

22 people, not bad :P

Posted by Gimp - 19 Jun 2012 19:12

just thought it was cool 😊

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Re: 22 people, not bad :P

Posted by FroggyFace - 19 Jun 2012 19:37

I dont get it, sometimes the server has alost no players a day and sometimes everyone join lol

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Re: 22 people, not bad :P

Posted by M3ntoz - 19 Jun 2012 19:53

FroggyFace wrote:

I dont get it, sometimes the server has alost no players a day and sometimes everyone join lol

That is when i am online :p

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Re: 22 people, not bad :P

Posted by Tunes - 20 Jun 2012 12:26

Awesome, I did got an sms cause the server hit the 10mbit mark on instant traffic, I thought it was an attack until I checked stats 😊

Nice work folks! I'll just keep it runnin, 2.0 update is hovering so I'll update it too, I just hope there won't be another bunch of features requiring a map reset...

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Re: 22 people, not bad :P

Posted by M3ntoz - 20 Jun 2012 13:16

Somoene knows how to fix this mc Spoutcraft problem? Everytime i try to connect to the server i get this error.

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Re: 22 people, not bad :P

Posted by Gimp - 20 Jun 2012 17:32

when stuff like that happens i just delete the mc folder and download it again 🙄

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Re: 22 people, not bad :P

Posted by Space_Cowboy0001 - 24 Jun 2012 05:54

Sweeeest 22 people 🙄
! BTW what's the new twk-e rank I c on creeper?

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Re: 22 people, not bad :P

Posted by Gimp - 24 Jun 2012 12:25

i made a bunch of useless ranks to keep the noobs happy 🙄

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