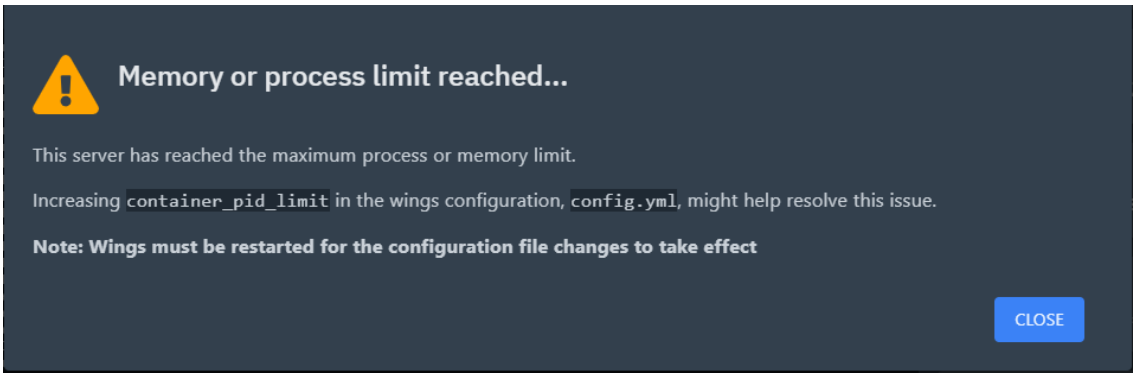
Containers Stopping/Crashing Due To Memory/Process Limit Reached

You might be running into this error when running a large MC network or have a server which has many plugins, players and operations going on at the same time.



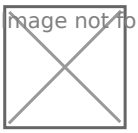
Pterodactyl is running on a Linux OS, which has "PID's". PID means Process ID, and what happens is your server(s) are using more than 512 processes, causing said container to stop, crash or not start up at all. Windows operates the same way and has it's own process ID's for each application. Open Task Manager, go to the "Details" tab and you will see "PID" next to each service.

Image not found or type unknown

By default, Pterodactyl Wings, the daemon, is set to 512 PID's, which to us is really daft. It's secure for a reason, as remember, Pterodactyl is mainly written for hosting companies. This is done just in case you have a client who decides to crash or stop a

node from running efficiently by tar bombs, PID limits or RAM exploits.

The problem is, this causes an annoyance for networks as it's your own dedicated system and you shouldn't be bothered by this error. At Jasmeow.Systems, we set this to -1 by default to stop this from happening in the future. If you are running your own system however, SSH into the system and go to `nano /etc/pterodactyl/config.yml` and scroll down to find:



Change the number to -1.



Ctrl + X, Y then enter to come out of nano. Then run `systemctl restart wings`.



That's it. Your servers won't do this anymore.

Revision #2
Created 14 September 2023 14:02:03 by JasmeowTheCat
Updated 7 September 2025 19:10:21 by JasmeowTheCat