Minecraft 1.8 "leaked" pre-release

Posted by Chifilly - 09 Sep 2011 23:56

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The pre-release of 1.8 has been "leaked" and you can download it (links below). I say "leaked" with quotes because Jeb has authorised it and is allowing the distribution of it, however it was originally leaked by one of the testing groups. Some people think it's a publicity thing, or they're saying it's "leaked" but it's really so they can treat this as a bug testing stage and everyone is a beta tester. All I know is that you can play 1.8 now, without getting your ass banned from Minecraft.

You can find the official thread for it here .

You can download the client here , and the server here .

Enjoy 😊

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Re: Minecraft 1.8 "leaked" pre-release

Posted by Tunes - 11 Sep 2011 17:09

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and btw, i found a HUGE ridge filled with mines and stuff, awesome, got killed twice by the enderman, no villages yet...

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Re: Minecraft 1.8 "leaked" pre-release

Posted by Chifilly - 11 Sep 2011 20:00

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Tunes wrote:

1.8 vanilla no mods at all 78.46.53.135 😊

Only with the final release, I will update the current mmo.

Anything done in this server will be gone with the update, its just a place to explore online.

Unable to connect, if it's still online

EDIT: Scratch that, it worked after a bunch of refreshing, and the damn spawn's in the middle of the ocean

EDIT: I think you'll need to generate a new world. There's just miles of water at all directions from the spawn (which is in the middle of the ocean)

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Re: Minecraft 1.8 "leaked" pre-release
Posted by Tunes - 12 Sep 2011 09:28

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Spawn in the middle of the ocean???? weird, I didn't spawned there...

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Re: Minecraft 1.8 "leaked" pre-release
Posted by FrogyFace - 12 Sep 2011 09:57

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Tunes wrote:

Spawn in the middle of the ocean???? weird, I didn't spawned there...

When you enter the server you spawn in the middle of the ocean 😐

Oh and one thing i hate on the 1.8 is those mines because my world has shit load of them and i cant mine without finding any...

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Re: Minecraft 1.8 "leaked" pre-release
Posted by Tunes - 12 Sep 2011 10:22

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Ok, spawned a newmap with a new seed, have fun folks!

The server seems to run pretty nice, I've played only 2 hours on smp, waiting for the bukkit team to have the mods ready and update the creative and mmo 😊

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Re: Minecraft 1.8 "leaked" pre-release

Posted by Tunes - 12 Sep 2011 14:46

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Well folks, as promised, two test servers are up, one creative and one survival

This servers are based on the leaked or pre-release 1.8 minecraft beta and are open to all

Creative server ip 78.46.53.134

Survival server ip 78.46.53.135

Have fun!

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Re: Minecraft 1.8 "leaked" pre-release

Posted by Tunes - 12 Sep 2011 16:34

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According to twitter.com/# !/jeb_/status/113288674883538944

"Got a lot of work done today, but not enough for release! And my crash bug disappeared when I successfully installed 64bit java..."

Sooooo, keep having fun on out two 1.8 test servers (any work done there will be gone anyway)

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Re: Minecraft 1.8 "leaked" pre-release

Posted by VooDoo - 12 Sep 2011 23:17

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FML, Since i re-formatted my computer and installed everything again, I cant get on ANY form of minecraft, it says my drivers are outdated even though they are the most up-to date drivers... I've tried downloading multiple drivers and still cant fix.. heres the error i get:

Bad video card drivers!

Minecraft was unable to start because it failed to find an accelerated OpenGL mode.
This can usually be fixed by updating the video card drivers.

--- BEGIN ERROR REPORT 7fe0271 --------
Generated 13/09/11 00:20

Minecraft: Minecraft Beta 1.7.3
OS: Windows 7 (x86) version 6.1
Java: 1.6.0_27, Sun Microsystems Inc.
VM: Java HotSpot(TM) Client VM (mixed mode), Sun Microsystems Inc.
LWJGL: 2.4.2
[failed to get system properties (java.lang.NullPointerException)]

org.lwjgl.LWJGLException: Pixel format not accelerated
 at org.lwjgl.opengl.WindowsPeerInfo.nChoosePixelFormat(Native Method)
 at org.lwjgl.opengl.WindowsPeerInfo.choosePixelFormat(WindowsPeerInfo.java:52)
 at org.lwjgl.opengl.WindowsDisplay.createWindow(WindowsDisplay.java:185)
 at org.lwjgl.opengl.Display.createWindow(Display.java:311)
 at org.lwjgl.opengl.Display.create(Display.java:856)
 at org.lwjgl.opengl.Display.create(Display.java:784)
 at org.lwjgl.opengl.Display.create(Display.java:765)
 at net.minecraft.client.Minecraft.a(SourceFile:294)
 at net.minecraft.client.Minecraft.run(SourceFile:716)
 at java.lang.Thread.run(Unknown Source)
--- END ERROR REPORT 56115d18 ----------

Any ideas, feel free to suggest.

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Re: Minecraft 1.8 "leaked" pre-release
Posted by Chifilly - 12 Sep 2011 23:29

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By the looks of it there's something wrong with your OpenGL drivers. Might have to find a specific

manual update for OpenGL?

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Re: Minecraft 1.8 "leaked" pre-release
Posted by Tunes - 13 Sep 2011 09:20

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if you have an Nvidia, downgrade the driver version, I was having the same problem on linux on mu GT88 with new drivers (i fact, everything was crappy with those drivers) and rolled back to the earlier version and all went fine.

There are recommended for each gpu version, newer one are not usually the best for older cards.

ATI suffers mostly from the same.

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