Measure a Chunky pilot area before estimating full-world disk needs

World size depends on terrain, structures, dimensions and generator behaviour. A small pilot area gives a better estimate than a generic megabytes-per-chunk claim. Keep the measurement tied to the same world and settings you intend to use for the full task.

Work through the change

1. Record available disk space and the world’s current saved size. Note active players and backups that may also write data during the measurement so their growth is not attributed to Chunky.
2. Choose a modest ungenerated pilot region that represents the target terrain. Record shape and radii with `chunky selection`, then run that task in a quiet maintenance window.
3. Wait for the job to complete and allow normal world saves to finish. Compare disk usage with the baseline and record the number of chunks processed and elapsed time.
4. Estimate the larger footprint from the area ratio, leaving headroom for player data, later exploration, map renders and backups. Stop the expansion plan if the estimate approaches the storage allowance.

Check the result

The result should be a documented estimate with its assumptions, not a promise that every later region compresses identically. A pilot dominated by ocean may not represent a city-heavy custom generator. Repeat with a second representative area if the first sample is clearly unusual.

Keep backup sizes separate from live-world growth in the calculation. A scheduled archive can consume space during the pilot without representing new terrain generated by the selected task.

Recover or stop safely

Pause further work if free space falls faster than expected. Keep completed terrain intact and reduce the future generation footprint or arrange more storage. Do not delete random region files to recover space; they can contain builds and are not interchangeable cache files.

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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