

a solution for our entities problem

Posted by FroggyFace - 23 Jul 2012 06:42

This post is mostly for tunes lol 🤔

Well the problem is that people are obsessed about leveling up their excavation level they don't pick up dirt blocks and all of that they leave behind and once they leave the chunk all of the drops glitch and they become unpickable entities something that causes massive lag at that chunk and takes from the server ram and causes more lag 🤔

So the solution is that hopefully tunes could make drops that haven't been picked up for one minute or even less be removed 🤔

P.S Tunes, it causes the same lag the sand machine does if it works too much time but you can pickup the blocks unlike now. 🤔

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Re: a solution for our entities problem

Posted by Tunes - 23 Jul 2012 23:34

Not picking up the blocks is rather unusual, however when you face a problem like this and a chunk is lagging, try the /remove command and the /butcher (kills animals and mobs)

I don't think there is a way to clean the map without being there or loading it into mcedit, requires stopping the server and downloading the map, edit and reup.

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Re: a solution for our entities problem

Posted by FroggyFace - 24 Jul 2012 04:48

That's the problem /remove won't remove the blocks they sort of glitch :S

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Re: a solution for our entities problem

Posted by VooDoo - 24 Jul 2012 11:54

FroggyFace wrote:

That's the problem /remove won't remove the blocks they sort of glitch :S

^ This, the items are not pickable up, not burnable, not movable (with water) they are just visible entities scattered on the floor that NOTHING will remove, its a bug with the de-spawn (I'm guessing no-lag causes it, not sure)

The way it works is:

1. Leave entities/items on the floor.
2. Leave the chunk by quite a far distance so that the server unloads the chunk.
3. Wait for a while.
4. Re-visit chunk to discover the bugged entities.

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Re: a solution for our entities problem

Posted by Gimp - 24 Jul 2012 14:37

fire seemed to work for me 😊
a 10000000 of fire

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Re: a solution for our entities problem

Posted by Chifilly - 24 Jul 2012 15:17

Yeah, but you're an arsonist. The drops got scared, that's why they disappeared 😊

Anyway, yeah, there seems to be a weird glitch that drops don't despawn properly :/

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Re: a solution for our entities problem

Posted by Tunes - 25 Jul 2012 00:05

can anyone show me some coords to get in there?

neither /remove drops 100 works?

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Re: a solution for our entities problem

Posted by FroggyFace - 25 Jul 2012 05:38

Tunes wrote:

can anyone show me some coords to get in there?

neither /remove drops 100 works?

Doesn't work 😊

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Re: a solution for our entities problem

Posted by Tunes - 25 Jul 2012 11:51

coords please?

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Re: a solution for our entities problem

Posted by FroggyFace - 25 Jul 2012 19:05

Emanuel is there problem is that he isn't online once he joins i'll tell you 😊

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