Minecraft 1.8 update map reset
Posted by Tunes - 07 Sep 2011 10:19

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Sooooo, should the map be FULLY reset to the new update?

Create a new spawn are and stuff, maybe copy the old one, post your comments and ideas, it should happen tomorrow.

It's just the map, mmo levels will stay as they are, Factions claimed terrain is something I must work on, as they will be invalid.

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Re: Minecraft 1.8 update map reset
Posted by FrogyFace - 07 Sep 2011 10:46

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Reset! But fill my inventory with tnt before you do ;3

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Re: Minecraft 1.8 update map reset
Posted by Johannicus - 07 Sep 2011 12:11

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Ye, do a reset. And find a good spawnpoint and let it be there, dont move it later.

And I gladly take a stack of ironblocks in my inventory 😊

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Re: Minecraft 1.8 update map reset
Posted by Tunes - 07 Sep 2011 12:34

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If you pass all that matters into virtualchest, it will be a good starting point 😊

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Re: Minecraft 1.8 update map reset
Posted by Gimp - 07 Sep 2011 14:00

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all up for a reset 😳

jst wanna keep my stuff 😜

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Re: Minecraft 1.8 update map reset

Posted by FrogyFace - 07 Sep 2011 14:03

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Will i still get to grief the map before tunes deletes it? 😳

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Re: Minecraft 1.8 update map reset

Posted by Gimp - 07 Sep 2011 14:10

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whats the command for virtual chest?

edit-nvm found it

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Re: Minecraft 1.8 update map reset

Posted by Tunes - 07 Sep 2011 14:25

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Gimp is a noob and could have put it here, the virtualchest command is /gp

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Re: Minecraft 1.8 update map reset

Posted by substick - 07 Sep 2011 15:13

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Tbh I think you should wipe everything including inv 😜

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Re: Minecraft 1.8 update map reset

Posted by FrogyFace - 07 Sep 2011 15:16

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Yes, im with substick

Theres nothing like fresh start 🙂

Edit: I have over 40 diamond blocks and i dont mind losing them for a fresh start so im sure every should as well.🙂

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