

mc lag

Posted by Tunes - 01 Apr 2012 17:58

Well folks, the current mc map is lagging like hell and bugging a lot at spawn.

Why?

Simple, too many chunks, the map has grown into 10Gb due to some people abusing and going haywire like into 120k and 200k position in the map.

Well, I'm forced to a map reset and impose borders no bigger than 40k blocks around spawn, which should be enough for everyone to play.

I'll keep the server off atm and will rework a few stuff to put it up in a few hours.

Sorry, but this has to be done.

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Re: mc lag

Posted by FroggyFace - 01 Apr 2012 18:23

Can we please restart the /gp as well :3

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Re: mc lag

Posted by Tunes - 01 Apr 2012 18:57

why gp's?

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Re: mc lag

Posted by FroggyFace - 01 Apr 2012 19:02

Fresh start for the whole server 🤔

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Re: mc lag

Posted by VooDoo - 01 Apr 2012 20:07

FroggyFace wrote:

Fresh start for the whole server 🤔

Yeah, most people keep all their stuff in the GP chests.. therefore, resetting the GP's will just allow people to get their stuff straight away 🤔

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Re: mc lag

Posted by Gimp - 01 Apr 2012 20:27

sounds good 🤔

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Re: mc lag

Posted by substick - 01 Apr 2012 21:31

Ye I think a reset would be awesome 🤔

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