

Forum:[Hack Forums](#)

Thread: [Rant about HackerCraft and its future](#)

Water Aura - April 3, 2016, 11:23 am

I fear HackerCraft will be ending soon.

It's boring and repetitiveAll the bases that my faction, Dawn, has raided have all just been cacti farm with no real treasures (due to the existence of an Enderchest).

Factions have WAAAAAY too much power. The end result being that it's impossible to overclaim factions.

The world border limit is way too large for a server that has half of the players being alts.

The end resultDecrease in player base

Just alts being on the server

Less and less actual bases and more farms

I'm starting to want to play the server less because of the above reasons. ?

minimalist - April 3, 2016, 11:26 am

The HC server has always had a farming aspect & the players wanted a farming-based economy. The players also cried about the 10k (15k?) world border being too small so that was increased.

I think that the only way to realistically please everybody would be by resetting and starting anew, but that won't happen.

Water Aura - April 3, 2016, 11:28 am

(Apr 3, 2016 11:26 AM)Minimalist Wrote: [\[CITE\]](#) The HC server has always had a farming aspect & the players wanted a farming-based economy. The players also cried about the 10k (15k?) world border being too small so that was increased.

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You dont have to please every fucking player lmao

'OverSight - April 3, 2016, 11:32 am

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You know... That could actually be pretty fun. Considering some of the ppl in baltop who are still there used exploits lol. Not a bad idea at all...

chase. - April 3, 2016, 11:42 am

Only thing I don't like is no one lets me in their faction :(

Peptide - April 3, 2016, 11:43 am

The server is dead lmfao 30 people or less on.

I would rather play hcteams or kohi or something then that dead server.

Musketeers - April 3, 2016, 11:43 am

I vouch for an economy reset, but not the base.

Water is right about the map size. I've never got found and I could've been (not telling why and how but someone should've found it by now)

I think that afkable resource should be low profit while you promote real-work resource.

Example : Why would I farm carrot when I can just overnight my alt at cactus farm ?

And worst: The carrot price < cactus price. && Cactus can be sold by inventory.

The chest shouldn't be openable in faction but rather you should blow them with creeper egg. This would make a sink in the economy. (In the event we keep the current economy balance etc).

Just don't destroy what we have spent time on like our MCMMO, bases etc. Economy is what running the server. If you want action, we should maybe have a plugin that encourage us to find base or w.e. I know many base coords but I don't raid them cause they are simply cactus farm. I'll create a thread with my base to show what is really a war faction base. We aren't gay farmer. We farm farmer and others factions.

#1- Make real-work resources worth more than afkable resources.

Or rotate the crops that can be sell in shop. Some weeks the carrot worth more etc.

I'll be honest. We grinded cash at fruit until we got enough spawner & afkable resource to just afk and collect cash by selling. That's not what it should be. And I highly doubt anyone could raid us easily.

Water Aura - April 3, 2016, 12:35 pm

Addition to what Peach is saying

I feel like not a lot of servers have introduced this idea of decreasing the amount you get per stack the more you sell.

e.g:

If I sell cactus to the shop for \$100, next time the shop should only give me \$99 the next time. So on and so forth.

Thus making it hard to inflate the economy. Of course there has to be a limit but it's just a suggestion I would take in mind. ?

B3nsung - April 3, 2016, 12:58 pm

(Apr 3, 2016 11:23 AM)Water Aura Wrote: [\[CITE\]](#) I fear HackerCraft will be ending soon.

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I totally agree with you.

Roytoy - April 3, 2016, 1:01 pm

(Apr 3, 2016 12:58 PM)B3nsung Wrote: [\[CITE\]](#) I totally agree with you.

- Cactus farms need to die now. They're literally the lamest thing I've ever seen. Price of cactus should be dropped to \$10, imo.

- Should take more money/members in a faction to be able to claim land.

- Idk about the border, but /wild should be able to teleport you to more than 10k coordinates.

'OverSight - April 3, 2016, 1:06 pm

(Apr 3, 2016 01:01 PM)Roytoy Wrote: [\[CITE\]](#) - Cactus farms need to die now. They're literally the lamest thing I've ever seen. Price of cactus should be dropped to \$10, imo.

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I think part of the problem is that a farm economy promotes lazyness and I wish it could be incorporated differently.

Bay - April 3, 2016, 1:19 pm

(Apr 3, 2016 11:26 AM)Minimalist Wrote: [\[CITE\]](#) The HC server has always had a farming aspect & the players wanted a farming-based economy. The players also cried about the 10k (15k?) world border being too small so that was increased.

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Thats false bud. The first HC had nothing to do with farming. You could only sell diamonds and obby in the shop.

Roytoy - April 3, 2016, 1:32 pm

(Apr 3, 2016 01:06 PM)OverSight Wrote: [\[CITE\]](#) I think part of the problem is that a farm economy promotes lazyness and I wish it could be incorporated differently.

Yeah It's lame if you ask me. It's like botting.

Stashyy - April 3, 2016, 2:08 pm

I love the border.

I dislike cactus/sugarcane farms. That's all I found too.

I think the economy does need a reset or everything needs to be reset. So everybody can start from scratch.

There should also be a /chest command.

Heart - April 3, 2016, 2:09 pm

(Apr 3, 2016 11:42 AM)chase. Wrote: [\[CITE\]](#) Only thing I don't like is no one lets me in their faction :(
You can be a riverboy friend pm me

minimalist - April 3, 2016, 2:10 pm

(Apr 3, 2016 01:19 PM)Bay Wrote: [\[CITE\]](#) Thats false bud. The first HC had nothing to do with farming. You could only sell diamonds and obby in the shop.

My bad, wasn't big on HC back then and the huge carrot farms are all I remember.

Royal Bash - April 3, 2016, 2:11 pm

Finding bases is hard even with the entity method or f map, the border is just way too big in my opinion for such a small playerbase.

The border should be like 13/15k.

About the economy, it should be harder.

About /wild make it go out like 3k/-3k not further otherwise you can just /wild into someones base. Let them spend time walking to far coords.

Musketeers - April 3, 2016, 2:24 pm

(Apr 3, 2016 12:35 PM)Water Aura Wrote: [\[CITE\]](#) Addition to what Peach is saying

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If I sell cactus to the shop for \$100, next time the shop should only give me \$99 the next time. So on and so forth.

Thus making it hard to inflate the economy. Of course there has to be a limit but it's just a suggestion I would take in mind. ?

I love this addition;

It's make high productive farm a bit less OP but it's still giving something. I support this.

NeoCode - April 3, 2016, 4:01 pm

(Apr 3, 2016 11:23 AM)Water Aura Wrote: [\[CITE\]](#) I fear HackerCraft will be ending soon.

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Trust me the future of HC is nothing like you see it, soon changes are coming. I can't elaborate on these changes but they will make it so that the kingpins can be easily knocked over and more engaging activities will be implemented.

Mangekyo - April 3, 2016, 5:39 pm

Everyone is just going AFK on the server and coming on for 5 minutes to sell their cactus. The server isn't even Factions much, no raids of significant value is going on. It's just a normal survival-economy server. They should really nerf ALL farm prices so that people start raiding in order to gain money.

Isley - April 3, 2016, 6:14 pm

(Apr 3, 2016 11:32 AM)OverSight Wrote: [\[CITE\]](#) You know... That could actually be pretty fun.

Considering some of the ppl in baltop who are still there used exploits lol. Not a bad idea at all...

One of the reasons HC originally failed was because it was reset over and over.

'OverSight - April 3, 2016, 6:23 pm

(Apr 3, 2016 06:14 PM)Isley Wrote: [\[CITE\]](#) One of the reasons HC originally failed was because it was reset over and over.

well sure thats pretty bad but this server is in beta and many people got to where they are on the server currently through the use of exploits. At the moment, I think Fiber and his team have fixed up all the holes now and if we reset, we could all play at a more balanced stand point and hopefully no more resets. But another part of me says it wont work as long as we have this farm based economy. Somethings need to change. :/

Cecilia - April 4, 2016, 4:14 am

Honestly, making a base is hard with no money, I don't think its very easy to make a 150x150 5-255 base in a matter of a couple of weeks. Especially with good defenses.

No one bothers either, because withers destroy "basically" everything (I have no idea whether fiber disabled them now or not).

I mean, ever heard of a tnt/sand/whatever cannon? You can destroy things from afar.

A reset is not something that will fix it, people need to work first to be able to make large bases, I don't think there are many players that are entirely involved in the idea of raiding or making a base as they have no time or IGM or simply wish to farm for money.

Fiber has been doing an excellent job in solving the issues (remember its still fucking beta) that have been happening (lag/plugins/whatever).

Enderchests should be kept as they are, no one wants to be raided and lose everything and not have any backups... thats a bit insane imo.

You want people to be on the server yet don't want them to have anything (lol wtf) or the ability to 'rebuild' after you demolish their base/farm.

I don't personally keep much in my enderchest apart from a few diamonds and iron.

Musketeers - April 4, 2016, 7:08 am

(Apr 4, 2016 04:14 AM)LaPanthere Wrote: [\[CITE\]](#) Honestly, making a base is hard with no money, I don't think its very easy to make a 150x150 5-255 base in a matter of a couple of weeks. Especially with good defenses.

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I don't personally keep much in my enderchest apart from a few diamonds and iron.

I can personally say that my base is almost wither-proof. People just need to adapt. If they are just gen wall with 1 layer of liquid then 1 of cobble , rinse and repeat. They are plain dumb cause I will get thru that with ease. The basic rule to respect is at least 12 layers of water + since no liquid from from outside of a claimed zone into a claimed zone (which I disapprove) it's make the 12 layers quite strong against wither. Again you have to defend from tnt. Don't make large base.. They have more flaw. Also isolate all of your layer. In your farm don't have a ladder to go from down to top. Use your top wisely. A raider won't be able to get to an isolated place as fast as if you just indicate him how to get there.

Cecilia - April 4, 2016, 7:47 am

(Apr 4, 2016 07:08 AM)Musketeers Wrote: [\[CITE\]](#) I can personally say that my base is almost wither-proof. People just need to adapt. If they are just gen wall with 1 layer of liquid then 1 of cobble , rinse and repeat. They are plain dumb cause I will get thru that with ease. The basic rule to respect is at least 12 layers of water + since no liquid from from outside of a claimed zone into a claimed zone (which I disapprove) it's make the 12 layers quite strong against wither. Again you have to defend from tnt. Don't make large base.. They have more flaw. Also isolate all of your layer. In your farm don't have a ladder to go from down to top. Use your top wisely. A raider won't be able to get to an isolated place as fast as if you just indicate him how to get there.
12 of water... I must try it...

unknown321 - April 4, 2016, 7:58 am

I think if they had someone dedicated to advertising the server on those advert sites there would be more people and thus more bases to raid and what not.

Musketeers - April 4, 2016, 9:23 am

(Apr 4, 2016 07:47 AM)LaPanthere Wrote: [\[CITE\]](#) 12 of water... I must try it...
Its easy. Do a cobble (or netherrack as it break faster) floor where the water should be. Enclose the area with a ring of block (like a bowl) to contains the water. Put ice block at like 3 block from each and you break them. You get a pool. Break then the floor. You can do as many source floor. This is to avoid water saturation (one could block the flow leaving the wall unprotected for exemple.

wander is a multi dwc - April 4, 2016, 9:50 am

Whatever the byproduct may be, I will not play slave to a server reset that affects a core component of the server economy.

NeoCode - April 4, 2016, 12:31 pm

(Apr 4, 2016 07:52 AM)- Sam - Wrote: [\[CITE\]](#) We need to fix this whole enchanting situation. As I said before on the previous Hackercraft thread, god armor isn't as valuable as it used to be due to how easy it is to enchant and gain levels when /warp grinder existed.

Members always referred to a 'reset' as an attempt to fix the server but when those resets happened we lost players, we will be back to square one if a reset happens so I'm strongly against that.

Its not a situation, its the way 1.8 is, I guess we can "fix" it but that would take time to implement but I'll look more into it and see what I can do because to "fix" it is to revert enchanting to pre-1.8 which requires changes to the core of the game.

SIM-2223238 - April 4, 2016, 12:34 pm

HC should be advertised outside HF and not only HF, if that happens the userbase will greatly increase with more fun.

And they also need to nerf some shit

Musketeers - April 4, 2016, 2:37 pm

(Apr 4, 2016 12:31 PM)NeoCode Wrote: [\[CITE\]](#) Its not a situation, its the way 1.8 is, I guess we can "fix" it but that would take time to implement but I'll look more into it and see what I can do because to "fix" it is to revert enchanting to pre-1.8 which requires changes to the core of the game.
Wouldnt it be easy if there is ab existing plugin?
Ive saw plugin that override the enchant system.

ZerFallen - April 4, 2016, 5:29 pm

1. The goal of a faction server is to dominate both the economy and physical items. Those who are smart have the physical items to defend what grants them status in the economy, and those who don't care won't have them and will just build somewhere else when raided. These tactics are seen across the board on faction servers.

2. Too much power? Power is what is used to sustain land, and if you would like to overtake it, you have to put up a valiant fight in order to lower. It's a battle of skill that will determine whether a claim is possible, but you can still just blast your way in, so I don't see why this is an issue at all.

3. I agree that the world border was made too big to start.

Musketeers - April 4, 2016, 6:55 pm

(Apr 4, 2016 05:29 PM)Intelligent Sin Wrote: [\[CITE\]](#) 1. The goal of a faction server is to dominate both the economy and physical items. Those who are smart have the physical items to defend what grants them status in the economy, and those who don't care won't have them and will just build somewhere else when raided. These tactics are seen across the board on faction servers.

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3. I agree that the world border was made too big to start.

#2:

I agree if there is no alt to boost the power.

Min one could go is -15 power. I just have to have an alt for every players in the faction. Even if we get all the real player to -15; The alt will hold enough power so we can't unclaim... you see now ?

Fiber - April 5, 2016, 5:26 am

(Apr 4, 2016 12:34 PM)Aggron Wrote: [\[CITE\]](#) HC should be advertised outside HF and not only HF, if that happens the userbase will greatly increase with more fun.

And they also need to nerf some shit

We have been given permission by Omni to advertise outside of HF but we feel we need to work out some kinks before we do so + a big change is coming which is being worked on. You'll found out soon.

Can't nerf anything if you don't inform us about it.

Indecisive enough - April 5, 2016, 6:08 am

Get rid of the endear chest lol

neightworks - April 5, 2016, 6:18 am

All of these things would be perfectly fine if we had 100+ on constantly.

But that will never happen without advertisements and a vote page.

Since they're not taking donations advertisements probably wont happen.

Omni could do a forum wide announcement like "Just a reminder we have an official Minecraft server!" But that wont happen, at least not until the actual ip is back to normal.

Musketeers - *April 5, 2016, 4:14 pm*

For everyone asking to promote outside. If the server isn't ready for such advertisement you will just ruin it. When you promote something, it's better be working flawless and that what they are working on.

@Players, would you ever consider to rejoin a server that advertised without having fix all? No...