference 1
- spark maintainer reference 2
- Diagnose Minecraft lag with TPS, MSPT and spark
- Find Minecraft logs and send useful troubleshooting details

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