© Aikar of Empire Minecraft
[source] [donate]

For the advanced timings data, you need to
use Spigot: spigotmc.org.

Total: 72.587s (Ticks: 2610) - Sample Time: 163.373s - Spigot Version: ff439d1-ff2b944 (MC: 1.16.4)
Average Entities: 56.52 / 386.19 (14.64%) - Average Players: 1.00 - Average TPS: 15.98 - Server Load: 64.90%

Notice: Your AVG TPS is less than 19 but server load is less than 95. This may mean your server is having memory issues (leak or not enough).
This is usually a sign that Java is spending too much time Garbage Collecting. Try using -XX:+UseG1GC -XX:MaxGCPauseMillis=50 flags and increasing your -Xmx.

Minecraft Total: 72.573 s Pct: 44.42%

Pct Total	Pct Tick	Total	Avg	PerTick	Count	Event
22.16%	27.75%	36.21 s	13.87 ms	1.0	2.6k	world - doTick
10.83%	13.56%	17.70 s	6.78 ms	1.0	2.6k	world - tickEntities
5.36%	6.71%	8.76 s	3.36 ms	1.0	2.6k	world_nether - doTick
1.56%	1.96%	2.55 s	0.98 ms	1.0	2.6k	world_the_end - doTick
1.48%	1.85%	2.42 s	0.93 ms	1.0	2.6k	world_nether - tickEntities
1.41%	4,604.86%	2.30 s	2,302.43 ms	0.0	0.0k	World Save
0.91%	1.14%	1.49 s	0.57 ms	1.0	2.6k	world - tracker
0.39%	0.49%	0.64 s	0.24 ms	3.0	7.8k	entityActivationCheck
0.17%	0.22%	0.28 s	0.11 ms	1.0	2.6k	world_nether - tracker
0.09%	0.12%	0.15 s	0.06 ms	1.0	2.6k	world_the_end - tickEntities

[Show rest...]

Minecraft - Breakdown (counted by other timings, not included in total)

Pct Total	Pct Tick	Total	Avg	PerTick	Count	Event	
51.84%	64.90%	84.69 s	32.45 ms	1.0	2.6k	Full Server Tick	[Learn More]
22.37%	28.01%	36.54 s	14.00 ms	39	102.0k	livingEntityBaseTick	
21.29%	26.66%	34.79 s	13.33 ms	1.0	2.6k	Connection Handler	[Learn More]
21.18%	26.51%	34.60 s	13.26 ms	1.0	2.6k	PlayerConnection	
20.13%	25.19%	32.88 s	12.60 ms	228	594.6k	world - syncChunkLoad	
11.44%	14.32%	18.69 s	7.16 ms	386	1,008.0k	tickEntity	
10.78%	13.49%	17.61 s	6.74 ms	57	147.5k	Activated Entities	[Learn More]
10.49%	13.13%	17.14 s	6.57 ms	1.0	2.6k	world - entityTick	
4.22%	5.28%	6.89 s	2.64 ms	48	126.0k	entityMove	
4.14%	5.18%	6.76 s	2.59 ms	39	102.0k	livingEntityAIMove	
3.65%	4.57%	5.96 s	2.28 ms	39	102.0k	livingEntityAI	
2.70%	3.38%	4.41 s	1.69 ms	1.0	2.6k	world - doTickPending	
1.57%	1.97%	2.57 s	0.99 ms	1.0	2.6k	world - doChunkUnload	
1.45%	1.82%	2.37 s	0.91 ms	9.0	23.5k	tickEntity - EntityBat	
1.42%	1.78%	2.32 s	0.89 ms	1.0	2.6k	world_nether - entityTick	
1.27%	1.59%	2.08 s	0.80 ms	4.2	11.0k	tickEntity - EntitySheep	
1.25%	1.57%	2.05 s	0.79 ms	4.4	11.5k	tickEntity - EntityZombie	
1.00%	1.26%	1.64 s	0.63 ms	2.4	6.2k	tickEntity - EntityBee	
0.88%	1.11%	1.44 s	0.55 ms	77	201.9k	world - doTickTiles	
0.87%	1.08%	1.41 s	0.54 ms	78	204.3k	world_nether - syncChunkLoad	
0.82%	0.99%	1.33 s	0.49 ms	1.0	2.7k	tickEntity - EntityStrider	
0.81%	1.02%	1.33 s	0.51 ms	12	30.6k	world_nether - mobSpawn	
0.76%	0.96%	1.25 s	0.48 ms	50	131.5k	world - mobSpawn	
0.70%	0.90%	1.15 s	0.45 ms	3.0	7.7k	tickEntity - EntitySkeleton	
0.68%	0.85%	1.11 s	0.42 ms	3.0	7.9k	tickEntity - EntityCreeper	
0.64%	0.80%	1.05 s	0.40 ms	2.2	5.8k	tickEntity - EntityChicken	
0.61%	0.77%	1.00 s	0.38 ms	7.9	20.6k	tickEntity - EntityMinecartChest	
0.52%	0.64%	0.84 s	0.32 ms	1.5	4.0k	tickEntity - EntitySpider	
0.42%	0.52%	0.68 s	0.26 ms	1.7	4.5k	tickEntity - EntityCow	
0.37%	0.46%	0.60 s	0.23 ms	1.0	2.6k	world_nether - doChunkUnload	
0.34%	0.44%	0.55 s	0.22 ms	1.2	3.0k	tickEntity - EntityPig	
0.27%	0.34%	0.44 s	0.17 ms	17	45.2k	world_nether - doTickTiles	
0.24%	0.30%	0.39 s	0.15 ms	1.0	2.6k	world - tileEntityTick	
0.22%	0.27%	0.36 s	0.14 ms	1.0	2.6k	world - doChunkMap	
0.21%	0.27%	0.35 s	0.14 ms	1.5	3.8k	tickEntity - EntitySquid	
0.17%	0.21%	0.28 s	0.11 ms	67	175.9k	tickTileEntity	
0.16%	0.46%	0.26 s	0.23 ms	0.4	1.2k	tickEntity - EntityHorse	
0.14%	0.49%	0.23 s	0.25 ms	0.4	0.9k	tickEntity - EntityWolf	
0.14%	0.17%	0.22 s	0.08 ms	39	102.0k	livingEntityAICollision	
0.12%	0.15%	0.19 s	0.07 ms	1.0	2.6k	world_nether - doTickPending	
0.11%	0.52%	0.18 s	0.26 ms	0.3	0.7k	tickEntity - EntityPigZombie	
0.10%	0.13%	0.17 s	0.07 ms	1.0	2.6k	world_nether - doChunkMap	
0.10%	0.13%	0.16 s	0.06 ms	39	102.0k	livingEntityTickRest	
0.10%	0.12%	0.16 s	0.06 ms	54	141.4k	tickTileEntity - TileEntityChest	
0.09%	0.17%	0.15 s	0.08 ms	0.7	1.8k	tickEntity - EntityItem	

```
0.08%    0.10%    0.13 s    0.05 ms    218    569.9k    checkIfActive
0.07%    0.09%    0.12 s    0.05 ms    1.0    2.6k      world_the_end - entityTick
0.06%    0.07%    0.09 s    0.04 ms    1.0    2.6k      world_the_end - doTickPending
0.05%    0.07%    0.09 s    0.03 ms    1.0    2.6k      tickEntity - EntityPlayer
0.04%    0.05%    0.07 s    0.03 ms    10.0   26.1k     tickEntity - EntityEnderCrystal
0.04%    0.95%    0.06 s    0.48 ms    0.1    0.1k      tickEntity - EntityGhast
0.04%    0.05%    0.06 s    0.02 ms    12     30.1k     tickTileEntity - TileEntityMobSpawner
0.04%    1.08%    0.06 s    0.54 ms    0.0    0.1k      tickEntity - EntityPiglin
0.04%    59.41%   0.06 s    29.71 ms   0.0    0.0k      playerCommand
0.03%    0.43%    0.06 s    0.21 ms    0.1    0.3k      tickEntity - EntityZombieVillager
0.03%    111.87%  0.06 s    55.93 ms   0.0    0.0k      Command: timings
0.03%    0.04%    0.05 s    0.02 ms    1.0    2.6k      world_nether - tileEntityTick
0.03%    0.12%    0.04 s    0.06 ms    0.3    0.7k      tickEntity - EntityFallingBlock
0.03%    0.36%    0.04 s    0.18 ms    0.1    0.2k      tickEntity - EntityTurtle
0.02%    0.34%    0.04 s    0.17 ms    0.1    0.2k      tickEntity - EntityEnderman
0.02%    0.03%    0.04 s    0.01 ms    1.7    4.4k      tickTileEntity - TileEntityBeehive
0.02%    0.03%    0.04 s    0.01 ms    11     27.9k     world_the_end - syncChunkLoad
0.01%    0.02%    0.02 s    0.01 ms    1.0    2.6k      world_the_end - doChunkMap
0.01%    0.60%    0.02 s    0.30 ms    0.0    0.1k      tickEntity - EntityHoglin
0.01%    0.63%    0.02 s    0.32 ms    0.0    0.1k      tickEntity - EntityMagmaCube
0.01%    0.34%    0.02 s    0.17 ms    0.0    0.1k      tickEntity - EntityWitch
0.01%    0.30%    0.02 s    0.15 ms    0.0    0.1k      tickEntity - EntityRabbit
0.01%    0.01%    0.01 s    0.01 ms    1.0    2.6k      Scheduler - Sync Tasks
0.01%    0.01%    0.01 s    0.01 ms    1.0    2.6k      Tasks
0.00%    0.01%    0.01 s    0.00 ms    1.0    2.6k      world_the_end - doChunkUnload
0.00%    1.32%    0.01 s    0.66 ms    0.0    0.0k      tickEntity - EntityPiglinBrute
0.00%    0.05%    0.00 s    0.02 ms    0.1    0.2k      world_nether - chunkLoad - Entities
0.00%    0.00%    0.00 s    0.00 ms    1.0    2.6k      world_the_end - tileEntityTick
0.00%    3.64%    0.00 s    1.82 ms    0.0    0.0k      Command: gamemode
0.00%    0.00%    0.00 s    0.00 ms    1.0    2.6k      world_nether - doSounds
0.00%    0.00%    0.00 s    0.00 ms    1.0    2.6k      world_the_end - doSounds
0.00%    0.00%    0.00 s    0.00 ms    1.0    2.6k      world - doSounds
0.00%    0.00%    0.00 s    0.00 ms    1.0    2.6k      world_nether - tileEntityPending
0.00%    0.00%    0.00 s    0.00 ms    1.0    2.6k      world - tileEntityPending
0.00%    0.00%    0.00 s    0.00 ms    1.0    2.6k      world_the_end - tileEntityPending
0.00%    0.00%    0.00 s    0.00 ms    0.1    0.2k      world_nether - chunkLoad - TileEntities
```

[Show rest...]

[Toggle all hidden]