Measure the effect of keeping a MyWorlds spawn area loaded

Keeping a spawn area loaded can trade faster arrival for ongoing memory and tick work. Test the option on one map with comparable player activity. A quiet server at one timestamp does not show what will happen during a busy event.

Work through the change

1. Record the current spawn-loaded setting, online player count and a short baseline of memory and tick measurements. Identify farms, entities or redstone around the spawn that could keep doing work.
2. Read the keepspawnloaded behaviour for your installed MyWorlds and Minecraft versions. Choose a low-traffic interval and change only the named world’s setting through the documented control.
3. Wait for measurements to settle, then have one ordinary player leave and return to the world. Compare arrival behaviour and server metrics with the baseline under similar conditions.
4. Repeat the observation without new terrain generation or a map render running. Record the result over several samples so a backup or garbage collection pause does not dominate your conclusion.

Check the result

The measurements should show whether the change helps this particular spawn enough to justify its cost. Do not claim that less reported memory automatically means smoother play. Version-specific server loading rules can limit the option’s effect, so retain the installed versions in the notes.

A lower memory reading after changing spawn retention is not sufficient proof on its own. Compare the same observation window and player population. Current Minecraft and server

implementations can change spawn-loading behaviour, so confirm what the installed MyWorlds build actually supports before promising a resource saving.

Recover or stop safely

Restore the original world setting if arrival worsens or background work rises. Keep the area’s farms and entities unchanged during the trial. If the setting has no effect on your server version, investigate its current loading rules rather than changing several performance plugins at once.

Related guidance and maintainer reference

For the broader setup, read Load an existing world safely with MyWorlds. Check the installed plugin version before applying syntax from the official MyWorlds documentation.

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