
PocketMine-MP Documentation

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Pocket Mine-MP

PocketMine-MP is a custom server software for the Minecraft: Bedrock family of Minecraft editions (includes Android, iOS, W10 and others).

What features does it have?

- A powerful plugin API, which allows you to extend and customize your server far more easily and extensively than any competing server implementations, including the official vanilla server.
- Multi-world support, allowing you to offer a more varied game experience to players without transferring them to other server nodes.
- Performance fit to hold 100+ players (depends on hardware, see the *Setup requirements* section).
- Continuously updated to support latest Minecraft versions. PocketMine-MP has the longest and best track record of any custom server for compatibility with new Minecraft versions.

1.1 Installation

1.1.1 Setup requirements

A computer or device with the following is required:

- 64-bit CPU
- 64-bit operating system
- 1GB RAM or better

The following are not requirements, but recommended:

- Dual-core or better CPU

Note: PocketMine-MP is notoriously bad at multi-core usage. If purchasing a machine to run PocketMine-MP on, prefer higher CPU frequency instead of lots of cores.

We officially try to support Windows, Linux and MacOS platforms. However, in general any platform which will run 64-bit PHP with the required extensions will work.

1.1.2 Using <https://get.pmp.io> (Linux/macOS only)

Warning: Only works on Linux or macOS.

Create a directory which you want to install PocketMine-MP into, and `cd` into it.

Then use `curl` to install PocketMine-MP using the following command:

```
curl -sL https://get.pmp.io | bash -s -
```

or, if you don't have `curl`, try `wget`:

```
wget -q -O - https://get.pmp.io | bash -s -
```

```
[*] Found PocketMine-MP Final_1.5dev (build 1254) using API 1.12.0
[*] This development build was released on Sat Jun 20 09:45:04 CEST 2015
[*] Installing/updating PocketMine-MP on directory ./
[1/3] Cleaning...
[2/3] Downloading PocketMine-MP Final_1.5dev-1254 phar... done!
[3/3] Obtaining PHP: detecting if build is available...
[3/3] macOS 64-bit PHP build available, downloading PHP_5.6.10_x86-64_MacOS.tar.gz...
↳checking... regenerating php.ini... done
[*] Everything done! Run ./start.sh to start PocketMine-MP
```

Error: It is recommended to run it as a **normal user** as it doesn't need further permissions.

Do not run the installer as root, this is discouraged.

Note: If the installer doesn't work for you, try *installing manually*.

1.1.3 Installing manually

No installer available for your platform? Did the installer fail? It is not your taste? YOLO? DIY!

Getting PHP for your server

1. Download your flavor PHP binary ([Downloads](#))
2. Extract the PHP binary into your server directory. If everything went well, you should have a `bin` folder in your server directory.
3. (Windows only) Download and install Microsoft Visual C++ Redistributable 2017 ([Downloads](#))

Getting PocketMine-MP

1. Create a new directory for PocketMine-MP.
2. Download PocketMine-MP.phar ([Downloads](#))
3. Rename the `.phar` to `PocketMine-MP.phar`.

4. Place it in the PocketMine-MP directory you just created.
5. Get the start script for your platform ([Windows CMD](#), [Windows PowerShell](#), [Linux/macOS bash](#))
6. (Linux/macOS only) Make start.sh executable (chmod +x start.sh)

1.1.4 Starting for the first time

- Linux/macOS: run `./start.sh`
- Windows: Double-click `start.cmd`, or open PowerShell in the server directory and run `.\start.ps1`.

The first time PocketMine-MP starts, it launches a set-up wizard. This can be disabled by running `./start.sh --no-wizard`.

```
$ ./start.sh
[*] PocketMine-MP set-up wizard
[*] Please select a language:
English => en
Español => es
ä,ä-+ => zh
Pycckî,Ð,Ð¹ => ru
æ--¥æèªž => ja
Deutsch => de
í•æµi-´ => ko
Nederlands => nl
Français => fr
Italiano => it
Melayu => ms
Norsk => no
Svenska => sv
Suomi => fi
Türkçe => tr
[?] Language (en):
```

PocketMine-MP supports a few other languages. Fill in the two letters behind the language and press enter. Is your language not in the list? Add it on [Crowdin](#).

```
[*] English has been correctly selected.
Welcome to PocketMine-MP!
Before starting setting up your new server you have to accept the license.
PocketMine-MP is licensed under the LGPL License,
that you can read opening the LICENSE file on this folder.

This program is free software: you can redistribute it and/or modify
it under the terms of the GNU Lesser General Public License as published by
the Free Software Foundation, either version 3 of the License, or
(at your option) any later version.

[?] Do you accept the License? (y/N):
```

Do you accept the [License](#)?

```
[?] Do you want to skip the set-up wizard? (y/N):
```

You can skip the wizard from here and start the server with the default settings or continue.

```
[*] You are going to set up your server now.
[*] If you don't want to change the default value, just press Enter.
[*] You can edit them later on the server.properties file.
[?] Give a name to your server (Minecraft: PE Server):
[*] Do not change the default port value if this is your first server.
[?] Server port (19132):
[*] Choose between Creative (1) or Survival (0)
[?] Default Game mode (0):
[?] Max. online players (20):
[*] The spawn protection disallows placing/breaking blocks in the spawn zone except
↳for OPs
[?] Enable spawn protection? (Y/n):
[*] An OP is the player admin of the server. OPs can run more commands than normal
↳players
[?] OP player name (example, your game name):
[!] You will be able to add an OP user later using /op <player>
[*] The white-list only allows players in it to join.
[?] Do you want to enable the white-list? (y/N):
[!] Query is a protocol used by different tools to get information of your server and
↳players logged in.
[!] If you disable it, you won't be able to use server lists.
[?] Do you want to disable Query? (y/N):
[*] RCON is a protocol to remote connect with the server console using a password.
[?] Do you want to enable RCON? (y/N):
[*] Getting your external IP and internal IP
[!] Your external IP is [your external IP]. You may have to port-forward to your
↳internal IP [your internal IP]
[!] Be sure to check it, if you have to forward and you skip that, no external
↳players will be able to join. [Press Enter]

[*] You have finished the set-up wizard correctly
[*] Check the Plugin Repository to add new features, minigames, or advanced
↳protection to your server
[*] PocketMine-MP will now start. Type /help to view the list of available commands.

[10:18:38] [Server thread/INFO]: Loading pocketmine.yml...
[10:18:38] [Server thread/INFO]: Loading server properties...
[10:18:38] [Server thread/INFO]: Selected English (eng) as the base language
[10:18:38] [Server thread/INFO]: Starting Minecraft: PE server version v1.1.0.55
[10:18:38] [Server thread/INFO]: Opening server on 0.0.0.0:19132
[10:18:38] [Server thread/INFO]: This server is running PocketMine-MP version 1.7dev
↳"[REDACTED]" (API 3.0.0-ALPHA7)
[10:18:38] [Server thread/INFO]: PocketMine-MP is distributed under the LGPL License
[10:18:38] [Server thread/INFO]: Loading recipes...
[10:18:38] [Server thread/INFO]: Loading resource packs...
[10:18:39] [Server thread/NOTICE]: Level "world" not found
[10:18:39] [Server thread/INFO]: Preparing level "world"
[10:18:39] [Server thread/NOTICE]: Spawn terrain for level "world" is being generated
↳in the background
[10:18:39] [Server thread/INFO]: Starting GS4 status listener
[10:18:39] [Server thread/INFO]: Setting query port to 19132
[10:18:39] [Server thread/INFO]: Query running on 0.0.0.0:19132
[10:18:39] [Server thread/INFO]: Default game type: Survival Mode
[10:18:39] [Server thread/INFO]: Done (59.006s)! For help, type "help" or "?"
```

The server should have started now and you should be able to join.

1.2 Updating

1.2.1 Using <https://get.pmp.io> (Linux/MacOS only)

You can use get.pmp.io to update as well as install from scratch.

See the section *Using <https://get.pmp.io> (Linux/MacOS only)*.

1.2.2 Manually update

Update PHP binary

1. Download the PHP binary for your OS (*Downloads*)
2. Delete the `bin` directory in your server folder.
3. Extract the new PHP binary. You should see a new `bin` directory has been created.

Updating PocketMine-MP

1. Delete your current PocketMine-MP.phar
2. Download the updated PocketMine-MP phar you want to use (*Downloads*)
3. Change the name to `PocketMine-MP.phar`
4. Place it in the server folder

Note: Don't forget to rename the file to `PocketMine-MP.phar`

1.3 Configuration

1.3.1 Default configuration files

server.properties

```
#Properties Config file
#Wed Jan 16 09:32:51 GMT 2019
language=eng
motd=PocketMine-MP Server
server-port=19132
white-list=off
announce-player-achievements=on
spawn-protection=16
max-players=20
gamemode=0
force-gamemode=off
hardcore=off
pvp=on
difficulty=1
generator-settings=
```

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```

level-name=world
level-seed=
level-type=DEFAULT
enable-query=on
enable-rcon=off
rcon.password=vRS+68dQ8n
auto-save=on
view-distance=8
xbox-auth=on

```

pocketmine.yml

```

# Main configuration file for PocketMine-MP
# These settings are the ones that cannot be included in server.properties
# Some of these settings are safe, others can break your server if modified,
↳ incorrectly
# New settings/defaults won't appear automatically in this file when upgrading.

settings:
  #Whether to send all strings translated to server locale or let the device handle,
  ↳ them
  force-language: false
  shutdown-message: "Server closed"
  #Allow listing plugins via Query
  query-plugins: true
  #Show a console message when a plugin uses deprecated API methods
  deprecated-verbose: true
  #Enable plugin and core profiling by default
  enable-profiling: false
  #Will only add results when tick measurement is below or equal to given value,
  ↳ (default 20)
  profile-report-trigger: 20
  #Number of AsyncTask workers.
  #Used for plugin asynchronous tasks, world generation, compression and web,
  ↳ communication.
  #Set this approximately to your number of cores.
  #If set to auto, it'll try to detect the number of cores (or use 2)
  async-workers: auto
  #Whether to allow running development builds. Dev builds might crash, break your,
  ↳ plugins, corrupt your world and more.
  #It is recommended to avoid using development builds where possible.
  enable-dev-builds: false

memory:
  #Global soft memory limit in megabytes. Set to 0 to disable
  #This will trigger low-memory-triggers and fire an event to free memory when the,
  ↳ usage goes over this
  global-limit: 0

  #Main thread soft memory limit in megabytes. Set to 0 to disable
  #This will trigger low-memory-triggers and fire an event to free memory when the,
  ↳ usage goes over this
  main-limit: 0

  #Main thread hard memory limit in megabytes. Set to 0 to disable

```

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```

#This will stop the server when the limit is surpassed
main-hard-limit: 1024

#AsyncWorker threads' hard memory limit in megabytes. Set to 0 to disable
#This will crash the task currently executing on the worker if the task exceeds the
↪limit
#NOTE: THIS LIMIT APPLIES PER WORKER, NOT TO THE WHOLE PROCESS.
async-worker-hard-limit: 256

#Period in ticks to check memory (default 1 second)
check-rate: 20

#Continue firing low-memory-triggers and event while on low memory
continuous-trigger: true

#Only if memory.continuous-trigger is enabled. Specifies the rate in memory.check-
↪rate steps (default 30 seconds)
continuous-trigger-rate: 30

garbage-collection:
#Period in ticks to fire the garbage collector manually (default 30 minutes), set
↪to 0 to disable
#This only affects the main thread. Other threads should fire their own collections
period: 36000

#Fire asynchronous tasks to collect garbage from workers
collect-async-worker: true

#Trigger on low memory
low-memory-trigger: true

#Settings controlling memory dump handling.
memory-dump:
#Dump memory from async workers as well as the main thread. If you have issues with
↪segfaults when dumping memory, disable this setting.
dump-async-worker: true

max-chunks:
#Cap maximum render distance per player when low memory is triggered. Set to 0 to
↪disable cap.
chunk-radius: 4

#Do chunk garbage collection on trigger
trigger-chunk-collect: true

world-caches:
#Disallow adding to world chunk-packet caches when memory is low
disable-chunk-cache: true
#Clear world caches when memory is low
low-memory-trigger: true

network:
#Threshold for batching packets, in bytes. Only these packets will be compressed
#Set to 0 to compress everything, -1 to disable.
batch-threshold: 256
#Compression level used when sending batched packets. Higher = more CPU, less
↪bandwidth usage

```

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```
compression-level: 7
#Use AsyncTasks for compression. Adds half/one tick delay, less CPU load on main_
↳thread
async-compression: false
#Experimental, only for Windows. Tries to use UPnP to automatically port forward
upnp-forwarding: false
#Maximum size in bytes of packets sent over the network (default 1492 bytes)._
↳Packets larger than this will be
#fragmented or split into smaller parts. Clients can request MTU sizes up to but not_
↳more than this number.
max-mtu-size: 1492

debug:
#If > 1, it will show debug messages in the console
level: 1

player:
#Choose whether to enable player data saving.
save-player-data: true
anti-cheat:
#If false, will try to prevent speed and noclip cheats. May cause movement issues.
allow-movement-cheats: true

level-settings:
#The default format that levels will use when created
default-format: pmanvil
#Automatically change levels tick rate to maintain 20 ticks per second
auto-tick-rate: true
auto-tick-rate-limit: 20
#Sets the base tick rate (1 = 20 ticks per second, 2 = 10 ticks per second, etc.)
base-tick-rate: 1
#Tick all players each tick even when other settings disallow this.
always-tick-players: false

chunk-sending:
#To change server normal render distance, change view-distance in server.properties.
#Amount of chunks sent to players per tick
per-tick: 4
#Radius of chunks that need to be sent before spawning the player
spawn-radius: 4

chunk-ticking:
#Max amount of chunks processed each tick
per-tick: 40
#Radius of chunks around a player to tick
tick-radius: 3
light-updates: false
clear-tick-list: true
#IDs of blocks not to perform random ticking on.
disable-block-ticking:
#- 2 # grass

chunk-generation:
#Max. amount of chunks in the waiting queue to be populated
population-queue-size: 8

ticks-per:
```

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```

autosave: 6000

auto-report:
  #Send crash reports for processing
  enabled: true
  send-code: true
  send-settings: true
  send-phpinfo: false
  use-https: true
  host: crash.pmmp.io

anonymous-statistics:
  #Sends anonymous statistics for data aggregation, plugin usage tracking
  enabled: false #TODO: re-enable this when we have a new stats host
  host: stats.pocketmine.net

auto-updater:
  enabled: true
  on-update:
    warn-console: true
    warn-ops: true
  #Can be development, alpha, beta or stable.
  preferred-channel: stable
  #If using a development version, it will suggest changing the channel
  suggest-channels: true
  host: update.pmmp.io

timings:
  #Choose the host to use for viewing your timings results.
  host: timings.pmmp.io

console:
  #Choose whether to enable server stats reporting on the console title.
  #NOTE: The title ticker will be disabled regardless if console colours are not
  ↪enabled.
  title-tick: true

aliases:
  #Examples:
  #showtheversion: version
  #savestop: [save-all, stop]

worlds:
  #These settings will override the generator set in server.properties and allows
  ↪loading multiple levels
  #Example:
  #world:
  # seed: 404
  # generator: FLAT:2;7,59x1,3x3,2;1;decoration(treecount=80 grasscount=45)

plugins:
  #Setting this to true will cause the legacy structure to be used where plugin data
  ↪is placed inside the --plugins dir.
  #False will place plugin data under plugin_data under --data.
  #This option exists for backwards compatibility with existing installations.
  legacy-data-dir: false

```

1.4 Plugins

PocketMine-MP can be extended and customized with plugins.

A plugin is an external module which can be “plugged in” to your server to add custom features, change default behaviours and more.

1.4.1 Downloading plugins

You can find a wide range of premade plugins on the [Poggit Release](#) plugin platform.

1.4.2 Installing/updating a plugin

Plugin developers usually distribute plugins as [phar](#) files. These files can be easily loaded by placing them in your `plugins` folder in the server data folder.

Be sure to **delete old versions of the plugin**, and **restart the server** to see changes.

1.4.3 Writing your own plugins

You can find resources for plugin development at the [DeveloperDocs GitHub](#) repository.

1.5 Resource Packs & Behaviour Packs

PocketMine-MP has some support for resource packs.

Any number of valid resource packs may be loaded. However, per-world resource packs are not currently supported at the time of writing.

Error: Behaviour packs are **not** supported.

Warning: Resource packs which **depend on behaviour packs** may not work correctly. While PocketMine-MP will not prevent you loading such packs, it makes no attempt to validate dependencies and your game may experience errors or crashes when attempting to use them.

1.5.1 Installing resource packs

Resource packs to be loaded should be placed in the `resource_packs` folder of your server data.

Then, you will need to add them to the stack in the `resource_packs.yml` file (also located in the `resource_packs` folder).

1.5.2 Resource stack

This is a list of resource packs in `resource_packs.yml` that will be used by your server. It should contain a list of valid resource pack file names found in the `resource_packs` folder, including the file extension.

Resource packs are applied from bottom to top, similar to how they work in Minecraft itself. This means that resources at the top of the list will override resources lower down the list.

1.5.3 Supported pack formats

At the time of writing, the following types of resource pack are supported:

- `.zip`
- `.mcpack`

Error: Unpacked (folder) resource packs are not currently supported.

1.6 Installation

1.6.1 Failed loading opcache.so (or other PHP extensions)

This may happen when the installer is not used or when PocketMine-MP was moved.

To fix this issue, run the following from wherever your PHP bin directory is:

```
EXTENSION_DIR=$(find "$(pwd)/bin" -name *debug-zts*)
grep -q '^extension_dir' bin/php7/bin/php.ini && sed -i'bak' "s{^extension_dir=.*
↪{extension_dir=\"${EXTENSION_DIR}\"} bin/php7/bin/php.ini || echo "extension_dir=\"
↪${EXTENSION_DIR}\"" >> bin/php7/bin/php.ini
```

This will locate your PHP binary's `extension_dir` on the disk and set it into `php.ini`, replacing it if it already exists, and adding it if not.

1.6.2 PocketMine-MP.phar not found when running server

Troubleshooting tips:

- Make sure you downloaded a PocketMine-MP phar file and put it in your server folder.
- Check that the name is exactly `PocketMine-MP.phar` - no spaces or any other artifacts.
- Check that the name casing is correct. `PocketMine-MP.phar` will work, but `pocketmine-mp.phar` won't.
- Check that the file extension is not duplicated. `PocketMine-MP.phar.phar` won't work.

1.6.3 Can't install as user root

Warning: Running the installer as root is **strongly discouraged**.

Bugs in the installer have previously caused **loss of data** for people who ran it as root.

It is recommended to run it as a normal user as it doesn't need further permissions.

We recommend you to install PocketMine-MP as a normal user, not as root. Create one if you don't have one.

```
useradd -d /home/pocketmine -m pocketmine
passwd pocketmine
```

1.6.4 Can I install PocketMine-MP on Windows XP?

PocketMine-MP can not be installed on Windows XP. Is it an old computer? Try Linux!

1.7 Connecting

1.7.1 Can't connect to the server after updating Minecraft

Newer versions of Minecraft Bedrock often bring breaking network changes unpredictably. If you are unable to connect after updating your version, it is likely that you need to update your server version to a newer one that supports the version you're trying to connect with.

Often, **but not always**, newer patch versions (e.g. 1.2.7, 1.2.8, 1.2.9) are compatible without any update needed. Look for the latest version which offers a version less than or equal to yours.

Run the `version` command to check the supported Minecraft version of your server.

Example:

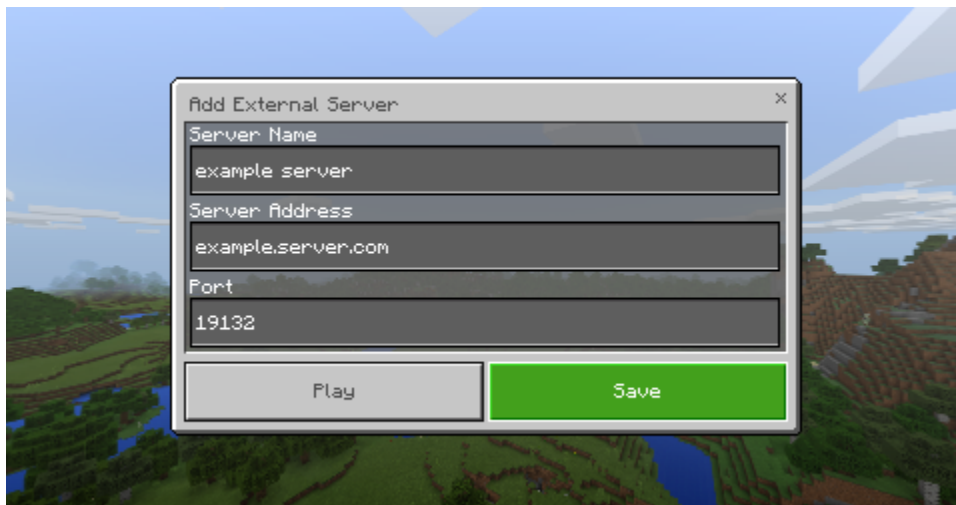
```
for Minecraft: PE v1.2.7 (protocol version 160)
```

1.7.2 What does "Opening server on 0.0.0.0:19132" mean?

0.0.0.0 means "all IPv4 addresses on the local machine". If a host has two ip addresses, 192.168.1.1 and 10.1.2.1, and a server running on the host listens on 0.0.0.0, it will be reachable at **both** of those IPs.

1.7.3 How do I add an external server which is not on my network?

To connect to a server by IP/address and port, you need to add it to the Servers list.



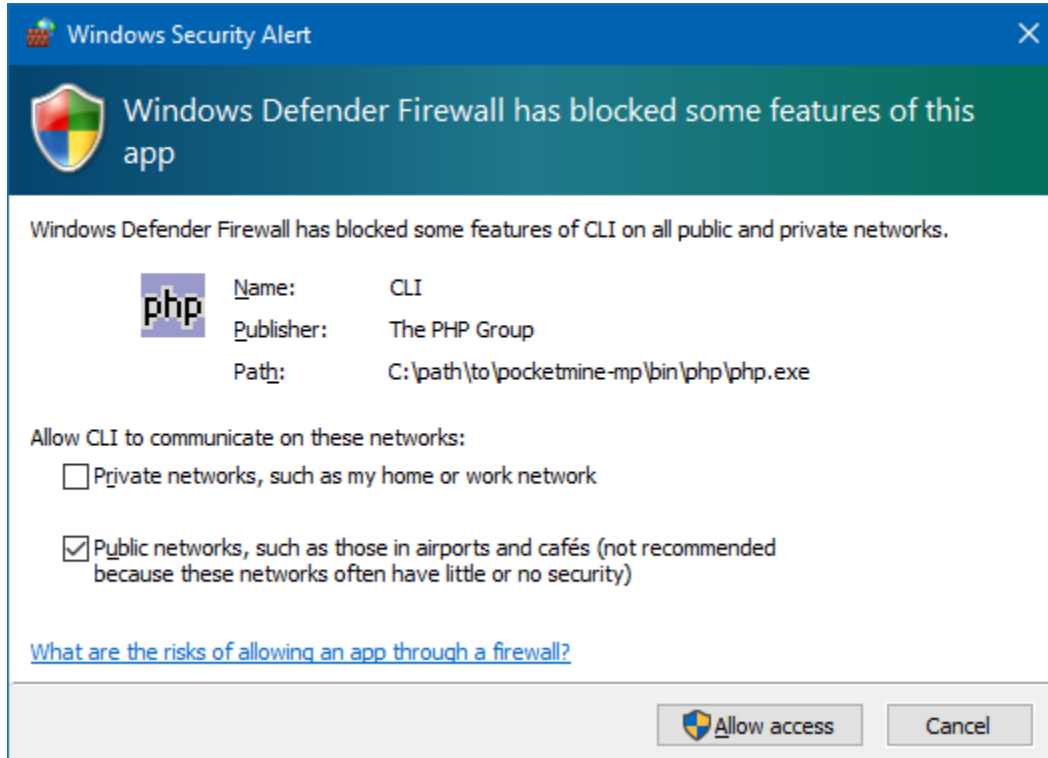
Note: A local server should show up on the Friends tab without adding the details.

1.7.4 Do I have to open ports in my firewall?

If you have a firewall set up then you need to allow access to UDP port 19132.

Note: Do you want to use **RCON**? If so, then TCP port 19132 also needs to be open.

Note: On Windows, you might get a dialog like this when you first start the server. Click “Allow access” to allow PocketMine-MP through the firewall and allow players to connect.



1.7.5 Can other users connect to my server?

Users on the same network are able to join the server. If you want other people from outside your own network to be able to join then you need to port-forward.

1.7.6 Do I have to configure port forwarding?

This is only needed when you want people from outside your network to connect. Check portforward.com or use Google to find the instructions. Use the brand and type of your router as keywords.

Note:

- UDP port: 19132 for PocketMine-MP and Query
 - TCP port: 19132 for RCON
-

1.7.7 RakLib Thread Blocked x.x.x.x for x seconds

Timeout	Reason
5 seconds	Error on a normal MCPE packet
300 seconds	More than 5000 packets per tick from one address
600 seconds	Errors on external packet (like Query or RCON)

1.7.8 VPN connection and gameplay issues

Minecraft Bedrock commonly has trouble with VPNs for reasons which are not entirely clear.

Make sure all MTU limits are set correctly

A common cause of VPN issues is incorrect, inconsistent or too-large tunnel or link MTUs. You can try testing with smaller MTU sizes and see if the problem goes away.

Reduce maximum MTU in PocketMine-MP itself

If you are not able to alter your VPN MTU sizes, you can try reducing the `network.max-mtu-size` setting in your `pocketmine.yml` file. The default setting is 1492 - you may have success with smaller sizes.

Note: While a smaller MTU may fix your connection issues, it also reduces efficiency, which may cause higher bandwidth consumption and higher data usage.

1.7.9 Can't connect to localhost Win10 server with Minecraft Win10 Edition

This issue occurs due to loopback restrictions on Windows 10 UWP apps. To lift this restriction, launch Windows PowerShell as an administrator and run the following:

```
CheckNetIsolation LoopbackExempt -a -n="Microsoft.MinecraftUWP_8wekyb3d8bbwe"
```

1.8 Playing

1.8.1 Why doesn't X or Y gameplay feature work on PocketMine-MP? Is it a bug?

PocketMine-MP does not have all gameplay features that Minecraft itself offers. This is because PocketMine-MP is developed by developers in their spare time who have difficulty keeping up with new Minecraft features.

Most notably, current missing features at the time of writing include mobs, redstone, minecarts and dimensions. These will be added in the future.

1.8.2 Can Minecraft: Java Edition (PC) clients connect to a PocketMine-MP server?

No, but plugins exist which add partial support for this. Look up "BigBrother" on GitHub.

1.8.3 Unable to build without OP permissions

This is usually caused by the built-in spawn protection. By default it protects a circle of radius 16 blocks around the spawn point. Try moving more than 16 blocks from the spawn and see if you're able to build.

You can disable or configure the spawn protection using the `spawn-protection` setting in your server's `properties`. Set it to `-1` to turn it off.

1.9 Plugins

1.9.1 What does “Incompatible API version” mean when loading a plugin?

This means that the version of the plugin currently installed is not compatible with the server. Check for an updated version of the plugin, ask the plugin developer to update it, or try updating it yourself.

PocketMine-MP's API frequently undergoes breaking and substantial changes. The API version exists as a way for a plugin and server to determine whether the plugin can work correctly on the server's current API.

Warning: Simply bumping the plugin's declared API version is often not enough to update a plugin. The plugin might still crash or not work as expected. Use of so-called “API updaters” is discouraged.

1.9.2 I can't get a `.phar` for a plugin. How do I create one?

You can create `.phar` files from plugin source code using the `DevTools` plugin. Instructions on how to build a `phar` from source code are given on the `README.md`.

1.9.3 Can I run a plugin from source without creating a `.phar`?

You can use the `DevTools` plugin to load source plugins (known as “folder plugins”).

Warning: It is discouraged to use either `DevTools` or folder plugins on a production server.

For small test plugins there is a new way, check out [this forum thread](#)

1.10 Crashes

PocketMine-MP may crash for a number of reasons:

- Bad / faulty plugins.
- Running out of memory due to not enough or memory leak.
- Bugs within the PocketMine-MP which are unrecoverable.

In all of the above cases, a crashdump file will be generated in the `crashdumps` folder of your server.

1.10.1 Reporting a crash

Crash reports are automatically submitted to our [Crash Archive](#) if your server is connected to the internet.

If successful, you will see a message like this in the server log: `[18:34:15] [Server thread/EMERGENCY]: The crash dump has been automatically submitted to the Crash Archive. You can view it on https://crash.pmp.io/view/5555 or use the ID #5555.`

If you want to submit a crash report manually, you can do so at the [submit page](#).

Crashdumps are searched and investigated regularly by the development team, so it is not necessary to submit an issue if your crashdump is in the [Crash Archive](#). Nonetheless, you can create one anyway at the [issues page](#) if you want to give us extra information or draw our attention to the issue.

Note: If you want to opt-out of automatic crashdump submission, you can disable it using the `auto-report.enabled` setting in your `pocketmine.yml`.

Warning: When reporting a crash in PocketMine-MP, a crashdump file **must** be provided or we will not be able to help you.

1.10.2 What's in a crashdump file?

Crashdumps are `.log` files which contain important information which is used to identify, reproduce, and fix bugs. They contain human-readable information about the crash (the top part) and a machine-readable part which is used by our [Crash Archive](#).

A crashdump may contain the following information:

- Error message, file name, line number and error type
- A stack trace of the error, which helps identify where the crash happened
- A sample of code around the site of the crash, which helps to identify where the crash happened
- Information about your operating system version and hardware (such as CPU model)
- List of plugins installed on the server
- Version of PocketMine-MP which you are using
- The contents of your `pocketmine.yml` and `server.properties` file (sensitive information like passwords are redacted)

Note: You can fine-tune what information is placed in crashdumps in your `pocketmine.yml` file under the `auto-report` section.

1.11 Using the GitHub Issue Tracker

Did your server crash, or did you encounter a bug?

- Make sure you're using the latest available version of PocketMine-MP, as the bug might already have been fixed.
- Try and reproduce it **WITHOUT PLUGINS**, as plugins can frequently cause issues.

- Ask for help on our [forums](#) before creating an issue.

Warning: Please **do not** use our issue tracker for support requests, but instead seek assistance on the [forums](#) or our [community Discord](#). Support request issues will be closed as per the contribution guidelines.

Note: Make sure you read the [contribution guidelines](#) before creating an issue.

If your issue is still unresolved and you're sure the issue is caused by PocketMine-MP itself, then [make a new issue](#) on GitHub.

1.11.1 Issue template

An issue template is provided, showing the information that we require for an issue submission. **Do not** just delete the template - fill it with the information it asks for. Give as much information as you can about when or what happened.

Before you open an issue please review the [contributing](#) guidelines for this repository.

Crash (with crashdump) when an invalid port is chosen in server.properties

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Issue description
The server crashes and creates a [crashdump](#) if the port set in server.properties is not valid.

Steps to reproduce the issue

1. set port in server.properties to `65537` or similar
2. start the server

OS and versions

- * PocketMine-MP: [1.7dev-47](#)
- * PHP: [7.2.0RC2](#)
- * Server OS: Windows 10
- * Game version: PE/[Win10](#) (delete as appropriate)

Plugins

- Test on a clean server without plugins: is the issue reproducible without any plugins loaded? yes

Crashdump, backtrace or other files

<https://crash.pmp.io/view/5555>

Attach files by dragging & dropping, [selecting them](#), or pasting from the clipboard.

Styling with Markdown is supportedSubmit new issue

Assignees ⚙
No one—assign yourself

Labels ⚙
None yet

Projects ⚙
None yet

Milestone ⚙
No milestone

1.12 Contact and Support

- [Forums](#)
- [Community Discord](#)

1.13 Links

1.13.1 Downloads

PocketMine-MP prebuilt phars

- [GitHub Releases](#) - Downloads of PocketMine-MP release phars can be found here.
- [Jenkins server](#) - Advanced users and/or developers may wish to use Jenkins to download development and/or pre-release builds (not recommended for most users).

Error: Please AVOID using development builds where possible.

Linux & MacOS installer script

- [Linux & MacOS install script source](#)

Prebuilt PHP binaries and related packages

Linux, Windows & MacOS

- [PHP 7.3](#)
- (Windows only) [Microsoft Visual C++ 2017 Redistributable](#)

Note: If there are no prebuilt binaries of the version you want available for your platform, you may be able to build your own using our [compile scripts](#).

1.13.2 Other links

- [PMMP GitHub organisation](#)
- [PocketMine-MP GitHub repository](#)
- [PHP compile scripts](#)
- [PMMP Website](#)
- [PMMP Forums](#)
- [PocketMine-MP Translation Project](#)