

Operating Manual

Highly technical information about the server.

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Welcome

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.

Users, Groups, and Permissions

Discord roles that are mapped to server groups:

- Minecraft Admin -> group.administrators
- Minecraft Moderator -> group.moderators
- Minecraft Player -> group.players

The server is set up with two tracks for users:

- Admin
 - group.moderators
 - Can /kick, /ban, /mute, most commands relating to regulating other players
 - Moderators are also able to view the world edit history via /coreprotect inspect, however they cannot initiate restores and rollbacks.
 - group.editors
 - All the powers of moderators, plus the ability to use /coreprotect restore
 - Update and re-render the map via /dynmap
 - Includes WorldEdit
 - Use /news to edit the server news that players see on login
 - group.multiverse-editors
 - All of the above, plus the very dangerous /mv commands.
 - You could potentially delete an entire world.
 - group.administrators
 - All of the above, plus much more.
 - Use the /giveop and /takeop commands instead of /op and /deop to bypass all permissions.
 - group.op
 - Gives you every permission.
 - All of them.

- You are a god.
- Membership
 - group.default
 - A visitor from a distant land with limited powers
 - The default group for anyone who hasn't played on the server before, or if they have no other groups set.
 - Can't break blocks, can't place things
 - Can interact with shops, /pay, /balance, basic economy functions, but not much else.
 - group.players
 - How Malloc is meant to be played.
 - Allows building, block breaking, towny, tpa, /pay, shops, you name it.

To promote a player along a track, use /lp user <name> track promote <track name>. You'll generally only want to be using the membership track.

Outside of those two tracks, the other important groups are:

- The 'towny-' groups map to the same roles in Towny.
- Groups that start with 'can-' are roles meant to be included as part of other groups, and never directly assigned to a player.
- cannot-burn is a special high-priority group that disables the ability to place lava, water, or use a flint+steel. Included as part of group.default, but can be given out in other circumstances when appropriate.
- discord-linked is given to players who have linked their account via /discord link
- blacklisted is a group that is denied all permissions. A second line of defense against a banned player should someone somehow gain access to another role or group.

Staff Runes

The Malloc servers are administered through an in-game system of magic runes. Yes, you read that right.

Equipping and Unequipping Runes

There are two commands for this:

- `/giverune`
- `/takerune`

`giverune` will equip runes on a person if you have access to them. `takerune` does exactly what you'd expect.

All runes automatically expire after 24 hours. Using `/giverune` while runes are already equipped will reset any expiration timers.

Staff can view what runes are equipped and what runes are available via `/runes`

Available Runes

- admin - Closest thing to /op anyone needs. Unlocks user management
- editor - Turns on worldguard region bypass, allows gamemode changes via /gamemode, generally lets you edit the mechanics and environment of any server
- moderator - Enables player management features like bans, command spy, mutes, and so forth.
- op - Equivalent to /op

r/mcservers ad

Malloc.gg [Semi-Vanilla] [SMP] {1.17} [Network] {Lands}
{BRAND NEW WORLD} {Economy} {Community
Challenges} {PI3xMap} {LGBTQ+}

Are you LGBTQ+? Do you play Minecraft? Allow me to introduce you to Malloc, an LGBTQ Minecraft server. Finally, two great tastes together at last! We're a group of experienced community-builders who have been working on making this dream a reality for the past year+. Now, with 1.17 finally released, we're officially launching! Despite that incredible introduction, Malloc is a very laid-back and chill community that doesn't take itself too seriously, except that we're serious about finding cool new queers to play Minecraft with. If you're looking for a great community and an LGBTQ+ positive space, we'd love to have you come by and say hello!

Server IP: play.malloc.gg

What we offer

- A laid-back social experience
- Our staff is 100% LGBTQ+ and mostly trans
- Minor quality of life improvements such as /tpa, some VanillaTweaks datapacks, and a Discord bridge
- Cobblestone based economy
- Lands is our anti-griefing plugin, allowing you to create and join multiple groups at once, unlike Factions or Towny.
- Monthly community goals! This month we've got two races to see who can farm the most iron blocks and/or white wool before August 1st. New ones started every month!
- Absolutely not pay-to-win. We're a fun server, not hot garbage.
- An exciting and immersive fast-travel system that is more than typing out a /warp command.
- Creative, Villager Defense, and Skywars gamemodes accessible from our lobby
- Cosmetics in exchange for supporting the server with donations
- A full-scale MMORPG is in development. Want to be a DM or world builder? We're recruiting!

- We just launched our brand new 1.17 world: a continental island! World map available here:
<https://map.malloc.gg/>

Server Rules

1. Don't be a dick.
2. Introduce yourself
3. Don't make us write a fourth rule.

Planning

TODO

June 19 Weekend Hacking

- Test Lands and other plugins on mcdev
- Better lobby gate status text for linked but still denied users
 - Seems like this either requires getting nashorn in java 16, or switching to skript/custom placeholders.
- Fix "Minecraft Server" text in all local chats/update server name
- Fix \${CFG_SERVER_NAME} showing up in Plan again
- Add server boosters to VIP ranks, figure out how to link to discord roles
- Put things on github
 - Website
 - Systemd service files
 - Scripts, especially the runes
 - Ansible?
 - This task tracker -_-

General

- Skript replacement for /giverune, /takerune, custom placeholders
- Fix waterfall DNS
 - Maybe we need to use static IPs in docker now? Gross.
 - Probably need to actually patch waterfall to not cache DNS responses
- More villager defense maps
 - Redstone City (WIP)
 - Channelside (After we finish the season)
- Replace DiscordSRV with a network-wide discord chat
 - Or at least, send server-local lobby chat to Discord channels
 - UPDATE: It looks like this could be easily done by updating VentureChat to send messages to empty servers instead of just ones with players.

- UPDATE THE SECOND: Nope, need some kind of out-of-band messaging system, alas. We already have redis installed and the channel protocol seems inter-server-protocol agnostic..

1.17 Plugins to test

- Lands - <https://www.spigotmc.org/resources/lands-land-claim-plugin-grief-prevention-protection-gui-management-nations-wars-1-17-support.53313/>
- PI3xMap - <https://github.com/pl3xgaming/PI3xMap>
- Chunky - <https://www.spigotmc.org/resources/chunky.81534/>
- ChunkyBorder - <https://www.spigotmc.org/resources/chunkyborder.84278/>

Other 1.17 tweaks

- Vanilla Tweaks Duraping datapack
- Vanilla Tweaks XP Management datapack

Adventure

- Currency/grist on adventure map
- Classes on adventure map

Done Items

- Rebuild lobby/network so discord linking gets you a rank and is no longer a requirement to play
- Update backup script to include all server worlds
- Make a malloc.gg frontpage that pulls random images from the screenshots channel
turns out the discord api is harder than I thought for something this simple
- Villager-defense lobby
- Fox vending machine command block in lobby
 - `/summon fox 157.5 85 167.5`
- Fix linking instructions on bedrock to actually include the `/discord accept` command
- Alias `/accept` to `/discord accept` on the lobby
- A version of Regions that uses XP instead of charges
 - UPDATE: Seems more fun than charges! Need to retool how post upgrading works

though first.

- The 1.17 worldgen datapack
 - UPDATE: Dev server has it installed, seems fine, need to investigate convertibility to 1.18 worlds if possible
 - Word on the street is 1.17 isnt but 1.17.1 will be

The Woolpit

The Wool Pit is Malloc's first dungeon, bringing an MMORPG-like raid experience to the server.

The Plot

The people of Malloc pooled their resources in early 2021 to compete against each other in the Wool Race community goal. Hundreds of thousands of blocks of wool were harvested in anticipation of the autumn harvest festival. Despite the server staff's best efforts, the wool went missing shortly after the contest concluded.

Until now.

Recently, archaeologists have discovered a pair of wool and iron monoliths on an island not far off the the continent's eastern coast. Just south of Hourglass Island and due west from The Bouncy Castle, it is accessible only by boat or elytra. Preliminary reports describe a vast stairwell within the iron monolith, leading deep below the island. An expeditionary force has been dispatched to learn more.

The Dungeon

The dungeon is fairly straightforward, containing wool and iron themed dungeon mobs, one miniboss, and one final boss. Player rewards include wool, iron, grist, XP, special items, a powerful sword, and one legendary artifact: The Wool Crown.

Dungeon Mobs

- Haunted Wool - Will occasionally attack players, inflicting a few seconds of blindness
- Pocket Lint - Retextured zombie
- Rusty Ingot - Retextured magma slime
- ??? - Something flying like a Phantom / Vex

The Miniboss: Ron the Cowardly Golem

Ron's feature is that they run away from players who get too close while throwing iron ingots from a distance. To defeat Ron, players will need to utilize high speed movement, projectile dodging, and team coordination. Ron can be easily pushed into a corner, unable to escape or attack.

- Run Away - Ron's top priority is staying at least 15 blocks away from any player, even if it is a bad decision.
- Ingot - Ron throws an iron ingot at distant players. Can't be used at close range.
- Hasty Retreat - If a player deals mele damage, Ron attempts to escape by lunging towards the center of the room.

Final Boss: The Wooly Mammoth

The Wooly Mammoth is a large, dangerous, lumbering beast of wool. The mammoth is incredibly slow to move, making it vulnerable to melee attacks. However, it is capable of summoning a horde of Wooly Minions to overwhelm any attacker, and Wooly Bombs as a last-resort effort.

Attack Phases

The Start (>75% health)

The Mammoth is mostly harmless. It is only capable of spawning small numbers of minions. One bomb sheep at a time may be spawned infrequently, but always at least one shortly after the fight begins. Players should have a very hard time dying here.

- Fling - Throws minions+bombs+players a distance, does light damage, scaling up to moderate as you get closer. Too close and you'll be thrown high enough to take fall damage. Preceded by a warning aura, giving players a few seconds to disengage.
- Melee - Attacks a specific player, sending them sliding a great distance away.
- Spawn minions - Spawns a small number of Wooly Minions and Wooly Bombs around itself. Mobs spawn behind players, which has the effect of pushing them into the mammoth's fling

attack.

- Spawn bomb - Spawns a Wooly Bomb behind players. Upon spawn, it will run towards the Mammoth; players will need to avoid hitting it on accident lest they get blown up.

The Buildup (30-75% health)

Slightly more difficult. Decent chance you'll die here, but far from guaranteed. All of the above, plus:

- Lunge - Lunges at a player, sending them flying and dealing some damage. *Countered with feather falling*
- Wooly Blanket - AOE centered on the mammoth. Applies blindness to players for a brief time.
- Spawn More Minions - Same as above, but each spawn is enough minions to overwhelm at least one player. *Countered with sweeping edge*
- Spirits of the Wool - Summons haunted wool, which will attack players at least 10s after spawning, giving them 1 second of slowness. *Countered with speed potions*

The Climax (0-30% health)

You will probably die unless you brought the right equipment. All of the above, plus:

- Static Charge - Zaps a random Wooly Bomb with lightning, setting it on fire, causing it to quickly explode unless extinguished. *Countered with Blast Protection armor*
- Satin Weave - The Mammoth will lunge away from players when hit. Does no damage and throws players out of the way. *Countered with slow falling*
- Lint Collector - The Mammoth regains health by collecting string, which are dropped by dead minions. *Countered with fire, which destroys the string*

Wooly Minions: Very fast, very weak baby sheep. One-hit kills and minimal damage means players can easily take on two or three at once, but can take a lot of time or even die quickly if there's more than that. Especially vulnerable to sweeping edge. They try their best to surround and protect the mammoth, only attacking once provoked, or to attack whichever player has aggro'd the Mammoth. Occasionally string.

Wooly Bombs: Red sheep that go boom when they die. They try their best to surround the mammoth. Run wildly when on fire. Drop gunpowder and string.

The Loot

The Wool Crown

Looks like a crown made of white wool. Soft, luxurious, demanding of great respect.

- Speed +10%
- Health +10%
- Fire Resistance V
- Mending

Ingotbane

A really sharp iron ingot. The handle is just some rope wrapped around it.

- Sharpness IV
- Sweeping Edge V
- Speed +5%
- Mending

Dev Notes

Important sounds

- ambient.cave
- block.anvil.use

SMP Season 3: 1.19

Changelog

- SMP updated to 1.19.2
- 1.19.2 clients are now able to connect.
- Prox chat is now Simple Voice Chat 2.3 across all servers.
- DiscordSRV-based voice chat has been removed from all servers.

Todo

- Plot Island
- Close lobby gate
- Plan opening day
- Archive S2 world
- Chat reporting?
- Archive S2 + S1 wiki content
- Curate wiki docs on lobby + server infrastructure
- r/mcservers ad
- Tweets

Plugins to drop

- ActionHealth
- ???

Planning

SMP Season 4: 1.20.2

Lobby Infrastructure

There's a number of invisible armor stands scattered around the lobby that are used by the donor fireworks command blocks in the admin room.

Archived Content

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