

Minecraft server updated to 1.6.4

Posted by Tunes - 26 May 2011 14:37

Hello minecrafters, well Notch did it again and as usual everything messes up on each update.

The server is up with version 1.6.4 AND plugins, but beware is using a very unstable craftbukkit version and anything can happen.

By any means, please, if you get disconnected, map crash or something else, please post in this thread so I can look it up.

I'll keep an eye on the server during my regular 18 hours of my computing day.

Thanks for everyone playing there and making awesome contraptions 🍷

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Re: Minecraft server updated to 1.6.4

Posted by Tunes - 27 May 2011 16:21

For those people massively coming into this post from google and have no idea this community exist.

We have a minecraft server hosted at mc.twkgaming.com, which it updated to 1.6.4 and will stay there until a new release from Notch, who by the way, is awfully quiet everywhere, his blog, facebook twitter and alike.

Something is heavily broken in the code I managed to debug at the system level, and there are lots of network errors and IO (disk access) errors, which are impossible to fix without Mojang AB releasing a new version...

Until then, play in the 1.5 version of the game on server still on the 1.5 (I can downgrade, but I won't) or play singleplayer which "works" (bugs everywhere).

Hope got things clear and thanks for passing by.

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Re: Minecraft server updated to 1.6.4

Posted by DaPope13 - 27 May 2011 19:55

Well all I could see when I spawned was a redstone torch and a repeater.. Lol Bugs away!

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Re: Minecraft server updated to 1.6.4

Posted by Johannicus - 27 May 2011 20:10

"Aack, sorry! I wasn't aware the bugs were that severe! =(I feel horrible now. I'll head in to the office tomorrow."

"Chunks loading way too slow in SMP at spawn, items breaking after a single use, lighting updates not happening.. are those the big bugs?"

From his Twitter...

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Re: Minecraft server updated to 1.6.4

Posted by Chifilly - 27 May 2011 21:21

Thank God he's eventually realised. Let the waiting commence... waiting... still waiting... ahh screw it *explodes*

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Re: Minecraft server updated to 1.6.4

Posted by Tunes - 28 May 2011 00:20

Johannicus wrote:

"Aack, sorry! I wasn't aware the bugs were that severe! =(I feel horrible now. I'll head in to the office tomorrow."

"Chunks loading way too slow in SMP at spawn, items breaking after a single use, lighting updates not happening.. are those the big bugs?"


From his Twitter...

Thanks Jo! Was really getting complicated to hear from him, looks like they stufed the new version online and all vanished off the office in milliseconds...

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Re: Minecraft server updated to 1.6.4

Posted by LOL_MOUSE - 28 May 2011 13:22

Can i join your server? if i can whats the ip? 



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Re: Minecraft server updated to 1.6.4

Posted by Chifilly - 28 May 2011 13:30

The IP is mc.twkgaming.com:25565

If you want builder rights, make a request [here](#)

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Re: Minecraft server updated to 1.6.4

Posted by Tunes - 28 May 2011 13:43

"It's annoying, as it locks up and doesn't respond to debugging attempts. If this ONE button would just work, it'd been solved hours ago"

From Notch twitter... for me looks like he doesn't even know how to fix the damn thing...

This one makes me a bit sad, it was to be a huge update, but he touched the network code and broken everything...

AFAIK, from my debugging, this has something to do exactly how he is treating the chunk updates, the server misses something something and the chunk never gets sent, the client never ACK's the transmission, the server thinks he's gone away and terminates the connection... At least, thats what I see from my debug.

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Re: Minecraft server updated to 1.6.4

Posted by Johannicus - 28 May 2011 18:01

1.6.5 ia out, does it help server wise or?

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Re: Minecraft server updated to 1.6.4

Posted by Tunes - 28 May 2011 22:40

Damn you Jo!! You were faster then me 😊
Notch post has 3 hours and yours four... timezone maybe

I will look into the 1.6.5 and get it online as soon as the mods are ready.

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