

Minecraft update 1.7.2

Posted by Tunes - 29 Oct 2013 20:58

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 nest 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 Chifilly - 24 Nov 2013 21:59

The one time I come back and start building a cool base on the 1.7 server, the server goes down 🙄

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Re: Minecraft update 1.7.2

Posted by Tunes - 25 Nov 2013 09:39

The vanilla sometimes crashes for no reason... it's up again. sorry.

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Re: Minecraft update 1.7.2

Posted by Tunes - 25 Nov 2013 12:16

Well.. looks like Mojang is killing the online community with this huge delay releasing the 1.7.2 bukkit, as so.. for the moment and until something elses comes out of Sweeden (besides blond babes), no update.. stck with 1.6.4 🙄

Cheers.

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Re: Minecraft update 1.7.2

Posted by Chifilly - 25 Nov 2013 16:19

I still can't connect to either server :/

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Re: Minecraft update 1.7.2

Posted by Tunes - 25 Nov 2013 17:39

OOPS, firewall was blocking 1.7.2, but 1.6.4 is fine.

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Re: Minecraft update 1.7.2

Posted by iMattR - 01 Dec 2013 10:52

Just an update for you guys: a CraftBukkit 1.7.2 development version has now been released! Please

see the following link for more information: forums.bukkit.org/threads/craftbukkit-follow-up-available.200472/

I'm sure Tunes will get down to some environment testing as soon as he has the time, and I'm currently doing the same in my server(s). I'll keep you all informed if I come across anything strange.

Please note, the initial development build release **does not mean that the server will instantly be upgraded to 1.7.2.** If there are any plugins that no longer work, which seems highly likely, then all server owners that use said plugins will have to wait for them to be fixed (or pull them from a repository and re-compile them).

Again, I will keep you all updated - keep an eye out on here.

UPDATE

Just booted up my server with all plugins enabled, and the only one that seemed to be an issue was mcMMO - that, unfortunately, might be a problem for the way that TWK and any other MMO-type survival servers work.

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Re: Minecraft update 1.7.2

Posted by MrBombe7 - 01 Dec 2013 17:15

Sweet, I will finally be able to play again ^^.

Just one question: Is it a hard reset or just a simple world reset? You mentioned that inv's and Enderchests are going to stay if they won't get deleted or such. So yeah, will the Inv's and chest's be kept or not? I mean it was a long time and it could be reddecided : p.

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Re: Minecraft update 1.7.2

Posted by Tunes - 01 Dec 2013 18:13

Will move on to test it as soon as possible.

Also noticed it this morning, but I had other issues to attend.

Cheers!

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Re: Minecraft update 1.7.2

Posted by iMattR - 01 Dec 2013 22:24

Another update for you guys. The issue falling with mcMMO failing to load in CB1.7.2dev has been made aware to the developers, and they're having a look into it: github.com/mcMMO-Dev/mcMMO/issues/1658

I'd say we can expect a fix in the next week or so; maybe less. Remember, the best place to start isn't to ask server staff when a plugin will be fixed, but to have a look at the plugin's Bukkit page and seeing if the developer is aware of the issue. If they're not (and the plugin is still continually developed) then make them aware.

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Re: Minecraft update 1.7.2

Posted by Tunes - 02 Dec 2013 14:52

Well, bukkit is spitting versions by the hour, I won't risk updating now and will give some more time to update our server.

BTW, map and inventories will be reset, spawn will be transported (hence I need worldedit) over the new map.

The reason for this, and I've tested it, the renderer has changed again, new chunks won't blend with the ones already generated.

Cheers

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