

# SERVER26 TRANSPARENCY REPORT 2020

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FEBRUARY 12, 2021

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MINECRAFT SERVER26  
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# The Purpose of This Document

Why does this exist? It should be obvious from the title.

*“I just like doing stuff like this” -*

I want to be transparent in running this server. Anyone who is interested should be able to read up on what has been done and how we got there. With this document, I am also opening myself up to any criticism regarding how things are done. I am by no means perfect; I always try to act in best conscience and try to do what is best for the server and its community. The purpose of this document is to provide insight to anyone. No personal information in this report has been published without explicit consent for each case.

## Why now? What about the reports from 2015-2019?

This year’s report marks the first one of its kind. It is the first transparency report about Server26<sup>1</sup>. The reason for this is not a change of mind or lack of interest in transparency, but rather a question of consideration. In the years before 2020, the community around this server was very small to non-existent. In the early days it was a group of friends. Everyone knew each other from “real-life”. The server was eventually opened to the public, but one can not make a horse drink. Not many players visited the server, and if they, did none of them stayed for long. There was no server-community yet. During this time, I did not even consider a “Transparency Report”; there was no audience for it. But then in the last 2 months of 2019 more players came, and some started to stay. And it was during the next year, 2020, that I had the idea of an annual report, “The Server in Numbers”, which eventually grew into what you are reading now. Due to the lack of reports for the years 2015-2019, this first annual report will include figures and sections that give a retrospective on the previous 5 years.

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<sup>1</sup> Server26 includes the Minecraft server, its hardware and software, and all surrounding services/assets needed to maintain it; like websites, servers, domains, and alike.

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# Overview

## Community

Server26 is an **18+ community** and the moderation team tries its best to keep it that way. We do not enforce or encourage any type of age verification currently and do not collect any data in that regard.

Players try to be there for each other and foster a close-knit community. In over 5 years, only 1 account that received the [Player]<sup>2</sup> status had to be banned.

The section [The Minecraft Server > Players](#) and [Other Platforms > The Discord Server](#) will have more details about the players.



SERVER26,  
NOW WITH PEOPLE!

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<sup>2</sup> An overview over the server26's few roles can be found in [The Minecraft Server > Plugins and Settings > Plugin Spotlight > Luckperms](#)

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## Assets

The following assets exist regarding Server26:

- The main Minecraft server *play.server26.net* founded in 2015.
- The secondary development server *dev.server26.net* (often called devserver).
- The *server26.net* website
- The *server26.net* domain
- Webspaces for the Minecraft server and its database, miscellaneous content, and main server backups
- The server26.net email addresses *support@server26.net* and *hosting@server26.net*

## Branding

Server26 has pixel-art-stylized typical European house number sign as a logo. The sign is blue with a white border and white text. It is square shaped and was originally 64x64 pixels. All other variations of this logo and colors were derived from this original. The font used for the number (sometimes in conjunction with the word “Server”) in logos is called **Klarissa** by Dieter Steffmann<sup>3</sup> and is freely available for non-commercial use.

The following colors are used as “brand-colors” for server26:

#FFFFFF	#E4E4E4	#5555FF	#4054B2	#0000FF
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<sup>3</sup> <http://www.steffmann.de/wordpress/test-2/typoasis/>, <https://www.1001freefonts.com/klarissa.font>

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# The Minecraft Server

## Plugins and Settings

### Server Software

The server is currently running on PaperMC. Paper is a 3rd party Minecraft server software using the Bukkit/Spigot-API. Paper is a version of Minecraft (server) that is optimized for performance.

This means strictly speaking that the server is not vanilla. I strive to keep the server as close as reasonably possible to the original game, which means ideally, we would run it on the software provided by Mojang and only alter the gameplay through datapacks. However, nowadays it is becoming increasingly difficult to run a server smoothly with Mojang's server software, once you reach a certain player number, up to a point where it simply becomes impossible.

In addition to that, there are points to be made about security and administration. Plugins (typically using the Bukkit/Spigot-API) help a lot in protecting blocks, logging events, and allowing for granular permission management of players.

### Why Paper and not Fabric?

Before the server was made public it was running on vanilla. I decided to switch to Paper to have more protection against cheating players. If I faced the same decision today, I might have chosen differently, and the server would be running on fabric. Fabric is another server software which is far less invasive in technical gameplay. Back in the day when I made the server public, Fabric did not yet exist.

#### ***Why haven't we switched over to fabric yet, now that it does exist?***

This is mostly a what I describe as a *legacy problem*. Currently the server is running 35 plugins, which is a lot. One may say to many for a "vanilla first" server. But I can assure that these plugins serve mostly security, administrative, and aesthetic<sup>4</sup> purposes. However, only 2 of these plugins are vital for the server to run: the permission plugin and the claim plugin. Secondary to those are the player shop plugin and the logging plugin(s).

Many of the plugins we run would need a replacement on Fabric. All of the plugins would need feature replacements with server-side mods. On top of that it needs to

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<sup>4</sup> This does not refer to cosmetic items, but rather to things such as accurate tab-completion, chat colors, MOTDs, and so on.

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be considered that plugins are often still usable many Minecraft versions later<sup>5</sup>, whereas mods usually have to be built for each version. This makes one more reliant on developers regularly updating their mods and continuing to do so in the future.

### Paper, Spigot, Bukkit, Settings etc...

The server currently runs on 32GB of RAM on a RYZEN 5 3600 and two 512GB NVME SSDs in RAID1. The same hardware is used for the SQL, proxy, web (excluding server26.net), and backup server.

RYZEN  
5 3600

2x512GB  
NVMe SSD  
RAID1

64GB DDR4  
RAM

1Gbit  
unmetered  
Ethernet

#### *bukkit.yml excerpt*

```
spawn-limits:
  water-ambient: 9
  monsters: 75
  animals: 12
  water-animals: 9
  ambient: 9
chunk-gc:
  period-in-ticks: 400
  load-threshold: 300
ticks-per:
  water-ambient-spawns: 5
  water-spawns: 10
  ambient-spawns: 10
  animal-spawns: 400
  monster-spawns: 2
  autosave: 6000
```

#### *spigot.yml excerpt*

```
commands:
  spam-exclusions:
    - /tps
    - /hide
    - /show
world-settings:
  default:
    merge-radius:
      exp: 1.4
      item: 0.75
```

---

<sup>5</sup> As an example, the server currently uses a spectator plugin for the moderators that has not been updated since early 2015; it is older than the server itself and still works flawlessly.



---

```
enable-zombie-pigmen-portal-spawns: true
item-despawn-rate: 6000
zombie-aggressive-towards-villager: true
nerf-spawner-mobs: false
mob-spawn-range: 8
entity-tracking-range:
  players: 170
  animals: 80
  monsters: 80
  misc: 32
  other: 32
max-tnt-per-tick: 64
ticks-per:
  hopper-transfer: 8
  hopper-check: 8
hopper-amount: 1
entity-activation-range:
  villagers: 32
  flying-monsters: 32
  villagers-active-for-panic: true
  raiders: 48
  animals: 48
  monsters: 64
  misc: 16
  water: 32
  tick-inactive-villagers: true
max-entity-collisions: 6
```

### ***paper.yml excerpt***

```
settings:
  unsupported-settings:
    allow-headless-pistons: true
    allow-permanent-block-break-exploits: true
    allow-piston-duplication: true
world-settings:
  default:
    fix-climbing-bypassing-cramming-rule: false
    use-faster-eigencraft-redstone: true
    zombies-target-turtle-eggs: true
    per-player-mob-spawns: true
    optimize-explosions: true
    max-entity-collisions: 6
    keep-spawn-loaded: true
    nether-ceiling-void-damage-height: 0
    allow-non-player-entities-on-scoreboards: true
    portal-search-radius: 128
    portal-create-radius: 16
    container-update-tick-rate: 1
    armor-stands-tick: true
    mob-spawner-tick-rate: 1
```

```
game-mechanics:
  fix-curing-zombie-villager-discount-exploit: false
  disable-chest-cat-detection: true
  disable-unloaded-chunk-enderpearl-exploit: false
hopper:
  cooldown-when-full: true
anti-xray:
  engine-mode: 2
viewdistances:
  no-tick-view-distance: 10
```

## Plugin List

The following plugins are currently used on Server26:

AFKPlus, AntiVPN, Beenfo, BKCommonLib, ChangeSlots, ChatCo\*, ChatEx\*, Chisel\*, CommandAPI, CommandBlocker, ConsoleSpamFix, CoreProtect, DiscordSRV, dynmap\*, GriefPrevention, Harbor, InventoryRollback, *LastLoginAPI*, LiteBans, LuckPerms, Matrix, MiniMOTD, *MVdWPlaceholderAPI\**, OpenInv, *PlaceholderAPI*, Plan, PremiumVanish, *ProtocolLib*, SafeSpectate\*, Shopkeepers, SimpleCommandBlocker\*, spark, TAB, Vault, VaultChatFormatter\*, WanderingTrades

35

This many plugins are used on Server26. Only 8 of those affect the gameplay.

Names with an asterisk (\*) are older plugins using an older API version. Names in *italic* are dependencies that do not have any standalone functionality, but they are a requirement for other plugins. Grey plugins are only used for moderation and do not affect gameplay.

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## Plugin Spotlight

### *AFKPlus*

After 5 minutes of inactivity, a player is marked as [AFK] in the tab list. This is a social feature and does not change anything in game. **During December 2020, players were, on average, AFK 36% of the time.** (*Plan* does not track annual averages)

### *AntiVPN, Matrix, LiteBans*

These plugins are the server's first, second, and last line of defence. AntiVPN is disabled for regular players. Players are also allowed to bypass the spam protection. Any new player can request to be whitelisted for VPN usage. For anti-cheat we currently use the free version of Matrix. Paper's built-in anti-x-ray is used to harden the server against x-raying.

Lastly, we run LiteBans, which is connected to an SQL database to manage our bans. Bans are usually permanent. Players usually receive one warning. A first ban can be appealed, a second one cannot.

### *ChatCo & ChatEx*

Any player can whisper or mute any other player.

ChatCo has 2 prefixes which can also be used by anyone. **!Exclamation marks to make text bold.**

**>Whereas greater-than symbols color text green.**

The latter also is used to make the message also show up in the #server channel in the Discord server.

### *Chisel*

This adds a crafting recipe (Iron Ingot + Stick) for an enchanted stick (with 1,024 durability) that allows players to right-click on glazed terracotta to rotate it. Preferably this should work with any stick and not have a crafting recipe.

### *CoreProtect*

CoreProtect is monitoring block changes, player sessions, item transactions, and other activities. It allows moderators to easily track and even selectively undo changes. This plugin also accesses an SQL database. All activities since we upgraded the server hardware on the 10th of October 2020 have been tracked.

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## *DiscordSRV*

This plugin serves as a bridge between our Discord server and the Minecraft server. The #server channel is accessible to players the have received the [Player] status. It is used to send messages back and forth. It also shows joins, leaves, deaths, and advancements.

## *dynmap*

Until the end of 2020, we ran the dynmap with default maps. This includes a top-down and isometric view of all dimensions as well as a cave map of the overworld. To save file size, the cave map, the Nether's isometric and The End's top-down view have been removed. **The dynmap's current database is over 136GB in size.**

137

The current number of claims. Each player can claim up to 10 Million Blocks.

## *GriefPrevention*

One of the biggest deviations of the vanilla meta. Players are able to protect their builds from other players.

Currently, after over 5 years, there are **137 claims**, with a total area of **1,271,241 blocks**. That is 9,015 blocks on average.

## *Harbor*

If 50% or more of the non-AFK players are sleeping, the night is skipped. Only survival players in the overworld are counted.

## *Luckperms*

This plugin manages all permissions and roles on the server. For players we feature only 2 Roles: [New] and [Player]. Additionally, we have some legacy and staff roles. Those being: [Trusted], [Moderator], [Administrator].

## *Plan*

Short for Player Analytics. Tracks a lot of data about the server and its players. Much of the data you see in this document came from this plugin.

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## Shopkeepers

This plugin lets you create a sign that is linked to a chest. Players can use a Villager GUI to trade items from and to the chest. An important feature of this plugin is that it conserves the vanilla save file structure. No items are saved outside of the world. In case the plugin would ever be removed, no items would be lost.

**Currently there are 205 shops active on the server.**

205

Any player can make a shop anywhere they have build access.

## WanderingTrades

This plugin is used to add player heads to the wandering trader. These can be obtained for diamonds and serve as a money sink to deflate the economy on the server. There are 3 pools that are always available: Miniblocks, Mob Heads, and decoration. In addition to that we have heads, that are limited to specific seasons or Minecraft versions.

## Datapacks

Lastly, we also have some datapacks. Most importantly the HermitCraft armorstand datapack. Due to the unoptimized nature of datapacks, I ensured to keep most of them very performant.

They take care of custom advancements and some recipe tweaks. In total we have 13 datapacks including vanilla's and Bukkit's built-in packs.

Some of them have been made available to the public for download<sup>6</sup>.

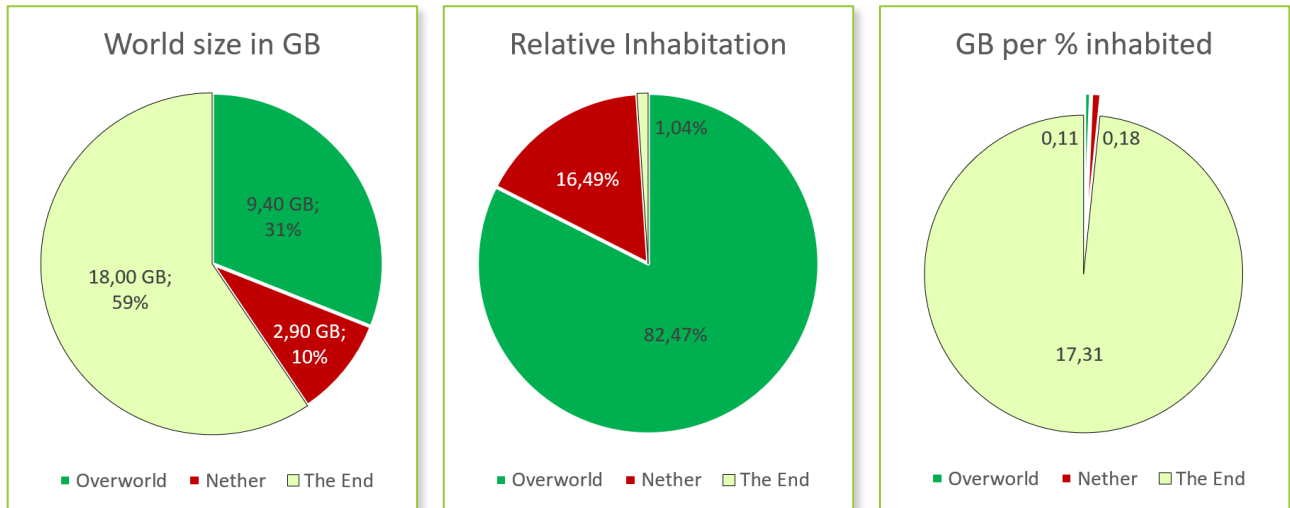
The vanilla **scoreboard currently tracks over 7000 entities**. Most of them are likely markers for killed shulkers from the respawning shulkers datapack.

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<sup>6</sup> Links to the public datapacks can be found in [Résumé > References](#)

## World

**The current world size is 30.3GB.** The End currently makes up almost 60% of that, even though it is the least inhabited and played-in dimension of them all. The 3rd diagram shows how many GB of storage is used for the relative time played in that dimension.

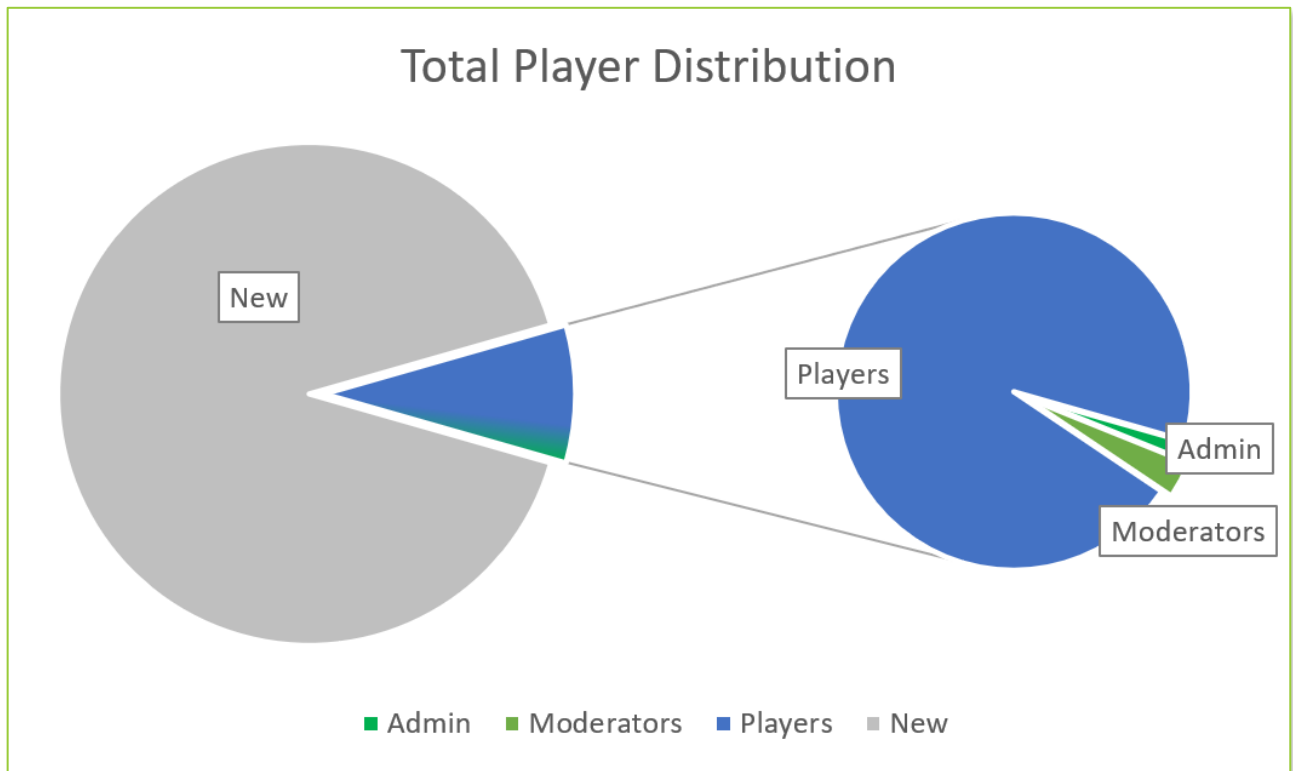


In total there are 13,014 region files which can contain between 1 to 4,069 chunks. The exact number of chunks is unknown at the moment. Last time I had the opportunity to check (during the 1.16 pruning) I did not write the information down. Neither did I note how many chunks have been pruned. I will make sure to write it down during the next expected pruning (the 1.17 update).

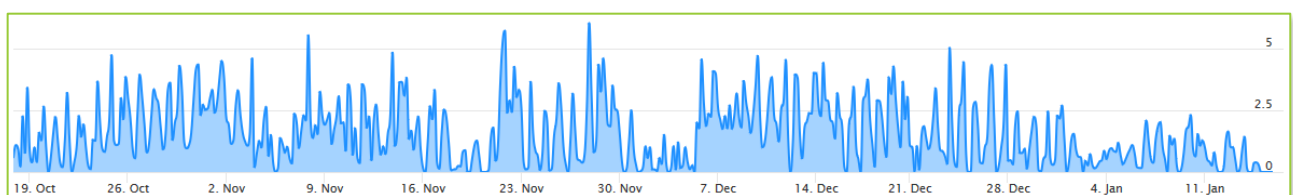
**Fun Fact: We were real noobs in 1.8.9 with no technical understanding/appreciation of the game. We purposefully waited for 1.9 to release before visiting The End. The server is technically old enough for a legacy End portal and End island. We could have gotten 2 exit portals this way, but we did not know better.**

## Players

Since 2015, there have been **618 unique players** on the server. In the last year alone 379 players have joined, more than all previous years combined. Of those players, 60 have received player status (staff included).



For technical reasons the player activity diagram goes only back to October 2020 which was the time when we moved Plans storage to a database. The graph shows the average number of players online at any given time.



This is the part where I'd like to include a lot more information, but my skills are limited. I would have liked to analyze the hundreds of players statistics that have been tracked since 2015, but I do not know how to read out the data from all the .json files.

# Other Platforms

## The Discord Server

The Discord server you know today went online on the 8th of November 2019. The current discord server was not the first one made for Server26 but it was the first one that actually garnered an audience and a thriving community.

In total we **gained 65 new members** for our Discord server in 2020. The following diagram shows the monthly joins, leaves, and total members for each month.



The discord server features a total of 4 bots.

- Rhythm bot (Music)
- Dyno bot (Administration)
- Serverlobby.io (Server listing)
- play.server26.net (DiscordSRV Bot)

169

That is how often the invite code YrWq36 was used.



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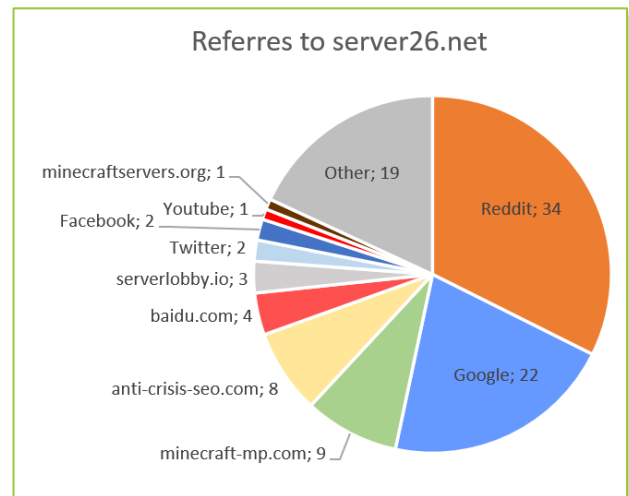
## The server26.net website

The [server26.net](https://server26.net) website consists of a landing page and another one listing the rules. It is realized in WordPress and has been customized with the Elementor plugin. A different plugin is also used to create short links (for example [server26.net/transparency2020](https://server26.net/transparency2020)). Subdomains like map.server26.net and play.server26.net are not handled by WordPress.

The website was visited 437 times in 2020.

**Our website was referred to by other websites a total of 105 times.**

Reddit and Google seem to be how the majority of people find our website.



## Reddit presence

This year the **r/server26 subreddit** was revitalized as a community meme dump. It currently has **20 subscribers**.

In addition to that, I made a weekly post on r/mcservers to advertise the server.

There have been 27 posts in total with a maximum upvotes of 10.

The posts are currently automatically sent via an IFTTT applet.

## Voting sites

Currently Server26 is enlisted in 8 different voting sites.

[minecraft.serverlobby.io](https://minecraft.serverlobby.io), [minecraft-serverlist.net](https://minecraft-serverlist.net), [minecraft-mp.com](https://minecraft-mp.com), [minecraft-server-list.com](https://minecraft-server-list.com), [minecraftservers.org](https://minecraftservers.org), [minecraftlist.org](https://minecraftlist.org), [serverlist.games](https://serverlist.games), and [minecraft-server.net](https://minecraft-server.net).

Their impact on advertising the server is negligible. From asking new players it seems most of them have found the server on minecraft-mp.com. However, the majority of new players are finding the server via reddit, not via a voting site.

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## YouTube Channel

In 2020 there was **1 video** uploaded to the server26 YouTube channel. At the very end of this year “Server26 wishes a happy New Year (#NotAServerTrailer)” was uploaded after 3 years of radio silence.

The first, and only other public, video on this channel gathered **250 views** since it was published.

10

The Server26 Youtube channel has currently 10 subscribers.

For technical reasons the Server26 channel has the vanity link [youtube.com/lerokko](https://www.youtube.com/lerokko)<sup>7</sup>. It was rebranded to keep the ability to link custom websites from my old personal channel.

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<sup>7</sup> Server26 YouTube channel: <https://www.youtube.com/lerokko>

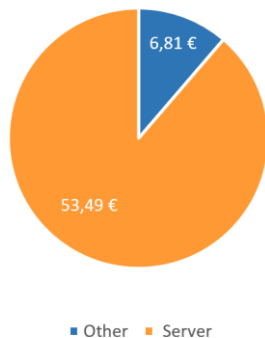
# Finances

## Costs

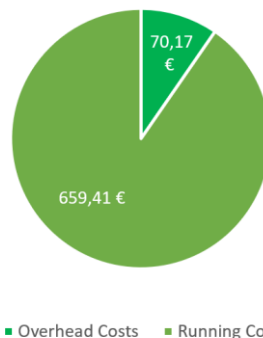
The servers monthly running costs currently are, at the end of 2020, an average of 60,30€.

The total costs this year were 729,58 €.

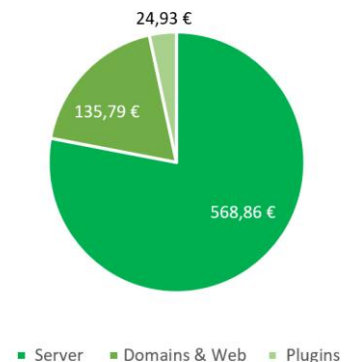
Monthly Average Costs



Running vs. Overhead Costs



Costs by Sector

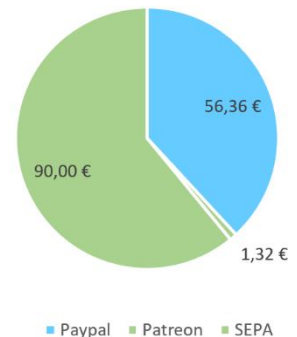


## Donations

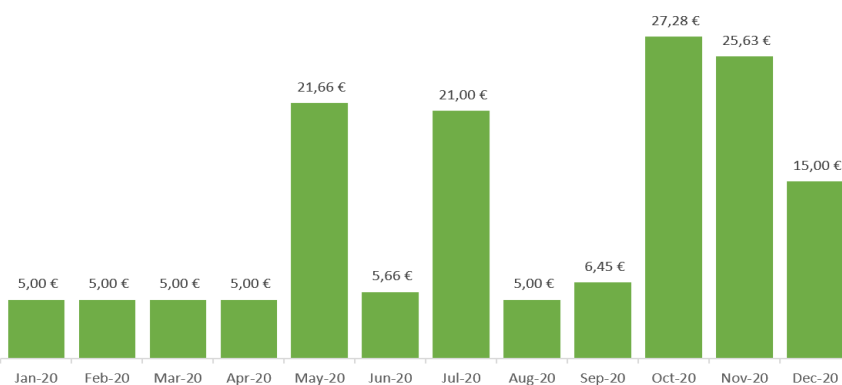
We received **147,68 € from donations** in 2020, cutting down costs by 20%.

There were 20 Donations in total from 6 different players.

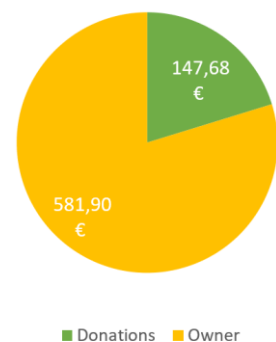
Donations by Platform



Donations per Month



Cost Coverage



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# Résumé

## Prospects

Even though the pandemic struck hard this year, 2020 was one of the best years for the server for me so far. I hope anyone that took part in the community feels the same way. I am looking forward to keeping the server up. And by that, I do not only mean keeping it online, but also keeping it up to the standard that I myself set for it years ago.

2021 looks great so far. I am looking forward to the cave update 1.17<sup>8</sup> and making more times for some events. More build battles, PvP tournaments, and other competitions are something I want to work on this year.

You may think writing this is overdoing something simple – hosting a Minecraft server for friends (and friends to be) – but I like doing it, and I like doing it right. By no means do I want to imply that doing it any other way is wrong, far from that. If you stay true to the way you want to do it, and if its genuine and wholehearted, it IS the right way.

*You don't find meaning in the infinite, but may in its pursuit alone;  
memento mori.*

## Special Thanks

Special thanks to  
bobomarsu,  
Cryosage,  
maltechx,  
Matias\_Nelson,  
murderpigeon,  
Pendragon,  
and the server26 community <3  
for helping me out with things in 2020

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<sup>8</sup> As soon as PaperMC is released for 1.17.x the regular preparations will begin.



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## References

<https://www.server26.net>  
<https://www.spigotmc.org/resources/afk.35065>  
<https://www.spigotmc.org/resources/anti-vpn.58291>  
<https://www.curseforge.com/minecraft/mc-mods/beenfo>  
<https://www.spigotmc.org/resources/changeslots-change-max-players-slots-bukkit-bungee-1-7-1-16.49648>  
<https://dev.bukkit.org/projects/chatco>  
<https://www.spigotmc.org/resources/chatex.71041>  
<https://www.spigotmc.org/resources/inactive.42908>  
<https://www.spigotmc.org/resources/api-commandapi-1-13-1-16-4.62353>  
<https://www.spigotmc.org/resources/command-blocker.5280>  
<https://www.spigotmc.org/resources/console-spam-fix.18410>  
<https://www.spigotmc.org/resources/coreprotect.8631>  
<https://www.spigotmc.org/resources/discordsrv.18494>  
<https://www.spigotmc.org/resources/dynmap.274>  
<https://www.spigotmc.org/resources/griefprevention.1884>  
<https://www.spigotmc.org/resources/harbor-a-sleep-enhancement-plugin.60088>  
<https://www.spigotmc.org/resources/inventory-rollback.48074>  
<https://www.spigotmc.org/resources/lastloginapi-api-to-handle-player-names-and-login-timestamps.66348>  
<https://www.spigotmc.org/resources/litebans.3715>  
<https://www.spigotmc.org/resources/luckperms.28140>  
<https://www.matrix.rip>  
<https://www.spigotmc.org/resources/minimotd-server-list-motd-plugin-with-rgb-gradients.81254>  
<https://www.spigotmc.org/resources/mvdwplaceholderapi.11182>  
<https://dev.bukkit.org/projects/openinv>  
<https://www.spigotmc.org/resources/placeholderapi.6245>  
<https://www.spigotmc.org/resources/plan-player-analytics.32536>  
<https://www.spigotmc.org/resources/premiumvanish-stay-hidden-bungee-support.14404>  
<https://dev.bukkit.org/projects/protocollib>  
<https://dev.bukkit.org/projects/safespectate>  
<https://dev.bukkit.org/projects/shopkeepers>  
<https://www.spigotmc.org/resources/simple-command-blocker.8901>  
<https://www.spigotmc.org/resources/spark.57242>  
<https://www.spigotmc.org/resources/tab-1-5-x-1-16-4.57806>  
<https://www.spigotmc.org/resources/vault.34315>  
<https://www.spigotmc.org/resources/vaultchatformatter.49016>  
<https://www.spigotmc.org/resources/wandering-trades-easily-customize-wandering-traders-1-14-1-16.79068>  
<https://papermc.io>  
<https://www.minecraft.net>  
<https://map.server26.net>  
<http://reddit.com/r/server26>  
<https://discord.com/invite/YrWq36V>  
<https://youtube.com/lerokko>  
<https://minecraft.serverlobby.io/en/server/server26>

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<https://minecraft-mp.com/server-s209205>  
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<https://minecraft-server.net/details/lerokko>  
<https://twitter.com/mcserver26>  
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