

## End Reset Plugin

Posted by ForlornRanger - 28 Mar 2013 19:24

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So I have been told there will be a plugin added to reset the end periodically. I'm just wondering if there will be any warning for this as I made my storage room in the end, and would like to know how quickly I need to move it as I'm pretty busy IRL.

Thanks in advance!

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## Re: End Reset Plugin

Posted by Tunes - 30 Mar 2013 18:12

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Well

Horsepower, I won't give more to it, already the server has 60Gb SSD for the maps, 32Gb of ram and 4 Xeon 3Ghz cores, I don't want to spend a dime more on the server. Nuff said.

Last night server stuck 1 cpu with something I don't had the time to dig, previously, on the other map, it was quite often restarted due to the gazzillions of enderman in the ender, cuz having like a full 1024 entities spawned, was cutting on the other mobs and people complaining about no mobs on other worlds, the server is able to control only 1024 mob entities at a given time, if around 500 of them are on the ender.. guess what happens.

I stated previously, in the topic about the reset, that there will be a plugin to reset the ender often or after the enderdragon gets killed and everyone leaves the map.

So, stuffing all these reasons on a scale, the resets are winning.

There is another spot to hide bases quite well and also allows to move farther in the world, the nether, so use it.

I won't add the plugin today, cause I have an important dinner at a clients home and I won't have brains to fiddle with the server, so it will happen during sunday night.

Cheers.

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## Re: End Reset Plugin

Posted by sh4z - 31 Mar 2013 19:50

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Sounds like a pretty sweet setup... Thanks for helping keep the server running smooth. I was probably outta line, Just was lookin forward to having a nice end base setup. Anyway I moved all my crap out of the end the other day so all is well! theres plenty of other places to build. ^^

It's funny ppl are still building there! 🤔  
wait and see what happens

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