Observing Minecraft

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MINECRAFT
JAVA EDITION
Déjà vu!
Singleplayer
Multiplayer
Minecraft Realms
Options...
Quit Game
Minecraft 1.19.4
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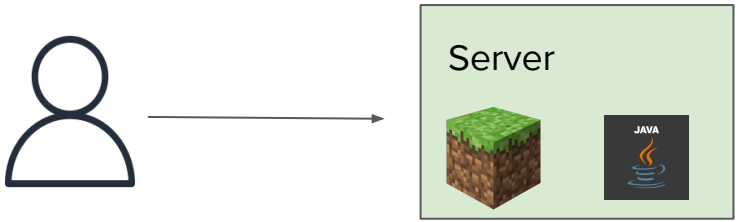
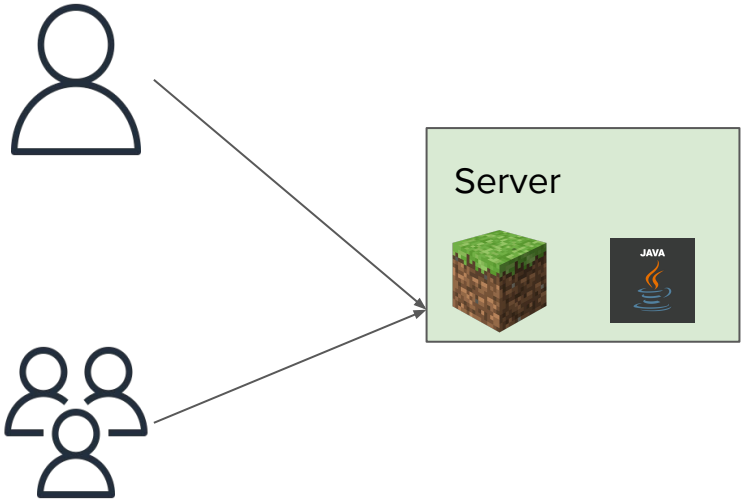
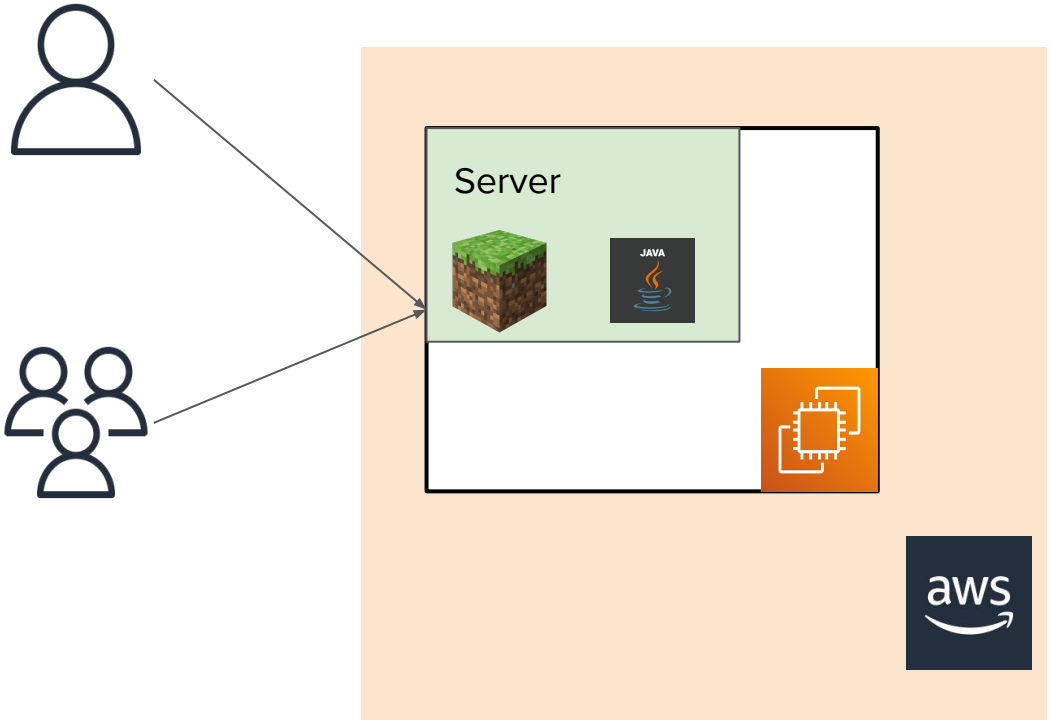
You Died!
skyAjuna hit the ground too hard
Score: 61
Respawn
Title Screen
5

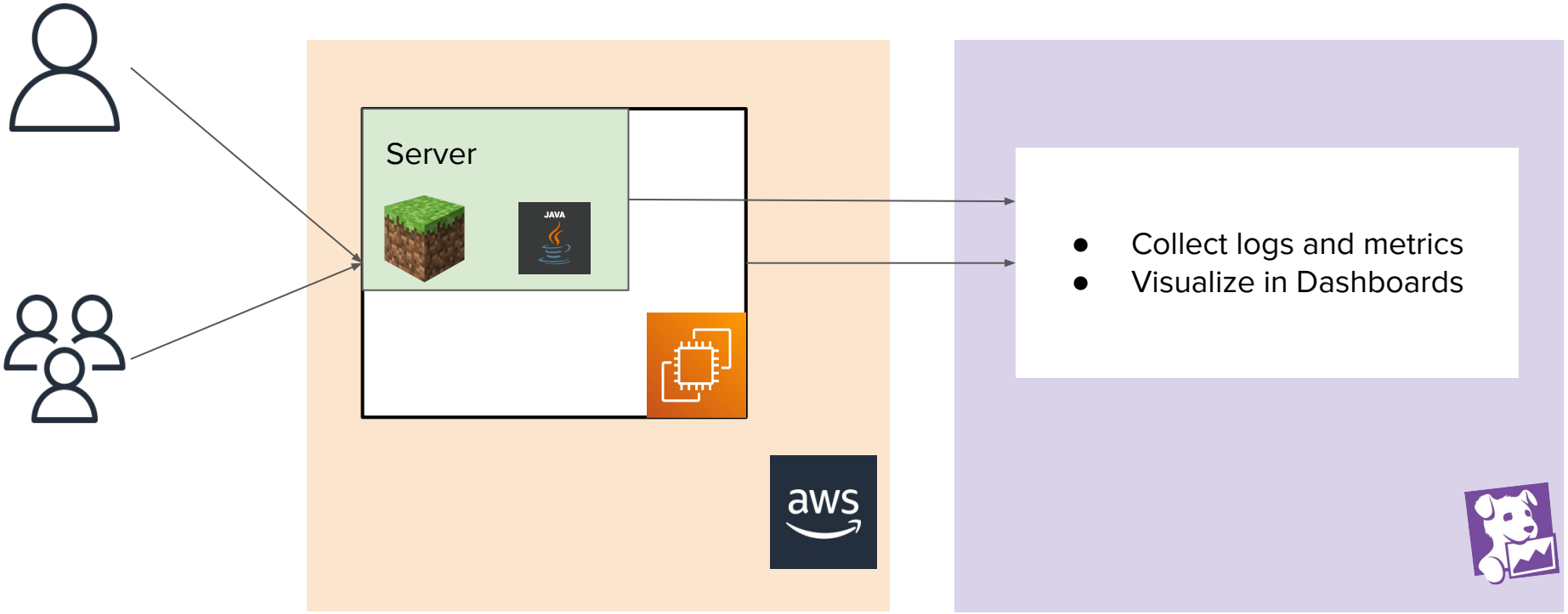
Minecraft 1.18.2 (1.18.2/vanilla)
Java: 17.0.1 64bit
25 fps T: 120 vsyncfancy fancy-clouds B: 2
Mem: 55% 1139/2048MB
Integrated server @ 18 ms ticks, 2 tx, 336 rx
Allocated: 100% 2048MB
C: 537/15000 (s) D: 12, pC: 000, pU: 00, aB: 04
E: 21/73, B: 0, SD: 12
CPU: 4x Intel(R) Core(TM) i5-6267U CPU @ 2.90GHz
P: 577. T: 73
Chunks[C] W: 961, 614 E: 73,45,614
Display: 3840x2160 (Intel Inc.)
Chunks[S] W: 4862 E: 240,240,169,1370,1370,0,0
Intel(R) Iris(TM) Graphics 550
minecraft:overworld FC: 0
4.1 INTEL-18.4.6
XYZ: 392.171 / 63.00000 / -694.829
Block: 392 63 -695 [8 15 9]
Chunk: 24 3 -44 [24 20 in r.0.-2.mca]
Facing: west (Towards negative X) (61.8 / -1.1)
Client Light: 15 (15 sky, 0 block)
CH S: 62 M: 62
SH S: 62 O: 61 M: 62 ML: 62
Biome: minecraft:river
Local Difficulty: 0.00 // 0.00 (Day 22)
NoiseRouter T: 0.560 H: 0.056 C: 0.123 E: 0.381 D: -0.052 W: 0.031 PV: -0.906 AS: -0.275
Saved screenshot as 2022-03-14_23.53.12.png
Saved screenshot as 2022-03-14_23.53.13.png
Sounds: 4/247 + 0/8 (Music: 0%)
10
Debug: Pie [shift]: hidden FPS + TPS [alt]: hidden
For help: press F3 + Q
23

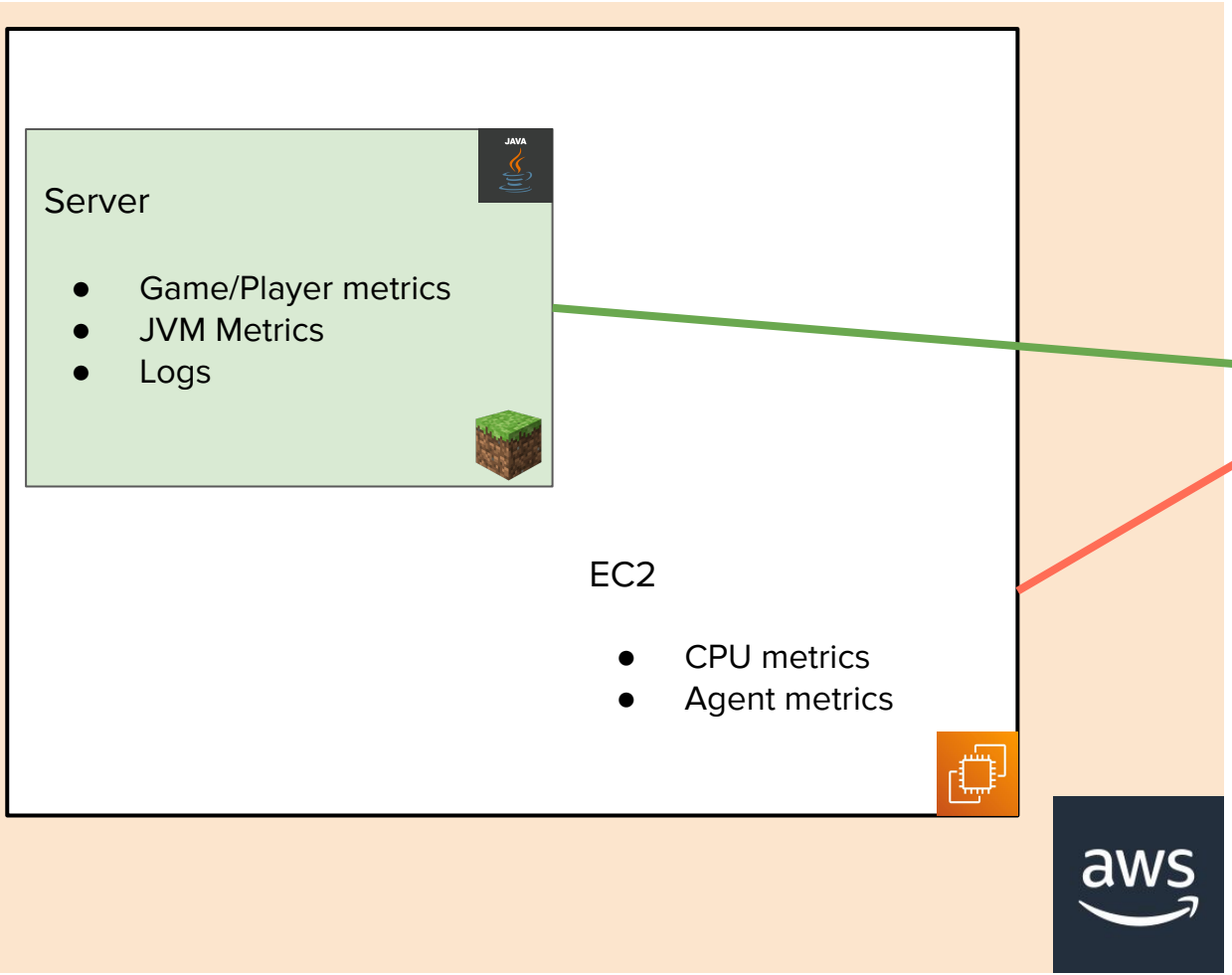
Minecraft 1.18.2 (1.18.2/vanilla)
Java: 17.0.1 64bit
28 fps T: 120 vsyncfancy fancy-clouds B: 2
Mem: 58% 1207/2048MB
Integrated server @ 24 ms ticks, 9 tx, 668 rx
Allocated: 100% 2048MB
C: 350/15000 (s) D: 12, pC: 000, pU: 00, aB: 04
E: 14/104, B: 0, SD: 12
CPU: 4x Intel(R) Core(TM) i5-6267U CPU @ 2.90GHz
P: 89. T: 104
Chunks[C] W: 961, 614 E: 104,75,614
Display: 3840x2160 (Intel Inc.)
Chunks[S] W: 5018 E: 217,217,156,1370,1370,0,0
Intel(R) Iris(TM) Graphics 550
minecraft:overworld FC: 0
4.1 INTEL-18.4.6
XYZ: -1094.684 / 95.00000 / -601.597
Block: -1095 95 -602 [9 15 6]
Chunk: -69 5 -38 [27 26 in r.-3.-2.mca]
Facing: north (Towards negative Z) (-139.9 / -4.2)
Client Light: 15 (15 sky, 0 block)
CH S: 94 M: 94
SH S: 94 O: 94 M: 94 ML: 94
Biome: minecraft:wooded_badlands
Local Difficulty: 0.86 // 0.00 (Day 28)
NoiseRouter T: 0.819 H: 0.267 C: 0.441 E: -0.538 D: -0.046 W: -0.008 PV: -0.976 AS: -0.2
Biome builder PV: Valley C: Far inland E: 1 T: 4 H: 3
Saved screenshot as 2022-03-15_23.16.47.png
Sounds: 0/247 + 0/8 (Mood 0%)
6
Debug: Pie [shift]: hidden FPS + TPS [alt]: hidden
For help: press F3 + Q
11
9
4
50

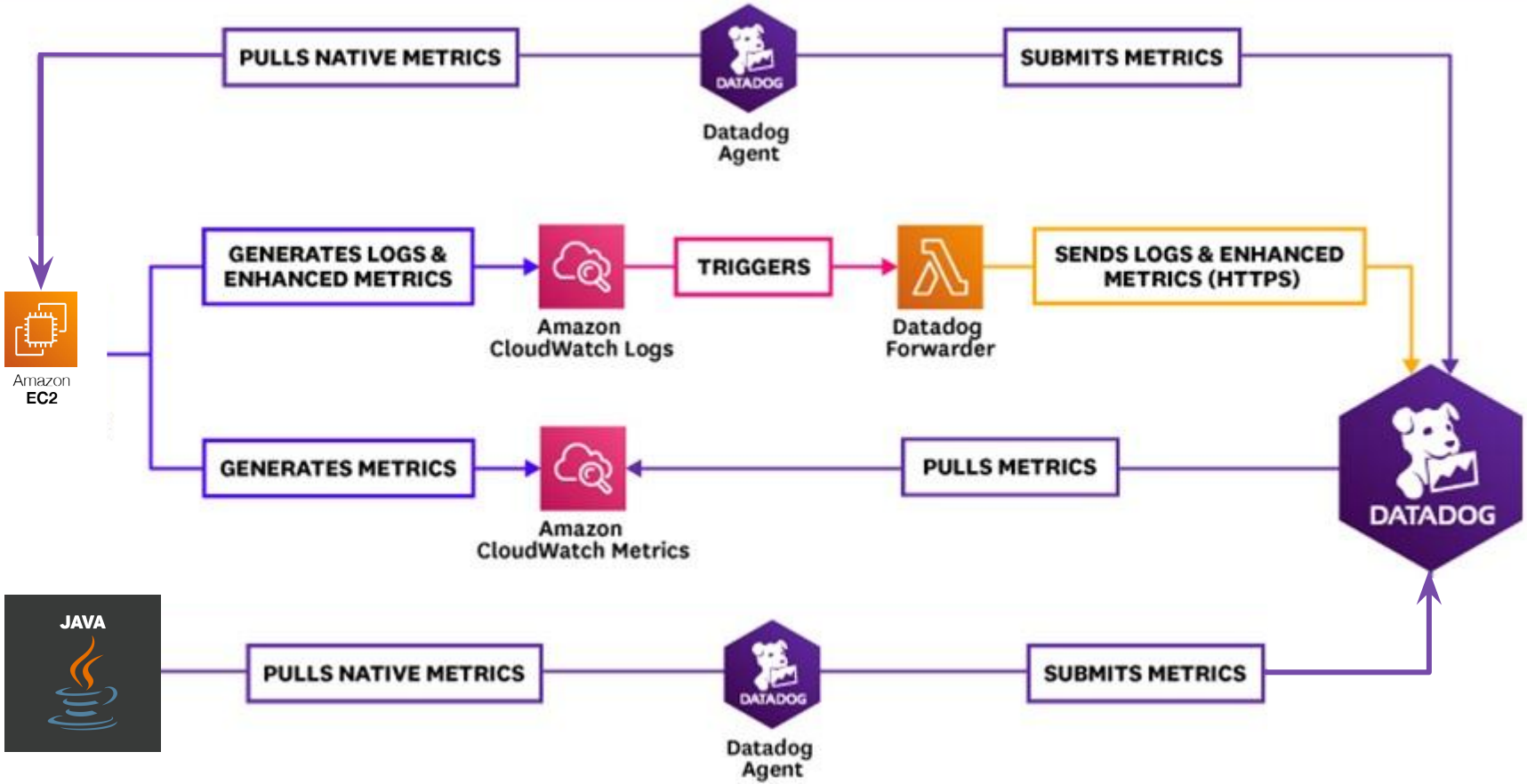

Server
JAVA

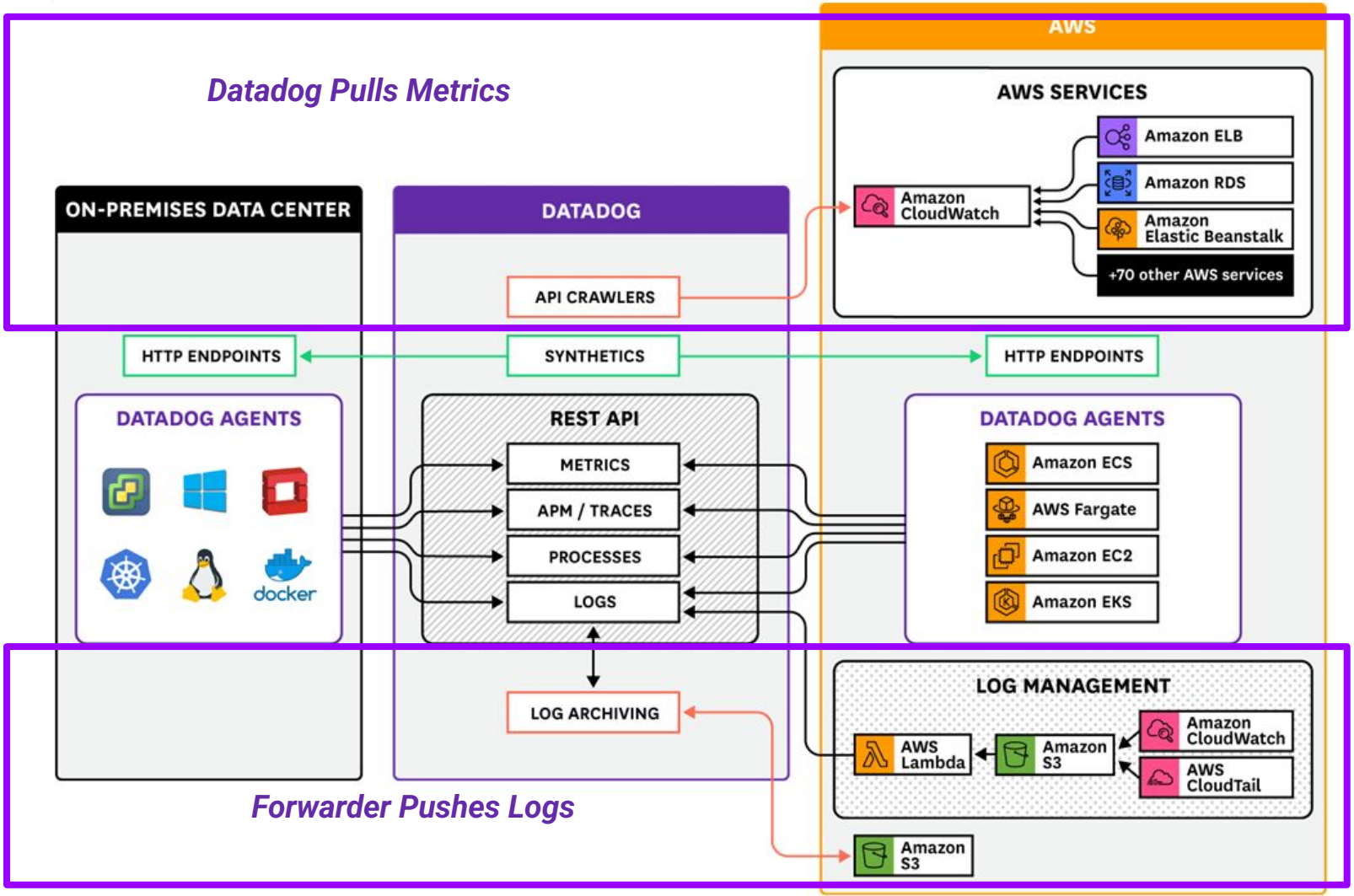

Server
JAVA

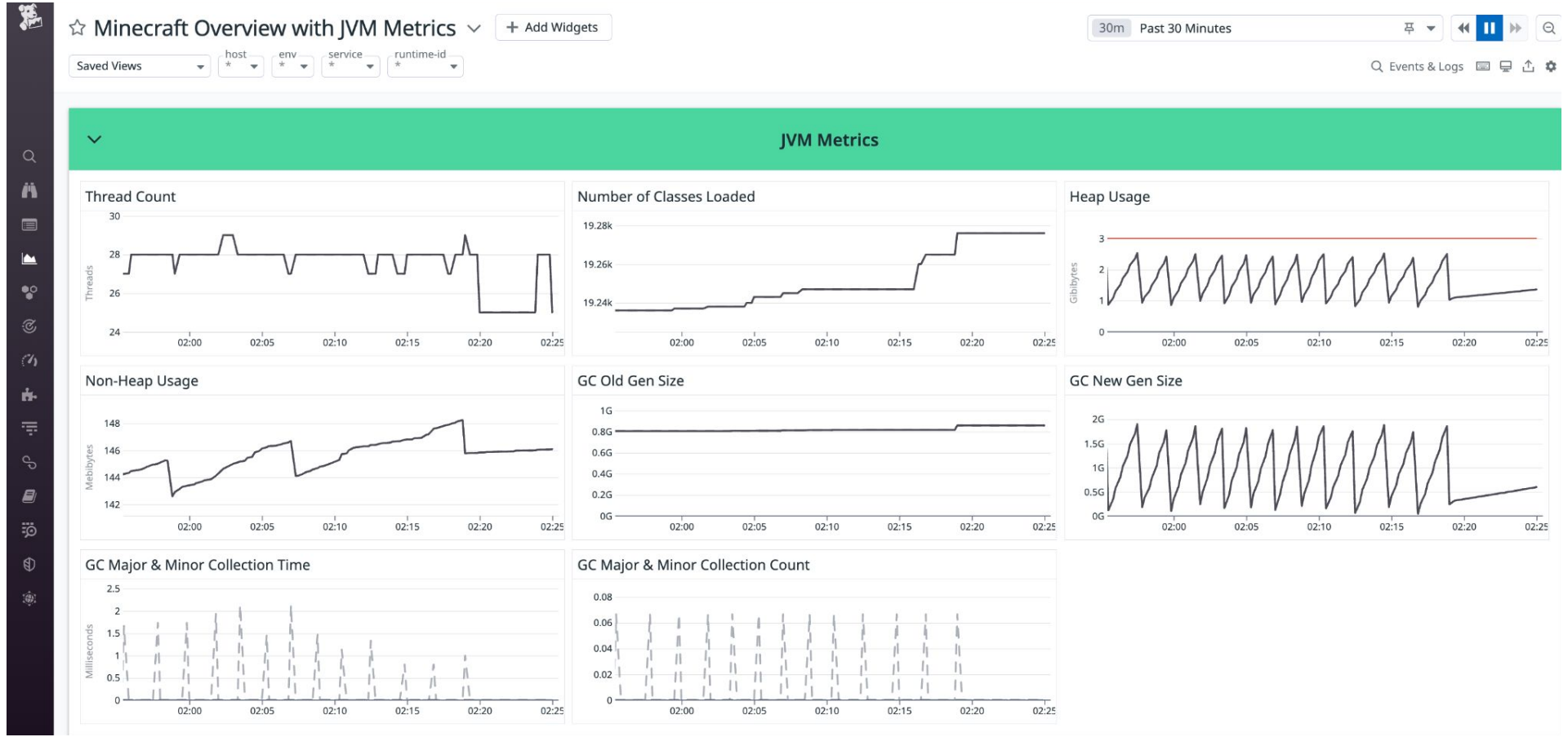

Server
JAVA
aws


Server
JAVA
aws
Collect logs and metrics
Visualize in Dashboards


Server
Game/Player metrics
JVM Metrics
Logs
EC2
CPU metrics
Agent metrics
aws
Dashboards
Metrics
Logs
Alerts....


PULLS NATIVE METRICS
DATADOG
Datadog Agent
SUBMITS METRICS
GENERATES LOGS & ENHANCED METRICS
Amazon CloudWatch Logs
TRIGGERS
Datadog Forwarder
SENDS LOGS & ENHANCED METRICS (HTTPS)
Amazon EC2
GENERATES METRICS
Amazon CloudWatch Metrics
PULLS METRICS
DATADOG
JAVA
PULLS NATIVE METRICS
DATADOG
Datadog Agent
SUBMITS METRICS


Datadog Pulls Metrics
AWS
AWS SERVICES
Amazon ELB
Amazon RDS
Amazon Elastic Beanstalk
+70 other AWS services
Amazon CloudWatch
ON-PREMISES DATA CENTER
DATADOG
API CRAWLERS
HTTP ENDPOINTS
SYNTHETICS
HTTP ENDPOINTS
DATADOG AGENTS
REST API
METRICS
APM / TRACES
PROCESSES
LOGS
DATADOG AGENTS
Amazon ECS
AWS Fargate
Amazon EC2
Amazon EKS
docker
LOG ARCHIVING
LOG MANAGEMENT
AWS Lambda
Amazon S3
Amazon CloudWatch
AWS CloudTail
Amazon S3
Forwarder Pushes Logs


Minecraft Overview with JVM Metrics
Add Widgets
30m Past 30 Minutes
Saved Views
host
env
service
runtime-id
Events & Logs
JVM Metrics
Thread Count
Threads
Number of Classes Loaded
Heap Usage
Gibibytes
Non-Heap Usage
Mebibytes
GC Old Gen Size
GC New Gen Size
GC Major & Minor Collection Time
Milliseconds
GC Major & Minor Collection Count

Minecraft Overview with JVM Metrics

+ Add Widgets

30m Past 30 Minutes

Saved Views | host * | env * | service * | runtime-id *

Events & Logs

EC2

See the AWS EC2 Overview dashboard for more in-depth explanations and visualizations of EC2 usage and performance in an aggregate view or at an individual host level.

Active EC2 instances

1

EC2s with Failed Status

0

Total Network In

1.21 MiB/min

Total Network Out

6.55 MiB/min

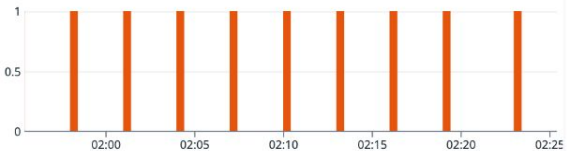
Avg CPU Utilization

16.37 %

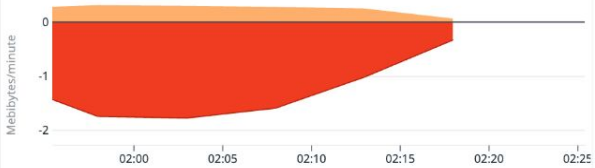
Max CPU utilization

17.8%

Active EC2 instances by AZ



Network I/O



Minecraft Overview with JVM Metrics

+ Add Widgets

30m Past 30 Minutes

Saved Views | host * | env * | service * | runtime-id *

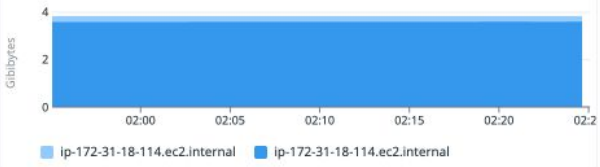
Events & Logs

Agent Metrics

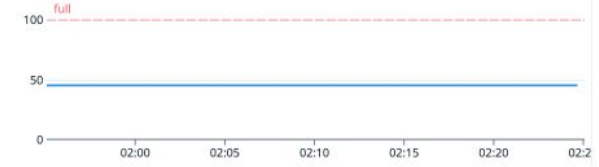
The following widgets contain metrics generated by the Datadog Agent. They are most beneficial when filtered by a single host.

It is best practice to install the datadog agent on all EC2 instances to get more metrics such as memory usage every 15s along with 150+ agent integrations to monitor what is running on your EC2 instances. See the installation instructions for more details.

Memory Breakdown



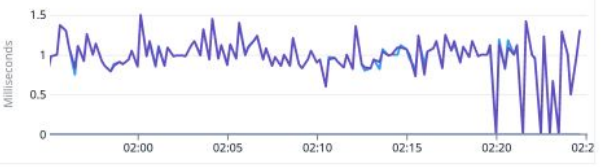
Disk Usage by Device (%)



Available Swap

Load Averages 1-5-15 Min

Disk Latency by Device

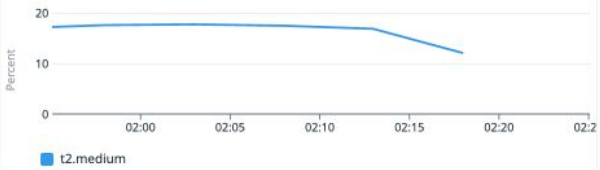


CPU

CPU usage is one of the prime host-level metrics to monitor. Depending on the application, consistently high utilization levels may be normal. But if performance is degraded, and the application is not constrained by disk I/O, memory, or network resources, then maxed-out CPU may indicate a resource bottleneck or application performance problems.

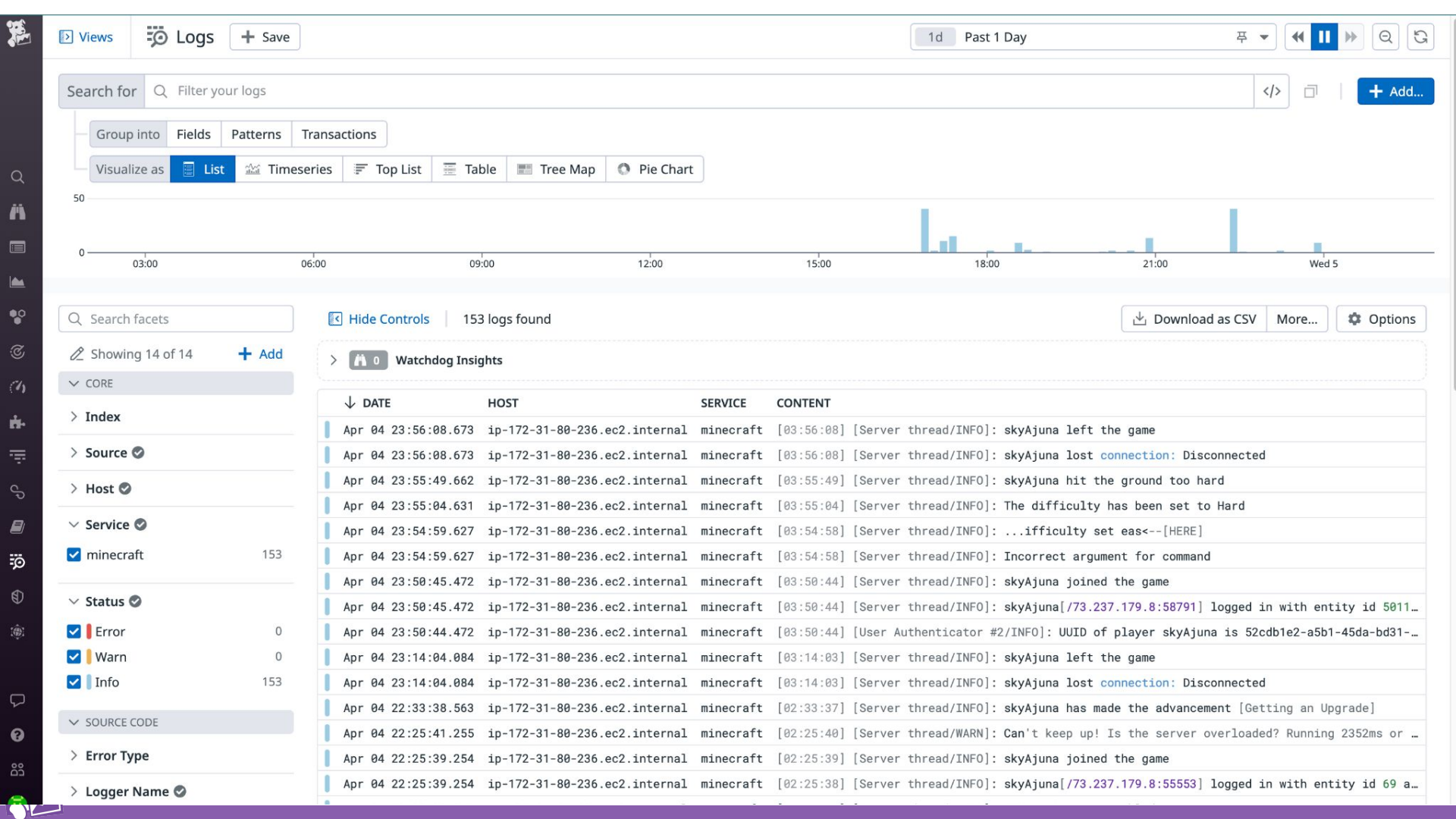
More

CPU Utilization by Instance Type



CPU Utilization by Host

HOST	USAGE
i-01ca441590f2988c2	16.4 %


Views
Logs
Save
1d
Past 1 Day
Search for
Filter your logs
Add...
Group into
Fields
Patterns
Transactions
Visualize as
List
Timeseries
Top List
Table
Tree Map
Pie Chart
50
0
03:00
06:00
09:00
12:00
15:00
18:00
21:00
Wed 5
Search facets
Showing 14 of 14
Add
CORE
Index
Source
Host
Service
minecraft 153
Status
Error 0
Warn 0
Info 153
SOURCE CODE
Error Type
Logger Name
Hide Controls
153 logs found
Download as CSV
More...
Options
0 Watchdog Insights
DATE HOST SERVICE CONTENT
Apr 04 23:56:08.673 ip-172-31-80-236.ec2.internal minecraft [03:56:08] [Server thread/INFO]: skyAjuna left the game
Apr 04 23:56:08.673 ip-172-31-80-236.ec2.internal minecraft [03:56:08] [Server thread/INFO]: skyAjuna lost connection: Disconnected
Apr 04 23:55:49.662 ip-172-31-80-236.ec2.internal minecraft [03:55:49] [Server thread/INFO]: skyAjuna hit the ground too hard
Apr 04 23:55:04.631 ip-172-31-80-236.ec2.internal minecraft [03:55:04] [Server thread/INFO]: The difficulty has been set to Hard
Apr 04 23:54:59.627 ip-172-31-80-236.ec2.internal minecraft [03:54:58] [Server thread/INFO]: ...ifficulty set eas<--[HERE]
Apr 04 23:54:59.627 ip-172-31-80-236.ec2.internal minecraft [03:54:58] [Server thread/INFO]: Incorrect argument for command
Apr 04 23:50:45.472 ip-172-31-80-236.ec2.internal minecraft [03:50:44] [Server thread/INFO]: skyAjuna joined the game
Apr 04 23:50:45.472 ip-172-31-80-236.ec2.internal minecraft [03:50:44] [Server thread/INFO]: skyAjuna[/73.237.179.8:58791] logged in with entity id 5011…
Apr 04 23:50:44.472 ip-172-31-80-236.ec2.internal minecraft [03:50:44] [User Authenticator #2/INFO]: UUID of player skyAjuna is 52cdb1e2-a5b1-45da-bd31-…
Apr 04 23:14:04.084 ip-172-31-80-236.ec2.internal minecraft [03:14:03] [Server thread/INFO]: skyAjuna left the game
Apr 04 23:14:04.084 ip-172-31-80-236.ec2.internal minecraft [03:14:03] [Server thread/INFO]: skyAjuna lost connection: Disconnected
Apr 04 22:33:38.563 ip-172-31-80-236.ec2.internal minecraft [02:33:37] [Server thread/INFO]: skyAjuna has made the advancement [Getting an Upgrade]
Apr 04 22:25:41.255 ip-172-31-80-236.ec2.internal minecraft [02:25:40] [Server thread/WARN]: Can't keep up! Is the server overloaded? Running 2352ms or …
Apr 04 22:25:39.254 ip-172-31-80-236.ec2.internal minecraft [02:25:39] [Server thread/INFO]: skyAjuna joined the game
Apr 04 22:25:39.254 ip-172-31-80-236.ec2.internal minecraft [02:25:38] [Server thread/INFO]: skyAjuna[/73.237.179.8:55553] logged in with entity id 69 a…

Questions?

ajuna@datadog.com