

Server Reset

Posted by nuckyi - 18 Feb 2013 02:08

I read some stuff the other day about resetting the server. Is this going to happen and if so when. Will we be able to get some stuff moved over or will it be a fresh start.

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Re: Server Reset

Posted by VooDoo - 19 Feb 2013 01:55

GeneralDonno wrote:

Not real a fresh start if you can take all of the diamonds and your entire house over.... just disassemble then reassemble 🤔

Agreed, I vote for not keeping ANY items, no inventory or enderchest. the reasons being:

1. You ask for a fresh start and yet want to keep items?
2. Keeping items gives an unfair advantage and the people that are good in this world will stay good in the next
3. Putting everything you want to keep in enderchest is silly, stuff isn't really hard to get anyway.. a stack of diamonds would take around and 2 or 3 hours if your not an idiot 🤔
(perhaps even less)

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Re: Server Reset

Posted by Tunes - 19 Feb 2013 02:13

Was reading on the future 1-5 release (when, no one knows), and it includes rendering changes, so a map reset will be in order.

About invs and ender chests, it's open to discussion.

Skyblock remains, normal worlds will be reset, and maybe will configure something to reset the the end level every now and then.

Food spawners will change but will be there, but will figure out how to control them, things like afk food spawning angers me 🙄

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Re: Server Reset

Posted by ForlornRanger - 19 Feb 2013 02:15

I personally would prefer it if we were able to keep inv/enderchest.

Just my two cents.

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Re: Server Reset

Posted by gracielynn - 19 Feb 2013 03:28

We should be able to have our stuff transferred. That way, we can at least have some stuff.

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Re: Server Reset

Posted by Minecraftwyatt01 - 19 Feb 2013 03:33

At least transfer enderchests, and inv so we can have a good start. thx

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Re: Server Reset

Posted by Chifilly - 19 Feb 2013 04:56

If we are to transfer anything (which I think is dumb, because it's a reset for a reason) it would just be Ender Chests. Both Ender Chest and Inventory is too much to carry over in my opinion, and like VooDoo said, the good people in this world will have a huge advantage over people who are new or haven't got as much stuff, and it would be unfair. My vote still goes towards nothing carried over.

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Re: Server Reset

Posted by Chifilly - 19 Feb 2013 04:59

AfriendlyPaedo wrote:

Aw, sad to see yet another restart but some fair points have been said. Also, I think that the ender chest and invent transfer would be a good idea which most people will like. That said, it won't really be a restart if we take a double chestful of our precious materials. Also would it be possible to carry over shops world?

Lots of love

--PedoBear-- 🐻

(p.s Can someone tell me how to get my signature at the end of every comment i post.)A quick addition to this (didn't see it before) like Tunes said,

only

the main world, the nether and the end will be reset -_-

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Re: Server Reset

Posted by sh4z - 19 Feb 2013 07:06

Well It's either all or nothing IMO. Personally I would be okay with a reset; but I wouldn't drag the decision on and on.

People who live for the conflict/raiding side of things and not so much the building probably wont care about a map reset. Others will see the positive sides of a reset and accept it

I think plenty of people have put a lot of time into their creative work; and may not take kindly to see all their built stuff just pissed away (This could be a game killing event for some; like /ragequit, Or so disappointed that you can't even contemplate doing it over...)

Speaking from experience a similar thing happened to the old server I used to play on and basically a lot of the regulars never came back. I sort of felt the same way and found a new place (TWK!). If you're fine with people not coming back, this could be good!

🍷 Cheers

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Re: Server Reset

Posted by Chifilly - 19 Feb 2013 08:29

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👉 CheersUnfortunately, that a risk we may need to take. Resets have happened before, and most people were fine with it, but we did lose a few regulars. We obviously appreciate the members we have, but we can get new members (not trying to sound douchey or anything, just being realistic)

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Re: Server Reset

Posted by VooDoo - 19 Feb 2013 13:23

Chifilly wrote:

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Not only this but I can and will add that ALL servers reset sometime.. this time has come around again for us to do the same.. its a major update and without a reset the server will be lacking alot of new elements that the game has to offer.

Not only ^that but if people are going to quit over a reset then they are forever going to be shuffling from server to server.. I for one do not mind re-building everything, people may say "Well your an admin, you don't have to work for your stuff" and my reply is, well.. I don't HAVE to work for my stuff.. but I choose to play legit unless I want to just have a quick mess about (Which I use the other worlds we have to do, they are filled with random junk that I've built 🤔)

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