

## Minecraft update 1.7.2

Posted by Tunes - 29 Oct 2013 20:58

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Well folks, there it is, another massive update from Mojang, annnnnd guess what?

Server reset will happen! 🤖

I've been quite away from the community and the server itself, hardly having time to update it and keep it running.

The spawn is a complete crap, yes it is, never seen it so awful, the next one will be a lot smaller and more integrated into the enviroment, simpler and smaller.

Factions rules will change a bit too, into what, don't know atm, still figuring it out.

Whenever there's an update from the bukkit team, the server will be updated too when all the main plugins catch up, until then, it will remain running at 1.6.4 for the time being.

Also, for people who don't see me on facebook, there's been a few changes in my life, got married, and I'm starting up a new project on the local IPTV provider, soo time will be tight, but I will spend more time at the keyboard, instead of managing projects on paper (tired of it), as so, server will get more updates and work done, but I won't be able to join into the game play soon, so I count on our admins and mods to work out something at spawn.

Until then, have fun with 1.6.4, I'll notify when the server will be ready.

Cheers.

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## Re: Minecraft update 1.7.2

Posted by iMattR - 05 Nov 2013 20:27

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**KarlieAnn16 wrote:**

I wish we could go back to the old spawn...the one with the ship and the statue of Tunes and the melon dispenser...I miss that one a lot.

I think Gimp's got a couple idea's... I'll keep you informed.

**Tunes wrote:**

Well folks, looks like 1.7.2 is still a bit out of dev, why? simple, Minecon, Dinnerbone went to Minecon a few hours after 1.7.3 was released, as so, the craftbukkit release is delayed, I expect something to move in the next week.

Until then, keep 1.6.2 around to be able to play online as there are no 1.7.2 releases yet.

Cheers

I don't think Dinnerbone has touched Bukkit since he went to work with the Mojangster's in Stockholm - pretty sure it's Warren (EvilSeph) working on it as the development lead now.

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**Re: Minecraft update 1.7.2**

Posted by Tunes - 05 Nov 2013 21:20

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Dinnerbone works on some part of the API, evilshep does most of the coding stuff, but past weekend as minecon n the bizz, however, 5 days passed since the release and nuttin yet on the horizon.. wait wait and wait.. pluz waiting for plugins to catch up...

Getting kinda... troublesome

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**Re: Minecraft update 1.7.2**

Posted by iMattR - 05 Nov 2013 23:21

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Yeah, I agree. I've checked the Craftbukkit downloads page at least 50 times in the past few days... it'd be nice if the Bukkit team could give us an update, but they're pretty strict with stuff like that.

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## Re: Minecraft update 1.7.2

Posted by Tunes - 06 Nov 2013 11:49

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Well, as CraftBukkit 1.7.2 is still somewhat in the oven...

I've setup a vanilla server, 20 slots, so people can join in and play

Join at [mcc.twkgaming.com](http://mcc.twkgaming.com)

Have fun

Remember, NO WHINING, the server ha NO PLUGINS, so, no factions, protections or whatsoever, your base got found, deal with it, move away, etc. Also, people will be cheating like hell on earth.

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## Re: Minecraft update 1.7.2

Posted by Tunes - 11 Nov 2013 17:56

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Well... still nothing yet... 😞

BTW, server will change its ip soon (this weekend maybe), if you connect throught the DNS name, there won't be any problems.

Cheers

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## Re: Minecraft update 1.7.2

Posted by iMattR - 13 Nov 2013 20:43

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For anyone still left in curiosity as to what's happening, please visit the [Bukkit website](#) and read the notice at the top of the page. This is an official statement from the development lead of the Bukkit team, Warren Loo, stating that:

...we have been hard at work on the update since it came out and are continuing to push towards our first (unsupported) development build.

Bear in mind that servers owners **do not** know any more than a regular player does. We have to wait just as long as you do for an official release.

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## Re: Minecraft update 1.7.2

Posted by Tunes - 18 Nov 2013 12:02

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Well... looks like it will take a long time before an update comes out...

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## Re: Minecraft update 1.7.2

Posted by Tunes - 18 Nov 2013 13:51

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And for those who don't get it, the 1.6.4 version is online at [mcs.twkgaming.com](http://mcs.twkgaming.com) and the 1.7.2 vanilla is online at [mcc.twkgaming.com](http://mcc.twkgaming.com)

TS is down until I get a license for the new ip

I've migrated (again) all the servers into new machines and ip's.

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## Re: Minecraft update 1.7.2

Posted by GeneralDonno - 18 Nov 2013 19:32

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Awesome.. Now making a super top secret base in an undefined location will commence > 😊

Re: Minecraft update 1.7.2

Posted by sh4z - 24 Nov 2013 01:55

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Nice!

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