

Server Stuff

Posted by Chifilly - 04 Aug 2012 02:24

At the moment, the server is down, but here's some bugs that I've found:

- Tree Feller kicks the player when used
- Gigga Drillbit causes the player to eventually get kicked by NoCheat
- Saying /herbalism, /mining or /woodcutting returns an error

Will update when I find more

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Re: Server Stuff

Posted by FroggyFace - 06 Aug 2012 15:44

Postal291 wrote:

ewwwwww mac. lol

Agreed!

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Re: Server Stuff

Posted by iMattR - 06 Aug 2012 16:02

Wow, thanks for the great replies on that. Oh, and Froggy, for once in your fucking life, would it kill you to listen maybe?

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Re: Server Stuff

Posted by FroggyFace - 06 Aug 2012 16:08

I understand but i have nothing against you only against Mac, i'm sorry if i've hurt you 🙄

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Re: Server Stuff

Posted by 150537 - 06 Aug 2012 18:37

why wont the server work?!?!

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Re: Server Stuff

Posted by Gedafix - 06 Aug 2012 20:22

I've also noticed that if you use any "efficiency III" or above enchantment on a tool, noheat removes you from the server if you actually use it.

I had an efficiency IV shovel i was using and due to fact it insta-breaks dirt blocks was getting kicked repeatedly and i had to put my shovel into storage 😊

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Re: Server Stuff

Posted by Tunes - 06 Aug 2012 21:40

Thanks for the input Imatt!

Been testing on the other server some stuff, although I don't have all the time in world to keep up with bukkit updates, I try to test this and that plugin, as for now, above the 2281 we have (and crashes a lot) most plugins don't start, soooo, we'll keep on wating until factions and mmo (they only support RB's) update their plugins.

Till then, patience my friends, it's only a game.

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Re: Server Stuff

Posted by iMattR - 06 Aug 2012 23:10

Sounds good! Also a bit of a pain in the arse that 95% of plugins rely on the deprecated event. Hoping either Bukkit will find a fix to re-implement it, or plugin authors will modify upon RB (seeing as it's only to modify asynchronous chat output).

EDIT:

And as Tunes added, there's not much that he or any of us can do regarding bugs in the server. We're running on a development build of Bukkit at the moment, and there are bound to be a tonne of bugs and errors. All will be sorted in time - you just have to have a little patience.

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Re: Server Stuff

Posted by iMattR - 07 Aug 2012 13:53

Super awesome update! Bukkit 1.3.1-R1.0 is now out! Just ran it on my server, and I was hoping to see something positive because of a build that mentioned something about managing an event deprecation configuration (something along those lines) in its bug fix list. Just ran it, and there were no errors in the console whatsoever!

I'll keep trying things and let you know if anything shitty crops up.

EDIT:

It seems there's been a good few things fixed, and it runs as smoothly as I'd like it to. However, there's still a few bugs and no one's getting anywhere with NoLagg until the author commits changes that make it viable with 1.3.1.

'NOTHER EDIT (mainly for Tunes):

Just looked at the author's Github - they have actually committed code so that NoLagg now works with 1.3.1 servers, available here: <https://github.com/bergerkiller/NoLagg> . Just needs to be exported and uploaded to Bukkit. Oh, and there's a download available from the Github in a "TEST2" stage.

"TEST2" seems to work fine on my server, but I'm going to keep an eye on it and see if it returns any errors.

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Re: Server Stuff

Posted by Squallhero - 07 Aug 2012 19:58

is that why the server is down right now? to update the bukkit?

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Re: Server Stuff

Posted by Gedafix - 07 Aug 2012 21:36

I may have to remount my blade server to play on during all these development and Minecraft authentication outage! Once you play with MCMMO, there's no going back to vanilla!

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