Schedule two Chunky world tasks without doubling peak generation load

Pregenerating the overworld and a second dimension together can compete for the same CPU, disk and memory. A short controlled comparison tells you whether parallel work is worthwhile. Keep player experience and available storage as the deciding measures, rather than the number of active tasks.

Work through the change

1. List each planned world task with its centre, shape and bounds. Check available disk space and choose a quiet test period where ordinary player response can still be observed.
2. Start or continue only the first world’s small trial. Record completed chunks over a fixed interval, console errors and the server’s existing performance measurements.
3. Add the second small task only if the first leaves comfortable capacity. Compare combined throughput and player response using the same interval rather than comparing dissimilar ETA snapshots.
4. Pause the second world if response worsens or combined progress provides little benefit. Document a sequential order and continue the saved second task after the first has finished.

Check the result

Your schedule should have an explicit capacity-based reason for running jobs together or separately. Two progress bars do not prove two jobs finish sooner overall. Dimensions and custom generators can have very different costs, so keep their measurements separate in the maintenance record.

Keep an explicit owner for the paused second task. Otherwise different staff can each resume a job independently and recreate the peak load the sequential schedule was intended to avoid.

Recover or stop safely

Return to one active task by pausing specific worlds, preserving their progress. If disk pressure persists even with one task, pause all generation and investigate storage growth before continuing. Do not change Java memory or restart the entire service solely to make more task slots appear.

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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