

# Update Notes

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# 9/29 Update

- Gristers
- Prep for next month's CG? Repeat PvP since we don't have an arena tourney yet?
- Micro-sized UHC server, accessible via the former Caminus gate

# 7/21/21 Update

## Changelog

- Reduced claim costs for land
  - Initial cost reduced from 2,000gr to 500gr
  - 1500gr refund to each player per land claim; contact staff if you did not receive one
  - Marginal plot cost reduced from 8% to 5%
  - Renaming cost reduced from 5000gr to 500gr
  - Ownership transfer cost reduced from 5000gr to 2000gr
- **DeadChests are now lootable by anyone**
  - We will switch to a better graves plugin next week after some thorough testing of AngelChest and Graves.
  - Testing server will be brought online later today (7/21)
- Fixed a bug where members of a lands claim could open chestshops without having been added to the shop as 'staff'
- "How many days since you last flew with an elytra" datapack has been added in preparation for next month's community goals.
- SurveyPlus plugin reinstalled to lobby for future development plans.

## Proposed Changes

- Reduced claim costs for land
  - Initial cost reduced from 2,000gr to 500gr
  - 1500gr refund to each player per land claim
  - Reduced plot cost, but no refunds.
- Possible change to DeadChest configuration
  - Graves?
  - AngelChest?
  - Enable PvP looting for existing DeadChest?
- Reintroduce surveys plugin for future development
- Investigate player heads as bounties
  - <https://www.spigotmc.org/resources/useful-wandering-trader.77477/>

- Figure out how to get player heads to drop with deathchest
  - Possibly replace with Graves? <https://www.spigotmc.org/resources/graves.74208/>
  - AngelChest? <https://www.spigotmc.org/resources/%E2%AD%90-angelchest-plus-%E2%AD%90-death-chests-graveyards.88214/>
  - AngelChest supports player heads natively
- Wandering traders could sell heads?  
<http://www.chumcraft.com/downloads/plugins/useful-wandering-trader>
- Then players could create chest shops for that head?
- BluePupBoi reports they can open chest shops. This shouldn't be possible.

# 7/28 Update

## Proposed Changes

- First-time player announcements
  - Fireworks/something in lobby
  - Broadcast message
- Longstanding bugfix: Disable "\$PLAYER has joined the game" messages in all servers, since GlobalBell does that already.
- Spawn-on-join in creative server
  - Future work: create dedicated creative lobby with sandbox instructions, portal to ancient caminus world
- Add a delay to donor fireworks, so players who donate get to see them when they join and the world is loaded
- Fix/remove cloud emoji in discordsrv config
- Update menu items in lobby
  - /spawn
  - WorldSystem commands
- New graves plugin: AngelChests
  - Update menu items for new /ac commands
- Fix player prefix inconsistencies in chat formatting
- Update JumpPads in lobby
- Add cosmetics to creative and villager-defense servers
- Switch GadgetsMenu to use SQL instead of permissions
- Update Luckperms meta-value-selection field to fix chat hovertext pulling from the wrong group meta value <https://luckperms.net/wiki/Configuration#meta-value-selection>
  - Also write hovertext for the rest of the roles
- Actually implement telegraf charts for the player stats
- Hide adventure server from tablist
- Draw up icons for lobby, creative, malloc servers in tablist

# The Spooky Update - October 1, 2021

- Fixed PvP kills dropping double heads
- New community goal: Collecting haunted grist
- Introduction of [Gristers](#), a source of Haunted Grist
- Our first official PvP Arena: Mesa @ Mesa War Games
- Spooky Lobby - TODO
- Upcoming events:
  - PvP Day - October 9, 2021
  - Welcoming center creative build day - October 16, 2021
  - Island ruins expedition - October 23, 2021
  - Spooky Weekend - October 30, 31, 2021

# 1.17 Launch

Malloc will be launching our 1.17 server on Saturday, July 10th at 11AM PST. Find your local time here:

<https://www.timeanddate.com/worldclock/fixedtime.html?msg=10&iso=20210710T11&p1=388>

## The World

- **Similar to how Hermitcraft Season 8 is running, we will be starting off with a continental island of substantial size.** It is approximately 4,000x4,000 and contains most biomes, including shattered savannah plateau. Unless a better seed is found, this one does not include any jungle, badlands, and a handful of others, however the world border will be substantially larger than the continent and should be big enough to find one.
- Also similar to how Hermitcraft is operating this year, anything built outside of the island might not survive once 1.18 is released. We'll be resetting most if not all of the world outside the island to pick up the new world generation with its phenomenal caves and underground features. *It is possible some builds outside the island can be preserved, but this isn't a guarantee.*
- Transportation by Elytra is discouraged in favor of nether portals, region posts, and player-built road/rail networks. Immersion is fun and leads to meeting your neighbors!
- Even though all new players will receive an initial random teleport, spawn build protection will be disabled and we'll be building a community center/shopping hub over time.

## Preparation

- The 1.16 survival server (and the test server) will shut down early Friday night to prepare for archiving and to update to 1.17.1. During this time, the survival and test server gates in the lobby will be blocked off and unavailable. The map will also be taken offline at this time to prevent any spoilers.
- The 1.17.1 server will be brought up to begin pre-generating the world, a task that is likely to run overnight.
- Prior to the 11AM launch, the 1.17.1 server will go through some pre-flight checks to verify that plugins are working as expected and are pointing to the production

databases/infrastructure.

## The Launch

- A countdown clock will begin to display in the lobby by sometime Friday afternoon, counting down to the 11 AM launch.
- By Friday morning, the world map will be brought back online for all to revel in its glory, allowing for planning to begin.
- Players are encouraged to join the lobby by 10:50 AM for the launch event. Socialize, goof around, meet your comrades and say hi! Refreshments will be provided!
- At 11 AM, the fireworks go off, the gate is unlocked, and everyone jumps through together.
- Once you join the new 1.17.1 server, you'll be randomly teleported to a location within the continent.
- All players will begin with 8,000 grist, a welcome guidebook, a compass, and a free claimblock you can use to claim land.
- ***Go forth and build.***

## After The Launch

- We'll be hosting monthly community goals on the server, starting with two races to see who can produce the most iron blocks and the most white wool before August 1st.
- Community build days will be organized for players to work on building out the spawn area, nether roads, monuments, and whatever else we think of.
- Our 1.16 world will be made available for download on malloc.gg.