# Getting Started

Welcome to Malloc Minecraft! This is our wiki for documenting the server. Anyone can create an account to create and edit pages. To get started, check out the books available through the link at the top of the page.

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# Lobby

The first world when you join will likely be the lobby. All other servers and worlds on Malloc are accessible through the gates around the lobby.

## Newbie Island

The first time someone joins a server, they'll appear at Newbie Island. Players who haven't linked their discord and minecraft accounts will find themselves unable to leave the island, or visit much else of the server. Once you've linked your accounts, you'll be able to use the portal to transport to the main island.

# When in doubt, /menu

When playing on a server, you'll be able to pull up the Malloc menu with the /menu command. From here you'll find easy access to some of the most common features on the network.

## Network Navigation



The bottom of every menu will show you these icons.

- Compass - Toggles a coordinates HUD
- Chat Channels - Configures your chat settings and switches channels
- Your head - View your playtime statistics
- Lobby - Takes you back to the lobby. From there you can visit any other server.

## Malloc Survival



- Cobblestone - Shows you your grist balance
- Diamond - Opens up the auction house interface to trade items with other players.
- Map - Teleports you to a random location around Channelside. Useful for starting a new adventure!

- Chest - When you die, your items end up in a death chest. Clicking this will display a list of your unopened death chests in the chat.

# Linking to Discord

To play on Malloc, you need to link your discord and minecraft logins.

If you haven't already, join the Malloc discord server: https://discord.gg/MVPUcabAxr

Once you're in, type `!verify <username>` into the #verification channel. The bot will then follow-up with some instructions.

Linking your accounts will grant you the Minecraft Player role in discord. Impress your friends with it. It will also unlock most of the minecraft worlds and servers, including survival and creative modes.

If you're confused, try `!help` in the #verification channel and the bot will try its best.

## Didn't I already link my minecraft account?

If you're asking this question, you probably already did! If you can access the survival server, you've already been linked. Towards the end of March 2021, the server switched over to a different discord verification system; it wasn't working correctly for our multi-server setup. Regardless, **If you were already linked before, you should re-link your account with this new system anyways.**

## What about Bedrock?

Account linking should work exactly the same! You'll need to do the same steps but with whatever name you've got set in your bedrock client.

If you've already linked your discord handle to a java account, the robot will complain. Instead, you'll need to run the `/linkaccount <gamertag>` command from java, which will then ask you to verify this in your bedrock client. **If you're not using java, you don't have to do this step!** Just follow the regular `!verify` steps above. To put another way:

1. Join the server with java and bedrock at the same time
2. `/linkaccount <gamertag>`
3. You're linked! The robot will kick one of your two users, because you can only have one
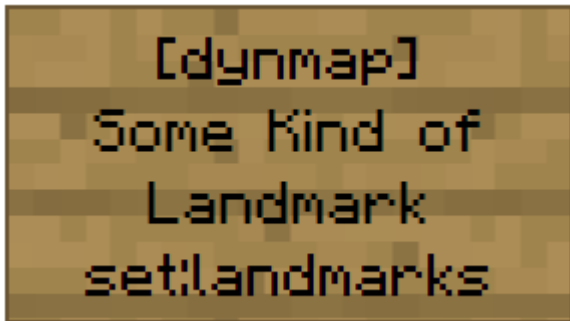
account on malloc at a time.

# Live Map

You can find the live map for the Survival server at https://map.malloc.gg/

## Creating Map Markers

Players can add their own markers to the map by placing signs where the first line is `[dynmap]`.

Example:



You can optionally specify a marker set to add the sign to. If you don't specify a `set:` line, it will be in the `signs` group by default. The available marker sets are:

- landmarks - Important structures, locations, farms, etc.
- portals - Nether portals
- transportation - For train stations, docks, etc
- signs - The default group if one isn't specified on the sign. These markers only show up when you're zoomed in quite a bit.

# Shops and Economy

Players can buy and sell items around the world using the in-game currency "Grist", sometimes also known by its more common name "Cobblestone".

Deposit cobblestone as grist into your account by visiting an ATM sign and right-clicking. Withdraw by left-clicking to select another option.

# Getting Around

# Finding a place to build

So, you're new, and you want to find a piece of (roughly) untouched, pristine land for you to explore and build around?

Great! Pop open the menu and select the random teleport item, or type /rtp into the chat. After 5 seconds, you'll be teleported to a random location surrounding Channelside. You'll automatically be placed outside of any existing towns, should you run into one.

# Region Posts

Region posts are scattered across the server. They're an experimental plugin that implements a kind of long distance fast-travel system. They're only created by the server admins; players cannot create them yet, though a plan for that is in the works. A region post is a colored block of wool on top of a cobblestone and glowstone pedestal. Clicking on the wool will allow you to access a menu of nearby region posts. Clicking one of the items will teleport you there!

Regions are sorted in the menu by visit activity. The more people that visit a region, the closer to first its listed.

# Connecting with Bedrock

On Minecraft Bedrock Edition, players on Xbox One, Nintendo Switch, and PS4 are limited to playing on 'Featured Servers' approved by Mojang/Microsoft. These players are not able to join servers via an IP/address.

BedrockConnect is an easy to use solution for Minecraft Bedrock Edition players on Xbox One, Nintendo Switch, PS4 to join any server IP, while also having access to a serverlist that allows you to manage a list of servers. It doesn't require any downloads, just a few changes to settings.

Here's the final result in action: https://www.youtube.com/watch?v=Uz-XYXAxd8Q

Here's tutorials to get it setup yourself. It takes only a few minutes to get setup:

Switch: https://www.youtube.com/watch?v=zalT_oR1nPM

Xbox: https://www.youtube.com/watch?v=g8mHvasVHMs

PS4: https://www.youtube.com/watch?v=ND_VFaAXC8M

Joining Java Edition Servers: https://www.youtube.com/watch?v=B_oPHl5gz_c

If you're having trouble connecting to the serverlist, take a look at the troubleshooting page:

https://github.com/Pugmatt/BedrockConnect/wiki/Troubleshooting

*(Original content from https://github.com/Pugmatt/BedrockConnect)*

# Lands

We use Lands as our anti-griefing plugin. To limit one-time players from joining and overclaiming, non-verfied users have much less claiming power than those who have linked their discord accounts. After linking your discord, you also begin to accumulate more chunk claiming power the longer you play on the server. As of July 13, 2021, here are the important numbers:

|  | Default | Discord Verified |
| --- | --- | --- |
| Max ownable lands | 1 | 5 |
| Maximum sub-areas | 2 | 64 |
| Max chunks owned per land | 9 | Starts at 15, increases to 64 over time |
| Max chunks contributed per land member | 6 | 30 |
| Max lands you can join as a member | 20 | Unlimited |
| Max members who can join your owned lands | 5 | Unlimited |