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1.17 World Reset

Here's how I'm envisioning the 1.17 reset going down:

1. Everyone meets in the lobby at a specific date and time.
2. After a few minutes or we have a critical mass, the Survival gate opens up for access. Everyone jumps through.
3. For the first month or so, maybe longer, first-time players who join the server are teleported to a random location in the new world. This disperses people away from spawn.

If we like it, random-tp-on-first-join might stay in place permanently.

Dispersing people away from spawn allows us to build up the spawn area as more of a community space/shopping district than Channelside was. Channelside started out as a tiny private build before it became the basis for Malloc; lets do something intentional this time!

Proposed Changes

Use the 1.18 generator datapack

Minecraft 1.17 doesn't include the new world generation yet, but Mojang provides an official server data pack that brings it to 1.17. We'll be using this and hopefully the transition to 1.18 won't cause any big problems. Or we'll do another server reset, who knows.

Using Residences instead of Towny

Towny is big and heavy and seems too complicated for people to figure out. In the past, Caminus used Residences. Lets do that again; the plot claiming is intuitive, you're not stuck on a grid, and PvP isn't actually the core focus of it. If we want PvP, that can still happen, probably better off as another minigame server via the lobby.

New Region Mechanics

Regions 0.3 is getting released this month. It includes a bunch of exciting new features that we'll be using:

- Create new region posts by placing a special lantern item, instead pestering an admin to do it for you
- Region posts consume charges, to make their use a bit less gamebreaking.
- Regions can get banners and customized colors!
- World Hubs: Charging a region post enough times will level it up into a world hub. World hubs are instantly accessible from any other region post, including other world hubs, however this isn't bidirectional; non-hub posts can only be accessed from adjacent posts, just like before.

NPC Server Town

In order to guarantee the availability of region post items, we'll be building up a town around spawn that provides some basic shops, along with the ability for players to rent out shop space in town via Residences.

The server town will feature some goofy NPCs to build some RP ambiance, along with the portal back to the lobby. This also gives us a community-wide canvas to do group themed builds, like pride month, holidays, birthdays, whatever else we want to collaborate on.

Server-wide boosts

A common scheme to monetize and pay for a server is to sell server-wide boosts. In order to not violate the minecraft EULA, real money purchases cannot give any individual player an advantage over another, be it through buying XP, buying blocks, buying in-game items, and similar. Instead, servers let players purchase a limited-time buff that applies to everyone on the server, such as double XP for an hour, give everyone some ephemeral snowballs for a snowball fight, cosmetics, things like that. We already have cosmetics in the lobby, I don't see why we can't bring a couple of them into Survival.

Lands or Towny?

In mid June 2021, we experimented with the idea of adopting [Lands](#) as our anti-grief and land claim system over Towny, what we've been using for 1.16. Lands was purchased and installed on our 1.17 test world. Here's what we learned:

- Lands comes with an impressive and polished inventory-based UI for management with many screens and nearly endless options for making mistakes. This is an improvement over Towny which only comes with an impressive set of text commands for management and nearly endless options for making mistakes.
- The UI polish of Lands includes customizable titles for entering land claims; Towny's are not. **This includes colors!**
- In Towny, you can only be a member of one and exactly one town. Accessing another's land requires some fiddling around with an obscure friends list command or Embassies, which we weren't really able to figure out how to take advantage of. Lands allows you to both claim multiple areas and join multiple claims. Both systems support ranks with membership, but Lands lets you create your own beyond the defaults.
- There is a Claimblock object in the game which when placed, establishes a claim over that chunk. This is an interesting minecraftian and immersive approach to avoiding needing to use a text command to get started; not everyone will start off by reading the wiki, this allows claims to be organically discovered/used.
- Taxes and upkeep exist in Lands, much like Towny. It is also possible to configure Lands such that you don't lose your land if you can't pay the tax but you can lose your land if you lose the claim, as we already have in Towny.
- A big selling point for us is that you can create sub-areas within a bigger claim and set different permissions on that area. These areas are simple cuboids and can be smaller than a chunk, supporting the creation of public/private spaces within a single claim that aren't 16x16x256.
- Just as in our Towny setup, nations can be created. Nations and towns also have ranks and claim limits based on your group's membership numbers. Combined with multiple claim memberships, its very easy to join a friend's claim to support them with more claim authority.
- Lands includes a way to rent out, sell, and buy plots using signs; in Towny, this requires an

extra plugin. This was not tested.

- It appears that QuickShop, our chest shop plugin, supports Lands as well. It can be configured to only allow shops to be created on claims, or to at least require that you have access to the chest in some way. This was also not tested.
- Claim caps can be automatically raised based on playtime. More research into how this affects game balance between players is needed.
- The very basic /lands map command is gorgeous. Towny is indecipherable and symbol-based.
- Claims have their own bank accounts. Further testing needed to see how members can contribute funds or withdraw.
- Integration with BetterRTP for new players to find a random spawn location of their own.
- Lands uses particles to visualize your claims, selections, and sub-areas in the game.
Extremely useful.

A couple of rough spots:

- No way to outright disable teleportation; must be done by command, and it still offers the player an option to teleport despite it never working. There's a couple of other instances of this happening, especially for anything with a command parallel.
- It is unclear if Lands is supported by lightEconomy, but replacing lightEconomy isn't out of the question. Its support of non-player accounts is extremely limited, possibly only to Towny.
- The claimblock idea is extremely interesting, but raises the question of how to distribute it to players while still costing funds. Possibly build a basic /claimblock command that charges them while a server chest shop lives at spawn?

Overall, a very positive experience. After a bit more digging, we'll have our 1.17 configuration figured out.

Season 2: 1.18

Malloc will be starting a new world for the release of 1.18! Hooray!

Planned Changelog

- Removal of Ripper mob
- Nerf grister spawn rates, buff grist drops
- Merge regions fixes
 - Word-wrap
 - Inter-Hub costs
 - Reduced minimum range
 - Charges are permanent
- Longer angelchest timeout
- Buff initial balance?
- Smaller world border radius: 1500? Current is 5000. Easy to expand later.
- Season 1 flair
- Possible seeds:
 - 8096036925305397761
 - 6027075851675643792
 - **-2063999392258417264 -**
 - **2243447718 - Island spawn**
 - **460628901 - Crater spawn**

Plugin Updates

- floodgate
- LuckPerms
- nbtapi
- protocollib
- placeholderapi + extensions