

## Smaller map size

Posted by Squallhero - 28 Aug 2012 22:06

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I have been told that our map size is 32 mil x 32 mil. Would it be okay if we had a smaller map size on the next map reset please? I find it very hard to raid other peoples' bases when 50k is already hard to get to.

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## Re: Smaller map size

Posted by Gedafix - 06 Sep 2012 14:53

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Does anyone know what the "inactive" delay is for factions? I logged in to today to find out that 4 of my faction members were removed. Razanga isnt going to be happy when he comes back and realizes all his claims are gone :p

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## Re: Smaller map size

Posted by VoGon - 06 Sep 2012 15:17

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I think we should talk about some ideas to bring ppl to the server.

I was wondering if the lack of food might be one of the reasons? I know it was posted and I do get the point that its a Survival server so we are supposed to survive and get our own food, but wonder if that is one of the reasons?

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## Re: Smaller map size

Posted by Chifilly - 06 Sep 2012 17:38

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It's possible. Because ever since the mechanics of animal spawning was changed, and areas actually det depleted of animals, it's very difficult to get food

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## Re: Smaller map size

Posted by Gedafix - 09 Sep 2012 07:18

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i dunno, tunes decreased the difficulty, so i don't think hunger even kills you anymore.

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## Re: Smaller map size

Posted by Chifilly - 09 Sep 2012 09:10

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The difficulty has always been the same (Medium I believe) so hunger never killed you, but no matter what difficulty you're on, passive mobs don't respawn in areas they've been killed in

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## Re: Smaller map size

Posted by Tunes - 09 Sep 2012 17:20

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Yes, I've found that passive mobs spawn when a chunk is generated and after that they spawn very slowly, to overcome this, I've built a spawner outside the spawn city, so, just type /spawn and then kill some piggies. 🐷

Also, for n00bz, after getting into a location to build, breed some of the existent mobs first.

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