

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.

=====

Re: Server Reset

Posted by razanga - 19 Feb 2013 14:49

Ender chests and inventories should be reset. In one ender chest you can pretty much put everything you need/valuables in it. If we do get to keep items, I agree with Chifilly that it should only be ender chests, not inventories.

=====

Re: Server Reset

Posted by Postal291 - 19 Feb 2013 17:24

Whether or not we need a reset isn't in question here, we're having one.

I feel that it should be a fresh start. We'll still have our mcmmo scores, so that's something that can be used to our advantage for a new beginning.

+1 for punching trees.

=====

Re: Server Reset

Posted by Chifilly - 19 Feb 2013 19:15

Postal291 wrote:

+1 for punching trees. Tree punching all the way! xD

=====

Re: Server Reset

Posted by 117derek - 19 Feb 2013 19:49

I'd say let everybody bring 3 items over. Let them only have 3 items in their inventory before the reset, and if they have more, delete everything. No enderchests. I really don't know how much work this would take, but it's just an idea...

Not like you'll listen to me or anything... I wouldn't.

=====

Re: Server Reset

Posted by Chifilly - 19 Feb 2013 19:52

117derek wrote:

I'd say let everybody bring 3 items over. Let them only have 3 items in their inventory before the reset, and if they have more, delete everything. No enderchests. I really don't know how much work this would take, but it's just an idea...

Not like you'll listen to me or anything... I wouldn't. That's actually a nice idea, but it would be way too hard to manage

=====

Re: Server Reset

Posted by 117derek - 19 Feb 2013 19:54

I thought so... I kinda realized that after the fact. You'd have to check the inventories of every single player on the server...

=====

Re: Server Reset

Posted by Tunes - 19 Feb 2013 20:59

117derek wrote:

I'd say let everybody bring 3 items over. Let them only have 3 items in their inventory before the reset, and if they have more, delete everything. No enderchests. I really don't know how much work this would take, but it's just an idea...

Not like you'll listen to me or anything... I wouldn't.

Besides you being banned, that won't be possible, as fiddling with each inv can be kind of piss to do.. afterall, it's only around 8000 users data ...

I'm inclined to clean everything and give a starter kit (similar to what already happens.

This means, resetting invs, factions, money, everything except mcmmo levels (then again.. why not)

About losing users... well, we've lost lots of players, and gained new ones over resets, we are kinda used to it.

=====

Re: Server Reset

Posted by Chifilly - 19 Feb 2013 21:11

I know it's kinda upsetting when peoples builds get reset, but I think McMMO stats is treading a bit too far in my opinion, because it is a HUGE grind and I can guarantee everyone will be pissed if they get reset (including me). And obviously, if you delete the alternative world (specifically the Challenges world) I will hunt you down and murder you with a rusty spoon! xD

=====

Re: Server Reset

Posted by shadow343179 - 19 Feb 2013 23:49

Only issue I would have is that I spent quite awhile building my lovely new house, Still moving into it, then I find out that the build will be reset.. Other than that, Diams etc wont be too hard to get back, Its As long as my mcmmo stats dont die..

=====