

Forum:[Hack Forums](#)

Thread: [Activity?](#)

630 - May 14, 2014, 2:20 am

Where has everyone been the past few weeks? Server has been steady at 10-15 players at any give time... This sucks. What's keeping people off of the server? It would be nice to hear why people aren't playing.

Dave Skylark - May 14, 2014, 2:50 am

Because there is no factions, and it's as easy as install Spigot with the modified mcore from their dev and use factions.

Works with 1.7.9 and I would really enjoy more factions than this plugin, that you can't even raid a base.

ItsATumor - May 14, 2014, 3:17 am

Well, my teammate Jukets has disappeared, and also because of 2 things. 1. I sell awards and since it's 100k now, I've given up because I know people will try to get same rates as before. 2. Its boring.

Manny - May 14, 2014, 3:18 am

I haven't played HC in awhile I might get back to it.

Vaxorr - May 14, 2014, 4:10 am

i hope we see more players again its pretty dead now

DemonCorp - May 14, 2014, 5:40 am

The trouble is everyone was playing solely to try and sell awards and stuff when it was 50k. That, and the excitement of a reset, is all long gone. It was just boosted temporary activity.

That steady 10-15 is more like 10 afk, and 5 actually playing at one given point.

I have played a lot and I have a load of PvP gear built up but what is the point when we can't PvP, I now ask myself.

As a matter of fact, what is the actual point of the server? I can't think of anything fun to do other than building, which I enjoy. I wasn't trying to sell awards I have just been playing for fun. Fact is though, when I actually think about it, there is nothing fun to do currently.

I like this server because it's part of a community which I actually enjoy but it needs some drastic change in order to make it fun. If Omni can't put in the time a MC server needs and he wants to keep the server alive, he should definitely find somebody to do so.

I think the new plugin needs to be re-evaluated after we have now all had chance to try it. What feedback we can give is no longer just speculation.

There is no easy solution to this problem. The server would need consistent advertising and moderation in order to keep it fun for everyone. Not to mention some ridiculous stuff being fixed.

Vaxorr - May 14, 2014, 5:43 am

^ this, exactly what should happen, I agree with you Demon

Robust - May 14, 2014, 8:45 am

What's keeping people off is that there is nothing new. It's the same old survival server + an award which is so easy to earn everyone has it. Here is what I recommend doing, assuming Omniscient wants to keep the normal server experience (not create minigames).

1. Go back to Factions raiding, actual factions raiding
2. Cut down on useless plugins
3. Reconfigure some stuff
4. Remove GriefPrevention
5. Go over setup so far, make sure it is really nice
6. Bring in unique aspects like Mr. H tried to do, for example exploding eggs.
7. Better rules, too many hackers, nothing done about it
8. Hate to say this, and I hate hearing it as a server owner, more staff that can take action to normal, standard server rules

Respect to Omniscient, Minecraft servers suck up a lot of time, and with Omnicoin and everything happening right now, he has a lot on his plate. That's where I would start if it was possible to revamp the server. Or a better version of Astonish.

Oh, and look over what's up with the lag at times. Give up on unnecessary resource use, analyse issues, fix them.

soxy - May 14, 2014, 11:14 am

It's boring, nothing gets changed and there's no raiding. Plus whenever I look at minecraft I'm at the bottom of the ocean because someone likes to break the blocks under me. ?

PirateLAD - May 14, 2014, 11:36 am

The award was fun at 50,000 now I cant be bothered trying to earn 150,000 or however much it is

DemonCorp - May 14, 2014, 12:09 pm

8pm Primetime UK and there is 4 people online :(

Been this way a while.

tdog0403 - May 14, 2014, 2:20 pm

The same thing that's been keeping people off for awhile.

There is no factions, for one.

Also, all of the people who led factions on V1 have either been banned, lost interest, or some other reason.

HabboBrugeren - May 14, 2014, 2:23 pm

1. Go back to factions
2. Do so everyone can make a faction and not only POW3R
3. Make a bigger shop where you can sell more stuff
4. Start paying big minecraft youtubers to advertise for the server
5. Better spawn

This is my suggestions, used to be a fun server when there was 20-30 people online a day.

pr0sper - May 14, 2014, 4:56 pm

I quit playing shortly after the reset for a few reasons.

1. No factions

2. Was hoping more PvP/raiding orientated, but it was much the opposite
3. Nearly everyone only farms and plays for awards
4. Not many additions or support (that I noticed) to the server

Rigel - May 14, 2014, 4:59 pm

I never played MineCraft in my life hence I wouldn't know what to do on HackerCraft at all.

98329101-41201 - May 14, 2014, 5:14 pm

(May 14, 2014 04:59 PM)Marcellow Wrote: [\[CITE\]](#) I never played MineCraft in my life hence I wouldn't know what to do on HackerCraft at all.

You do whatever you like really, I mean don't get me wrong, the server is based around a farming economy and faction lifestyle (Questionable), but you can get on and build stuff or go on a raid spree if you like, it's whatever the player wishes to do.

I'd suggest playing around in single player first and getting the hang of it, but I'm a moderator on the server and I'm always happy to help anyone that needs it so I wouldn't mind helping you out a bit.

We're a fairly friendly server, don't get me wrong we have trolls and people who try to take the piss out of fun, but most of the time people are nice, teleporting and allowing people to teleport to you is something you should always be cautious of though.

630 - May 14, 2014, 8:18 pm

(May 14, 2014 04:59 PM)Marcellow Wrote: [\[CITE\]](#) I never played MineCraft in my life hence I wouldn't know what to do on HackerCraft at all. Then why are you throwing your 2 cents into this?

Lime Whips - May 14, 2014, 9:59 pm

(May 14, 2014 08:18 PM)630 Wrote: [\[CITE\]](#) Then why are you throwing your 2 cents into this? Yes I don't understand what use that comment was just to boost your post count?

Nettle - May 14, 2014, 10:14 pm

You got to donate for /pay, can't do /back and there is no faction plugin

F-18 - May 14, 2014, 10:17 pm

Nothing going on really. I live in my hole on the server, never come out, and just get resources for stuff. But I can't kill anyone at all, anywhere.

Nas - May 14, 2014, 10:21 pm

Everything is money oriented which makes it suck. No fun in it.

idkwhatimdoing - May 14, 2014, 10:25 pm

I used to play on the server for a while, but I don't really enjoy playing with other people which are using x-ray and other hacks.

257207954 - May 14, 2014, 10:31 pm

No factions and I lost my /Chest so I'm not gonna start over again.

tzhaar - May 15, 2014, 12:47 pm

I personally had more fun playing when the shop was smaller and I could really only sell potatoes to try and earn the achievement (haven't yet anyways) because the point of minecraft is essentially survival and when your able to just make a potato farm then buy all the random objects you need instead of going out and finding it all yourself kinda ruins the entire point of the game.

Detoxicate - May 15, 2014, 2:30 pm

After the reset I was super excited, only to have factions removed very shortly after. It took forever to get a decent spawn and shop going, I'd really like to get back into HC but the new grief protection/simple clans plugins do not interest me at all...

I enjoyed just wondering around and looking for bases, that's nothing but wasted time now.

Froggy - May 15, 2014, 3:12 pm

I enjoyed having the factions most of all. Once they were removed and raiding was disallowed, I lost interest.

Baghead - May 15, 2014, 8:39 pm

Stopped playing when it turned into a farming server. It's just grinding for money now.

Conan' - May 15, 2014, 11:33 pm

no big raids
use of aura in pvp arena
farming took over
2 server resets
factions removed

Robust - May 15, 2014, 11:48 pm

(May 15, 2014 11:33 PM)Co????????????????nan Wrote: [\[CITE\]](#) no big raids
use of aura in pvp arena
farming took over
2 server resets
factions removed
I vote for a third reset, with a clean Factions server.

DemonCorp - May 16, 2014, 8:17 am

(May 15, 2014 11:48 PM)Robust Wrote: [\[CITE\]](#) I vote for a third reset, with a clean Factions server.
Resets are pointless as the last one proved.

Nothing changed at all. Introduced some new players with lower award price and the reset last time, but nothing was done to keep them playing and for the most part they are now all gone.

The server is back to where it was before the reset, just without factions, without spleef, no PvP arena, and probably less activity for the most part.

But hey, why not reset again anyways, I'm sure it will be awesome!

Robust - May 16, 2014, 8:32 am

(May 16, 2014 08:17 AM)DemonCorp Wrote: [\[CITE\]](#) Resets are pointless as the last one proved.

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The server is back to where it was before the reset, just without factions, without spleef, no PvP arena, and probably less activity for the most part.

But hey, why not reset again anyways, I'm sure it will be awesome!
I was against that reset. I mean a reset after there is change, not a pointless one.

HelpingOthers - May 16, 2014, 8:57 am

I haven't played since 10-15 days but I reckon the server hasn't changed a bit since then apart from the spawn World Edit.

Personally, I loved playing on the server when Factions plugin was there! It had that whole 'team spirit' to it.

I assume the plugging 'GriefPrevention' is still active.

I find the whole idea of that plugin stupid. It cuts down the raiding aspect of the server altogether which most of you'll would agree with me has a thrill of its own to me. According to me the Factions plugin should be bought back and this grief prevention plugin should be gone.

If not, I've already lost my interest in the server.

Vaxorr - May 16, 2014, 9:36 am

Actually I lost interest in the server and I will not be active anymore, its just getting boring no players like before, the server is inactive, so what is the point of playing in an inactive server. Anyway I hope I see any change coming.

Edward Snowden. - May 16, 2014, 10:59 am

Because I cant build something huge and nice with design without omniscient reseting the map and server. Also the griefprevention kill all the purpose of raiding even if omni say he gonna tweak it. Personnally I prefer design my website and doing my homework rather than playing this server.

Slut Muffin N - May 16, 2014, 11:07 am

I would pay omni \$500 right smack out of my paypal if he would bring back old hackercraft. V1. (Jk wouldn't pay him) (But I really really want old HC)

I loved chad, raiding, factions, enderman grinders, ALL OF IT.

The community is golden. Which is a very unique aspect.

I help run a server with 150 people on and I say it's fucking boring. Hackercraft back in the day was actually fun.

5k to make a faction, and were money was hard AF to get.

There is just so much I can't even explain. Just bring back old hackercraft. Omy fucking god.

Old hackercraft was perfect, active and much more. Just bring it back

Thrasul - May 16, 2014, 2:32 pm

(May 15, 2014 11:48 PM)Robust Wrote: [\[CITE\]](#) I vote for a third reset, with a clean Factions server. Funny to see that you are selling your base and asking for a reset.

Will eco money transfer over after a reset?

Dragosthethird - May 16, 2014, 2:32 pm

I just lost interest in it. Farming to me is extremely boring and the only reason I did it was because I had an alt sitting there letting it grow. Now I no longer have the alt and no real reason to come back after the resets and nothing fun to do.

shrekislifeshrekislove - May 16, 2014, 2:34 pm

From what I see:

- > Bring back Factions
- > Remove the raidprotection plugin
- > 100.000 for the award is 2 much, lower it.

I agree with some reply's, it's all about money & farming...

Atheism - May 16, 2014, 6:33 pm

(May 14, 2014 11:14 AM)Sox? Wrote: [\[CITE\]](#) It's boring, nothing gets changed and there's no raiding. Plus whenever I look at minecraft I'm at the bottom of the ocean because someone likes to break the blocks under me. ?

Could it be that you are afking for 99% of your time on the server?

Cyrus - May 16, 2014, 6:34 pm

Server seems like a dead hardcore server tbh.

I like raid servers that are op or factions.

Baghead - May 16, 2014, 6:36 pm

(May 16, 2014 11:07 AM)#Economy Wrote: [\[CITE\]](#) I would pay omni \$500 right smack out of my paypal if he would bring back old hackercraft. V1. (Jk wouldn't pay him) (But I really really want old HC)

I loved chad, raiding, factions, enderman grinders, ALL OF IT.

The community is golden. Which is a very unique aspect.

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There is just so much I can't even explain. Just bring back old hackercraft. Omy fucking god.

Old hackercraft was perfect, active and much more. Just bring it back
Vouch. Chad, Wolves, Terror, The Company, those were the days.

hackersallin - May 16, 2014, 8:19 pm

Yesterday, Omni came to the server, he told us that he will be getting the Factions done by the weekend and was asking the same, why there is no activity on the server!

Slut Muffin N - May 16, 2014, 11:30 pm

(May 16, 2014 06:36 PM)Baghead Wrote: [\[CITE\]](#) Vouch. Chad, Wolves, Terror, The Company, those were the days.

#The company, #wolves, #chad for life.

Omni doesn't know how to have fun though.

He wont fix his server to how it use to be :(

I would give my life for old hc.

Roytoy - May 17, 2014, 1:08 am

I think a big amount of people stopped playing because awards are no longer sell-able due to known

reasons.

I, myself am working on building at the current time.

630 - May 17, 2014, 8:39 pm

Awards can't be the only thing keeping this server alive... Pathetic.

Baghead - May 17, 2014, 9:01 pm

(May 17, 2014 08:39 PM)630 Wrote: [\[CITE\]](#) Awards can't be the only thing keeping this server alive... Pathetic.

Awards were the only thing keeping Hackercraft alive though

cyberducky - May 17, 2014, 9:04 pm

I stopped playing because the friends I played with quit after the reset. It is boring to play alone.

Vinnie - May 18, 2014, 11:55 am

(May 17, 2014 08:39 PM)630 Wrote: [\[CITE\]](#) Awards can't be the only thing keeping this server alive... Pathetic. Correction, awards killed the server.

tdog0403 - May 18, 2014, 1:19 pm

(May 18, 2014 11:55 AM)Vinnie Wrote: [\[CITE\]](#) Correction, awards killed the server.

Awards make people come to the server, but they also make people leave.

Sexy??? - May 18, 2014, 1:19 pm

I'm power and I have no drive to play that game because It's not fun doing farming all the time :(

Kayoz - May 18, 2014, 1:21 pm

I joined today and tried getting started but when I asked for advice 5+ times nobody responded at all.

I left and have no intention of coming back unless I'm playing with somebody who actually gives 2 shits about noobs.

Thomas446 - May 18, 2014, 1:27 pm

When I played, I hated how the only point of the server was farming. Why would you make a server where the whole point is to just stand in your base waiting for your huge 100x100x3 farm to grow, and then spend 30 minutes selling and replanting, rinse and repeat. Then you do it until you have ground enough to get purple pixels next to your name, and then you quit. Seems pointless. I used to play hackercraft a ton, but after the second reset, I just got sick of playing. All of my friends quit because of the reset, and the only reason i didn't quit immediately was because of the HF member Pirate being a good partner. The reset deterred me and my 4 friends from ever playing on HC again. We weren't even playing for the award, just fun. Resets are the problem.

Aura 2.0 - May 18, 2014, 1:28 pm

Because I had a MC account but it doesn't work any more. :(

Cyrus - May 18, 2014, 1:53 pm

Would be awesome if Omniscient made the server somewhat of an OP server. Not too OP, maybe like overkill.hcraid.com !!

Vamporno - May 18, 2014, 3:41 pm

Well the first time I played it I was playing for I can join a faction and have fun but I notice nobody really cared about that and was more into farming to get the Award. So I bought POW3R to get an advantage and then the server reset and I lose everything I worked for. So I came on hackforums to

buy a base since their was a reset. So I buy it and next thing you know the server resets the next week. So I left HackerCraft and sold my minecraft account. It boring farming all the time and when you try to raid or something you can't since people only farm.

LaFerrari - May 19, 2014, 2:13 am

I'll start playing again whenever Factions is back.

Sudsy - May 19, 2014, 4:18 am

I want the old factions plugin. The that uses /f mod /f who and all the faction commands

Roger Waters - May 19, 2014, 4:55 am

There isn't anything fun on the server anymore, people only play on the server to get the award for the most part. There needs to be something fun to keep members playing and stopping them from leaving to join another server.

Pharaohs - May 19, 2014, 5:04 am

I got really bored of farming over and over again with hardly anyone on except for the teamspeak chat.

I'd definitely come back if there were factions.

Supreme??????? - May 19, 2014, 4:14 pm

Nothing left on the server except to farm all day everyday.

Dan. - May 19, 2014, 6:30 pm

(May 19, 2014 04:55 AM)Roger Waters Wrote: [\[CITE\]](#) There isn't anything fun on the server anymore, people only play on the server to get the award for the most part. There needs to be something fun to keep members playing and stopping them from leaving to join another server. Yeah, one of the downfalls of using that as incentive.

Example

(May 17, 2014 06:50 PM)Nick Saban Wrote: [\[CITE\]](#) How to connect to hackercraft server?
I want to play and try for the purp award
thanks

Roger Waters - May 19, 2014, 6:34 pm

(May 19, 2014 06:30 PM)Dan. Wrote: [\[CITE\]](#) Yeah, one of the downfalls of using that as incentive. Yeah, whenever I go on other servers I see lots of things to do such as mini-games and different modes and plug-ins that Hackercraft just doesn't have. I'd like to see a variety of things we can do rather than the same old stuff this server has had for several months now.

Dan. - May 19, 2014, 6:36 pm

(May 19, 2014 06:34 PM)Roger Waters Wrote: [\[CITE\]](#) Yeah, whenever I go on other servers I see lots of things to do such as mini-games and different modes and plug-ins that Hackercraft just doesn't have. I'd like to see a variety of things we can do rather than the same old stuff this server has had for several months now.And the same old stuff the Minecraft community has seen for years.

mibbzz - May 19, 2014, 9:54 pm

The server was alive because it was actually something good and one of the last true faction servers left. Without factions and raiding it's just shit and not fun at all.

The server needs a reset and a lot of stuff changed if it's to become truly active again.

(May 19, 2014 06:36 PM)Dan. Wrote: [\[CITE\]](#) And the same old stuff the Minecraft community has seen for years.

The minecraft community has gone to complete shit and has been headed down a path led by 10 year olds for a while. The game isn't what it used to be and a game I used to play for fun is something I question a ton why I even play it anymore. The game used to be fun and they added stuff that was fun to learn about it and play around with but now it's just shit and ya the new update is supposed to add some ok stuff but it's going to destroy the already shitty enchanting system and overall it's just going to be bad. Minecraft in my eyes is a dying game but it's really just the older community that started playing the game when there was a true survival aspect that is dying out and is being replaced by a wave of younger kids who are pushing towards minigames and OP servers.

Well that was my rant.

Atheism - May 20, 2014, 12:05 am

There we go again, thinking another reset will solve the entire issue. Its the concept of how the server is running, and not everyone is going to get what they want.

Dan. - May 20, 2014, 8:20 am

(May 20, 2014 12:05 AM)Slash6992 Wrote: [\[CITE\]](#) There we go again, thinking another reset will solve the entire issue. Its the concept of how the server is running, and not everyone is going to get what they want.

Pretty sure only one person suggested a reset. Most of us know that won't do shit. It's the structure of the server, nothing else.

Robust - May 20, 2014, 8:52 am

(May 20, 2014 08:20 AM)Dan. Wrote: [\[CITE\]](#) Pretty sure only one person suggested a reset. Most of us know that won't do shit. It's the structure of the server, nothing else.

I suggested a reset after the issues were fixed, newer things implemented and a much more professional, and better, experience. A reset encourages other players to come without a thousand people being able to fuck their asses.

mibbzz - May 20, 2014, 5:03 pm

(May 20, 2014 08:52 AM)Robust Wrote: [\[CITE\]](#) I suggested a reset after the issues were fixed, newer things implemented and a much more professional, and better, experience. A reset encourages other players to come without a thousand people being able to fuck their asses.

This, a reset will only do anything if the issues present are fixed.

630 - May 21, 2014, 1:18 am

(May 20, 2014 05:03 PM)mibbzz Wrote: [\[CITE\]](#) This, a reset will only do anything if the issues present are fixed. A reset is like putting a bandaid on a broken arm... It won't do anything.

Robust - May 21, 2014, 9:07 am

(May 21, 2014 01:18 AM)630 Wrote: [\[CITE\]](#) A reset is like putting a bandaid on a broken arm... It won't do anything.

Once it's been treated it needs a cast.

630 - May 21, 2014, 10:40 am

(May 21, 2014 09:07 AM)Robust Wrote: [\[CITE\]](#) Once it's been treated it needs a cast. Then the arm is set wrong and the bones don't grow right and the arm is rebroken and you're back in the same spot you were in 6 weeks ago with a broken arm.

Robust - May 21, 2014, 10:54 am

(May 21, 2014 10:40 AM)630 Wrote: [\[CITE\]](#) Then the arm is set wrong and the bones don't grow right and the arm is rebroken and you're back in the same spot you were in 6 weeks ago with a broken arm.

You then rage at the doctor for being shit? Otr.

Anyhow, some resets are good, others aren't.

630 - May 21, 2014, 11:22 am

(May 21, 2014 10:54 AM)Robust Wrote: [\[CITE\]](#) You then rage at the doctor for being shit? Otr.

Anyhow, some resets are good, others aren't. I agree with you that a reset can be beneficial, but not every 3 months as a solution to solve problems. I feel we need to ride out where we are, make some changes, and people will slowly come back.

Robust - May 21, 2014, 12:21 pm

(May 21, 2014 11:22 AM)630 Wrote: [\[CITE\]](#) I agree with you that a reset can be beneficial, but not every 3 months as a solution to solve problems. I feel we need to ride out where we are, make some changes, and people will slowly come back.

That's precisely what I mean. A reset after massive fixes is obviously beneficial, as it's extremely intimidating if everyone is full God, rich, and pulling OP crap out of their ass when someone has just managed to get a wooden house up. A week or two after a stable community or something, then a reset is great.

tdog0403 - May 21, 2014, 2:10 pm

(May 21, 2014 12:21 PM)Robust Wrote: [\[CITE\]](#) That's precisely what I mean. A reset after massive fixes is obviously beneficial, as it's extremely intimidating if everyone is full God, rich, and pulling OP crap out of their ass when someone has just managed to get a wooden house up. A week or two after a stable community or something, then a reset is great.

Resets have done more wrong than good for this server.

Robust - May 21, 2014, 2:25 pm

(May 21, 2014 02:10 PM)tdog0403 Wrote: [\[CITE\]](#) Resets have done more wrong than good for this server.

I was talking generally, how resets generally work.

630 - May 22, 2014, 3:18 am

(May 21, 2014 12:21 PM)Robust Wrote: [\[CITE\]](#) That's precisely what I mean. A reset after massive fixes is obviously beneficial, as it's extremely intimidating if everyone is full God, rich, and pulling OP crap out of their ass when someone has just managed to get a wooden house up. A week or two after a stable community or something, then a reset is great. In the current state of the server a reset would only cause more problems. This is coming from a regular player who is on daily. I see it as a cheap cop out with no real solutions. I am wondering what can HC offer me if a reset was to occur, that's the million dollar question. Where can we go? Truth is that not many raids have occurred because of the plugin, but nobody was looking for bases prior to the plugin being added. When the factions went down the server was already dead and nothing was being done. I think we're fine with the plugin (I myself have taken a liking towards it). There's not much HC can do from my point of view to grow out activity outside of the normal players. A third award is a temporary that will just get people a few hundred dollars (for sellers at least). A reset will piss off the current sellers and jeopardize their willingness to stay on the server (grining 1500 would be a 4th kick in the teeth). I honestly see no point in a reset unless the entire world is fucked. Look at a large faction server such as woodycraft, you go anywhere on there with chest esp and you can find a base. There are times where you can't find a place to build, but that only comes with 4-6 months of 15,000 constant players. I don't think the reset you're hoping will do anything, except for pissing the 5-10 regular players off. In the current state of HC I don't know what the server can do to set itself apart and keep steady activity, other than the fact that this forum offers an award and EM that puts cash in the players pockets.

Darkwin - May 22, 2014, 3:21 am

To be honest the server just isn't original, There are no factions and imo the same as playing on an vanilla server.

Raiding & Factions is what made it fun.

DemonCorp - May 22, 2014, 3:23 am

(May 22, 2014 03:18 AM)630 Wrote: [\[CITE\]](#) In the current state of the server a reset would only cause more problems. This is coming from a regular player who is on daily. I see it as a cheap cop out with no real solutions. I am wondering what can HC offer me if a reset was to occur, that's the million dollar question. Where can we go? Truth is that not many raids have occurred because of the plugin, but nobody was looking for bases prior to the plugin being added. When the factions went down the server was already dead and nothing was being done. I think we're fine with the plugin (I myself have taken a liking towards it). There's not much HC can do from my point of view to grow out activity outside of the normal players. A third award is a temporary that will just get people a few hundred dollars (for sellers at least). A reset will piss off the current sellers and jeopardize their willingness to stay on the server (grining 1500 would be a 4th kick in the teeth). I honestly see no point in a reset unless the entire world is fucked. Look at a large faction server such as woodycraft, you go anywhere on there with chest esp and you can find a base. There are times where you can't find a place to build, but that only comes with 4-6 months of 15,000 constant players. I don't think the reset you're hoping will do anything, except for pissing the 5-10 regular players off. In the current state of HC I don't know what the server can do to set itself apart and keep steady activity, other than the fact that this forum offers an award and EM that puts cash in the players pockets.

I agree with this.

The only thing I would like to see, no matter what road it will take, is effort put into the server. An appempt at making it more popular and fun.

I would just like to see Omni/someone to be advertising/managing the server trying to bring in new players and improve it.

Robust - May 22, 2014, 12:08 pm

(May 22, 2014 03:18 AM)630 Wrote: [\[CITE\]](#) In the current state of the server a reset would only cause more problems. This is coming from a regular player who is on daily. I see it as a cheap cop out with no real solutions. I am wondering what can HC offer me if a reset was to occur, that's the million dollar question. Where can we go? Truth is that not many raids have occurred because of the plugin, but nobody was looking for bases prior to the plugin being added. When the factions went down the server was already dead and nothing was being done. I think we're fine with the plugin (I myself have taken a liking towards it). There's not much HC can do from my point of view to grow out activity outside of the normal players. A third award is a temporary that will just get people a few hundred dollars (for sellers at least). A reset will piss off the current sellers and jeopardize their willingness to stay on the server (grining 1500 would be a 4th kick in the teeth). I honestly see no point in a reset unless the entire world is fucked. Look at a large faction server such as woodycraft, you go anywhere on there with chest esp and you can find a base. There are times where you can't find a place to build, but that only comes with 4-6 months of 15,000 constant players. I don't think the reset you're hoping will do anything, except for pissing the 5-10 regular players off. In the current state of HC I don't know what the server can do to set itself apart and keep steady activity, other than the fact that this forum offers an award and EM that puts cash in the players pockets.

I agreed that it'll cause more problems, everyone replying to me is missing out a part in every single post I've mentioned a reset. I'll bold it this time. A reset after change, so that these new players people want after advertisement don't quit due to God noobs. When I say reset, I mean map reset, stat reset, and a few other statistics. WoodyCraft is shit. Popularity, management, etc doesn't matter. The server quality does. WoodyCraft is plain up shit. A lot of servers are. I'll take this time to mention some popular ones and disadvantages.

Hive, amazing but shit management

Hypixel, nothing shit imo, over excessive stuff at places, otherwise well managed, Hypixel is involved with his stuff, the two developers I know personally, it's a nice place.

Mineplex, shit, shit, shit in every department.

I don't know any others :p

The award was always too cheap, should have a no selling rule implemented too. The award was a great way to get activity, but a bit too easy to get and we're back to 8 players on atm (peak time I think). Perhaps delete both awards and start again, idk.

Detoxicate - May 23, 2014, 1:49 am

(May 22, 2014 12:08 PM)Robust Wrote: [\[CITE\]](#) I agreed that it'll cause more problems, everyone replying to me is missing out a part in every single post I've mentioned a reset. I'll bold it this time. A reset after change, so that these new players people want after advertisement don't quit due to God noobs. When I say reset, I mean map reset, stat reset, and a few other statistics. WoodyCraft is shit. Popularity, management, etc doesn't matter. The server quality does. WoodyCraft is plain up shit. A lot of servers are. I'll take this time to mention some popular ones and disadvantages.

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The award was always too cheap, should have a no selling rule implemented too. The award was a great way to get activity, but a bit too easy to get and we're back to 8 players on atm (peak time I think). Perhaps delete both awards and start again, idk.

I would really like to see HC thrive, and honestly come back and play myself. I completely agree with Robust, I have visited these other servers and they aren't that great. I personally prefer HC over them, however Omniscient does need to change some things up.

We need advertisement, new players constantly coming to at least try it and check it out.

delpai - May 23, 2014, 9:49 am

It got pretty boring when omni added the no griefing plugin, kinda ruined the fun.

It's also pretty boring to just farm.

Atheism - May 23, 2014, 2:52 pm

Add more features? I heard Morchid talking about adding events in the public chat the other day.

Honestly, the server has a lot of potential, but of course there are many things that need to be removed.

Peytronz - May 25, 2014, 2:51 pm

Farming simulator 2014 on minecraft.

Cubs - May 25, 2014, 4:16 pm

The server is only a farming server, it sucks! I wish we had the good old days with Mr. H and chad.

mibbzz - May 25, 2014, 11:51 pm

To be blunt when you think about it, one of the main reasons the server has no people on it, is because it has no people on it. I know I do it sometimes where I'll join and try to talk but just get bored if no one is responding in chat. The server needs more people for more people to come is pretty much how I see it. The problem won't be getting in the lots of people because once it

becomes semi-active again more people will join, the problem will be getting out of the rut that it's in right now.

Shape - May 26, 2014, 4:36 am

I think the server should add some more things to do, other than mostly farm. It's a great server, but farming gettings tiring after awhile :P I may join back more in the future, but I am taking a break currently

bandors - May 26, 2014, 10:03 pm

IMHO I just like playing Minecraft mini-games more.

Morchid - May 27, 2014, 1:23 am

(May 26, 2014 10:03 PM)Bandors Wrote: [\[CITE\]](#) IMHO I just like playing Minecraft mini-games more. And will do just that.

I plan on making a few changes these upcoming weeks.

New mini games, new builds and a load of other cool stuff.

Robust - May 27, 2014, 1:40 am

(May 27, 2014 01:23 AM)Morchid Wrote: [\[CITE\]](#) And will do just that.

I plan on making a few changes these upcoming weeks.

New mini games, new builds and a load of other cool stuff.

Morchid, even though it's cool you're working on it, I think when he says minigames he means a network of them, unique ones, custom coded, minigames that people will love. Spleef and related aren't really minigames, and aren't really something to boost activity greatly.

HackerCraft has HackForums support, that means people would play here anyway, as people are. You could easily revamp some stuff around and I can see those 50 players returning back, and the same success the server has had in the past, before the award existed. The award is fantastic to encourage players, not to have players rely on it.

Minecraft is still alive as a game, probably for another couple of years, and when the profit in it isn't enough then the big servers will leave this, probably focus on some other game/area to make their money and this game will be dead, pretty simply it'll be that, because it is going downhill.

My point is, minigames should be custom coded, if you put SG on or something else then there is no reason for someone to play here instead of on a bigger network, right?

Stinson - May 27, 2014, 2:03 am

Tbh i quit when the server was restarted right before i finished my base. And all the problems occurring with the new server i see no point in playing.

Vaxorr - May 27, 2014, 8:16 am

I think adding skyblock would do a bit change, as I can see the increase of the popularity of the map and its actually nice so we can add a separate map or something for skyblock ? Idk its just a suggestion.

630 - May 27, 2014, 8:23 am

What's with the near clear lag? Ever since it's been near impossible to pick up stacks of items off the ground.

Expels - May 27, 2014, 8:25 am

I haven't played HC in FOREVER! If I could find a loyal faction, that didn't suck I would come back.

DemonCorp - May 27, 2014, 12:45 pm

8 Minute clearlag gg.

So annoying when farming

Atheism - May 27, 2014, 1:38 pm

(May 27, 2014 12:45 PM)DemonCorp Wrote: [\[CITE\]](#) 8 Minute clearlag gg.

So annoying when farming

Going AFK for about an hour will fill up your chat log with nothing but spam. I would hate to be the guy who is trying to farm, or exchange trades.

Kronk - May 30, 2014, 2:55 pm

Chad is asleep. I will awake him when Factions return.

Thrasul - May 31, 2014, 6:12 am

This should be changed:

[img]http://s30.postimg.org/y45pcz4m9/image.png[/img]

Robust - May 31, 2014, 1:47 pm

(May 31, 2014 11:58 AM)PS4????? Wrote: [\[CITE\]](#) Every time you post your being a asshole like honestly get off your high horse.

First, it's a forum, type like a normal member, your styling is just stupid, there is a reason it isn't default.

Second, I'm not an asshole, it's a matter of opinion who I am. By the way, the staff member that deleted your post must be an asshole too.

Roytoy - May 31, 2014, 1:50 pm

(May 31, 2014 06:12 AM)Thrasul Wrote: [\[CITE\]](#) This should be changed:

[img]http://s30.postimg.org/y45pcz4m9/image.png[/img]

I agree this is lame af, but I'm sure it was added due to lag issues.

630 - May 31, 2014, 10:11 pm

Please stay on topic and taking your fighting elsewhere. I agree and disagree with madman, on several topics, I will get more into it tomorrow.

Robust - June 1, 2014, 1:18 am

(May 31, 2014 10:11 PM)630 Wrote: [\[CITE\]](#) Please stay off topic and taking your fighting elsewhere. I agree and disagree with madman, on several topics, I will get more into it tomorrow.

I'm up for a discussion. If everyone talked up about something then we could eventually create some stable plan on what the community wants in depth, easier for omniscient to act hopefully. Let me know.

MisterNoga - June 1, 2014, 5:30 am

yeah, in the pas we had 40+ players on HC, but that was on the previous HC, now since there is no factions, its getting bored :

BUT

i think that since everyone wants a award, and there are less players, that sales can go up for the selling people :D ?

cr125master - June 2, 2014, 1:29 pm

I might have tot try this out sometime

Custody - June 2, 2014, 5:36 pm

Agreed. Server needs more work. Maybe emphasis on pvp/factions.

Cyrus - June 2, 2014, 5:37 pm

(Jun 2, 2014 05:36 PM)Hydralisk Wrote: [CITE](#) I've PM'd Omni about this before, but he gives me a short reply, "Thanks for the PM", and that's all there is to it.

I'd like to see this server bloom once more, just make it into a pvp/factions server with economy on raiding and there would probably be 40+.

Exactly.

A little bit OP like overkill.hcraid.com would do well

?ã?ž?@ - June 3, 2014, 4:46 am

its too boring i stopped playing a while ago

Vaxorr - June 3, 2014, 7:19 am

So actually anything happened when I wasn't , are there any mini-games added as morchid said or

Robust - June 3, 2014, 12:21 pm

/siege has been enabled, pretty nice I guess, it's a start, anyone with weak buildings can be conquered now (siege wording, thanks).

Omniscient - June 3, 2014, 12:27 pm

Quote:If Omni can't put in the time a MC server needs and he wants to keep the server alive, he should definitely find somebody to do so.

Morchid was suppose to pick up the slack for me and I don't fully blame him for the downfall but certainly he hasn't helped as much as I would have liked. He's a good staff but not really a seasoned admin. I'm working now to get someone more familiar with admin commands.

I've also been highly distracted by OMC and 3P1C. I can only do so much at one time. If I work on HC for a week I'll get complaints that nothing is being done for 3P1C or OMC. So that's my dilemma. Trying to juggle everyone and get things accomplished in a timely manner. Something I seemingly fail at constantly. Everything always feels delayed.

I do not want to add Factions back ever again. I'd rather turn the server off.

More staff doesn't necessarily fix problems either. They can cause just as much trouble as anything else. I know this from experience. But one or two highly dedicated players as moderators would be helpful along with a capable admin who can follow my lead. Working on that aspect now.

As for raiding...I've enabled the /siege command today for Grief Prevention. That should greatly change the aspect of that plugin for raiding. We'll see how it goes.

I can look into some new minigame plugins too. Suggestions are appreciated.

I think most complaints revolve around the problem with raiding which hopefully were addressed today. We can of course use some additional promotion. Adding Nether imho didn't do anything for the server as much as people said they wanted it.

If you guys feel like the Grief Prevention plugin with siege enabled isn't enough then I'll remove the

plugin entirely. But I won't add Factions back. I'll continue to use Simple Clans. But there won't be protection from griefing and it will be a true raiding server.

And to be clear I see no reason for a reset of any kind. I've done them in the past when radical changes were required or things were broken. Neither is the case here. We just need adjustments.

Quote:Omni doesn't know how to have fun though.
My job is not to have fun. It's to make sure players are having fun.

Quote:The only thing I would like to see, no matter what road it will take, is effort put into the server. An attempt at making it more popular and fun.

Lots of truth there. And again I become inactive and the server goes to hell. Realistically being an MC admin requires constant appeasement for players. I don't think any server does well if it's perfect then does nothing for 6 months to change it. Players just get bored and leave unless you're constantly making them happy with changes.

Quote:What's with the near clear lag? Ever since it's been near impossible to pick up stacks of items off the ground.

Adjusted. Boats, Minecarts, Frames, paintings, and Items won't be removed now. Plus it's every 10 minutes. That should help us. An update to the plugin created a new config and screwed up my previous settings. I had not noticed that until today.

I have a few plugins to probably update too.

Players should try the Siege command and see how it is. I think we can now tweak this plugin to be more amendable to what we need. I just need feedback.

And again...I'm not resetting. I'm sorry I didn't get to do all these changes a month or two ago as I liked but I'm getting them done now.

Robust - June 3, 2014, 12:38 pm

Regarding minigames, I think they distract focus off the server. They give more options, but it creates much more of a variety. Nice, probably will attract wider audiences but also distracts people off the focus of the server, and makes it seem too general. I wouldn't recommend stuff like SurvivalGames/HungerGames because it's literally on every server.

<http://dev.bukkit.org/bukkit-plugins/minigames/>

Many of those are seen before, but a separate world (possibly, just for organisation sake) would be pretty nice, various lobbies and the ability to play some of those, most of them actually seem fun, I guess, and aren't extremely overplayed either, while being easily accessible. Not sure if they're too many, so perhaps just a couple, but that plugin is pretty good for it imo.

Jollibee - June 3, 2014, 8:06 pm

(Jun 3, 2014 12:27 PM)Omniscient Wrote: [\[CITE\]](#) I do not want to add Factions back ever again. I'd rather turn the server off.

My job is not to have fun. It's to make sure players are having fun.

Omni You said your job is to make sure players are having fun. Then why dont put factions back? that's where the players are happy. they just want that plugin back. Don't get me wrong with that.

Maybe do a Poll of what plugins they want to have on HC before putting it on the server.

Kind Regards,

?ã?ž?® - June 3, 2014, 8:57 pm

(Jun 3, 2014 08:06 PM)IGNITER Wrote: [\[CITE\]](#) Omni You said your job is to make sure players are having fun. Then why dont put factions back? that's where the players are happy. they just want that plugin back. Don't get me wrong with that.

Maybe do a Poll of what plugins they want to have on HC before putting it on the server.

Kind Regards,

Im agreeing with this. There should be a list of plugins to vote from that the community wants to add. Say the top 3 plugins voted for should be added to the server.

Sparta. - June 3, 2014, 9:08 pm

Server is trash now. It's a fact. No one wants to do anything to fix it anymore... (no offense but I've seen nothing except for "new spawns" now; I know people are busy but if you are too busy to revamp the server, then just give up...)

Cubs - June 4, 2014, 9:17 am

The reason I quit playing was because it was a farming server, no raiding at all.

KFCShaniqua - June 4, 2014, 9:18 am

Well, the building sucks, chat is quite and no factions. That's the problem for me.

630 - June 4, 2014, 12:08 pm

I find it interesting how many kids play just to cause others problems and tough times.

Sparta. - June 4, 2014, 1:16 pm

(Jun 4, 2014 09:17 AM)Cubs Wrote: [\[CITE\]](#) The reason I quit playing was because it was a farming server, no raiding at all.

That sums up the whole server itself.

It had hype because it was an "official" server.

"Official" should be unique or creative in a way, shouldn't it?

Putting factions up and a mediocre spawn as well as some annoying administration plugins including inactive staff does not suffice.

I made a thread earlier implying a warning to Omniscient and the other small handful of players that the server is basically shit and is dying.

I don't have any choice on what happens with it but if I were to, I'd either shut it down or revamp it completely.

Like I redundantly stated before, the server is shit and needs to have change.

No change is no change.

mibbzz - June 4, 2014, 2:03 pm

(May 30, 2014 02:55 PM)Kronk Wrote: [\[CITE\]](#) Chad is asleep. I will awake him when Factions return. What about Steven?

Anyway a lot needs to be done and most of it probably won't happen (any time soon at least.)

Vaxorr - June 5, 2014, 12:44 am

Also we are like HackerCraft before the last reset, where people stay at their obsidian bases and no one can touch them :/

Kronk - June 5, 2014, 12:46 am

(Jun 4, 2014 02:03 PM)mibbzz Wrote: [\[CITE\]](#) What about Steven?

Anyway a lot needs to be done and most of it probably won't happen (any time soon at least.) Steven is missing atm. I'm sure Chad is in good contact with him (sleeping or not). ?

Vaxorr - June 5, 2014, 12:56 am

Who are Steven ? Thaat you are talking about ? Sorry but I'm just curious.

Kronk - June 5, 2014, 8:36 am

(Jun 5, 2014 12:56 AM)Null Server Wrote: [\[CITE\]](#) Who are Steven ? Thaat you are talking about ? Sorry but I'm just curious.

Chad is Steven. Steven is Chad. Understand now?

Vaxorr - June 5, 2014, 8:47 am

Oooh Steven, I know now who are Steven.

I heard about this dude before. I think he plays Basketball.isn't this his image ?

Spoiler ([Click to View](#))

[img]http://t0.gstatic.com/images?q=tbn:ANd9GcQ6PP7PbZ6sQudjZaxrOpAX9TCRTb7D5QVHh6J
OoSQ2d44sTvQ7evWOXzC6mw[/img]

630 - June 5, 2014, 1:35 pm

Can someone explain to me who is this hydra person?

Vaxorr - June 5, 2014, 3:21 pm

idk, when i opened the server to check i saw like 15 players i was like WTF and i saw hydra with the blue username i think he is a new Mod or something idk.

630 - June 5, 2014, 4:06 pm

(Jun 5, 2014 03:21 PM)Null Server Wrote: [\[CITE\]](#) idk, when i opened the server to check i saw like 15 players i was like WTF and i saw hydra with the blue username i think he is a new Mod or something idk.He's currently admin and has the power to TP to anyone. I don't like that he sits invisible all day.

Custody - June 5, 2014, 4:21 pm

(Jun 5, 2014 04:06 PM)630 Wrote: [\[CITE\]](#) He's currently admin and has the power to TP to anyone. I don't like that he sits invisible all day.

Incorrect. I use /tpa to tp to anyone. If they do not wish for me to TP to them, I don't.

I do not have access to /tpo or /tp, therefore I am not able to teleport to random people and spy on them.

I am currently not vanished nor invisible. I am building the spawn, and mibbzz is sitting there afk.