Lots of entities causing massive lag

Posted by FrogyFace - 15 Jul 2012 03:16

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Tunes i'd like to ask you to please use MCEdit to Delete Entities because there are loads of torches dropped in my faction, in an unclaimed land and it causes massive lag to everyone near the chunk.

I have no idea when has this been done, why has been done, who did this :S

Thanks in advance tunes 😊

A picture Chifilly sent me:

dl.dropbox.com/u/30723956/minecraft_torches.png

Edit: I could use /delete drops 100 next to the area but the lag doesn't allow me to 😊

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Re: Lots of entities causing massive lag

Posted by Chifilly - 15 Jul 2012 03:36

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Yeah. I was trying to get in there to world edit the floor to lava (it worked before, but there was less entities then) but it was not physically possible, because I was literally moving a frame every 4 seconds, and it was impossible to do any command at all. No idea why this happened, but I hope it can be fixed 😊

EDIT:

You might also want to de-OP me. Froggy temporarily made me OP because I was the only one out of us two that could physically do anything without Minecraft crashing/freezing, and we thought the /remove command might fix it. I've managed to get back to the place and put lava down, so if you teleport there the lag will stop eventually, but the /remove command didn't work, and there's still entities constantly spawning in mid-air :/

I'll stay on the server overnight and in the morning (mostly AFK) so anyone can TP to me (that can of course)

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Re: Lots of entities causing massive lag

Posted by GeneralDonno - 15 Jul 2012 11:04

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I hope this gets fixed. Thats my plot of land that someone has broken ☻
And i lost my flag :/

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Re: Lots of entities causing massive lag
Posted by Tunes - 15 Jul 2012 23:50

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That's what happens with kids fooling around ☻

any opped can use the command to clear out entities .

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Re: Lots of entities causing massive lag
Posted by Chifilly - 16 Jul 2012 01:02

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Can we be opped so we can ban Froggy ;P

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Re: Lots of entities causing massive lag
Posted by FrogyFace - 16 Jul 2012 05:31

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That's what happens with kids fooling around

any opped can use the command to clear out entities .

The command to remove drops or entities didn't work in that case

Can we be opped so we can ban Froggy ;P

Whaaaa ☻

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Re: Lots of entities causing massive lag
Posted by Tunes - 16 Jul 2012 09:10

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It's kinda needed to have some coords, anyway the command is /remove items 100

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