Digiex Minecraft Server Rules

Access to the server is a privilege, not a right. As such, when playing in a shared world with other users, it's essential that some basic rules are followed to ensure everyone gets along. If any of them are broken, you could find your whitelist withdrawn, or even worse end up with a Global ban on McBans (Global Banlist).

If you are ever unsure about something, it's best to err on the side of caution instead of risking trouble.

- Players are expected to use COMMON SENSE when playing! This includes not building right next to somebody's building without asking first, building something massive and dwarfing someone else's building without asking and generally annoying other players. Advertising another server will lead to a global ban. If operators have to get involved in player disputes, their decision is final and if both players can't use common sense it's likely that both parties will be kicked!

- No griefing. If players are found to be griefing (intentionally damaging other player's property), then a permanent ban will be handed out, the same applies from stealing from players chests. As all block placement / removal is logged, as well as items going in and out of chests, it's very easy for us to track down any thefts or griefs. It will be an instant global ban with no chance of winning an appeal.

- No hacking please. It ruins gameplay for other users and it's downright annoying to see people flying about the place when building or roleplaying. Operators can see when you use flyhacks or speedhacks and are under instructions to ban people who use them.

- Do not harass the operators in game. If you have questions that don't require an operator, there is this forum, several in-game players, as well as the Minecraft wiki and Google. If you honestly cannot seek out your answer from any of those sources, then ask an operator. Operators get fed up of being asked constantly silly questions, job requests, how to craft items, worldedit, item spawning or to TP people. The answer is simply no. The only reports they are interested in are grief or server errors. They want to play just like anyone else, not deal with constant inane questions that could be solved by five seconds Googling.

- Respect the landscape. If you need wood and need to cut down a tree, be considerate and cut down the entire tree. No one wants to see trees with one block left hanging in the middle of the air. If you cut down the entire stump then the leaves will despawn and the tree will be completely removed, then just replant a tree if you have any sapling. The same goes for Towers, no one wants the landscape covered with small dirt or nether towers, if you need to build to such heights make sure there's a reason (attractive looking Sky Scraper). Otherwise you will find your work removed, and access to the server withdrawn.

- Bigotry, Racism, and Homophobia will not be tolerated at all in the server chat, nor in the world. The same goes for any Nazi symbols. If the offence is minor and clearly meant as harmless banter, you may be served instantly with a final warning. The second offence will be bannable and if it's deemed serious enough, you will just be instantly global banned.

- Even though PvP is on, do not abuse this privilege. Going around killing random people in the wilderness for no good reason is very near to griefing, especially if this causes significant item loss. Doing this, or repeatedly killing the same player(s), will be grounds for an official warning, and eventually a revocation of whitelist/global ban, depending on the severity. This does not apply to Minetopia.

- Use of glitches in game is lame. Players who take advantage of known exploits in Minecraft to glitch items, or gain an unfair advantage aren't welcome. We want to keep Minecraft a fair level field for all players, so we would like to think in Survival everyone has earned what they have. As such, if we do find out anyone is glitching for advantage, we will request they leave. Taking advantage of any major exploits either in the Digiex SFPlugin or the game or making them public so others can use them will result in a loss of whitelist. If you find any glitches or exploits like that, report it to the operators in private chat so it can be fixed or monitored.

Building Guidelines:

There are no official server buildings or cities. The map is totally up to the making of the players and you can build where you like. Players can choose to build cities together, or they can choose to build their own paradise.

The key difference in this new server from our old public server is that instead of having separate shared areas for building types like City, Freebuild, Wilderness etc, each player can claim their own island or two for exclusive use for them. In return, they should keep their buildings together on their island or part of a landmass. This will ensure that the map doesn't become overcrowded in certain areas, and that players can expand when needed without worrying about another player's building next to theirs.

As such, we advise players spend a while picking their building island / location, as once they have started work on it, they will be stuck with it. We cannot have players building all over the place, otherwise we will end up with another map regeneration problem next year (this time, we want these maps to be permanent).

Therefore, to ensure the map is looked after, and to stop player disputes, please follow the guidelines below in both Creative and Survival:

- Do not build near the World Spawns. The maps are 3000 blocks in any directions from spawn, that's 6000 blocks from one side to another. We recommend players explore before picking a building spot. We don't want another Freebuild on our hands with everything right next to the Spawn Protection either, so we advise around 1000 blocks from Spawn is a good starting point.

- Islands should be treated almost like Plots. If someone has picked an island to build on, please do not go building on it also unless either they have invited you or the island is beyond massive (i.e. a landmass). In this case, please build out of view from the other person's buildings. People shouldn't be able to see each other's buildings from their own views.

- Group build projects are great, but make clear who is allowed to build on it and who is not. If you set it to public you cannot then claim grief when someone else adds to it in a way you dislike. We recommend the use of signs for claiming land, and saying if its Public / Friends / Private. This will keep all land dispute claims down.

- Do not claim land unless you're using it. If you found a good spot, either use it or let someone else. The world is also not ever-growing therefore keep all your buildings onto one or two islands; there is no need for someone to claim half the map. Be realistic with what you need, leaving space for others.

- Please respect the landscape; while you're free to build what you please, this server is newbie-free so there's no excuse for a massive dirt building flying in the Sky. Please use the server to share your best buildings, not your dirt experiments. If you need to have for example tracks in the Sky, why not consider making it look professional and turn it into a good looking bridge instead of just a path of stone flying through the Sky. Unless you own an island next to the one you're on, you shouldn't bridge across without permission of the other island owner.

- On each map, there are only 3 Strongholds. To ensure everyone gets to experience, they will remain public (I.e.: no one can claim them). As such, besides making them accessible and fixing them up, they should be left how they are for all players to experience and enjoy. Each Stronghold may have a Caretaker, but their job is to maintain the Strongholds, they don't own them.

- Building of large cobble/dirt structures with no purpose isn't nice. If you need to do so, please consider building partly or fully underground to keep the landscape clean for people passing by. The same for any other large structures which will look out of place in the landscape.

- Minetopia has relaxed rules from the above, as it's re-generated every month. In this world you can mine / collect resources without worrying about the landscape. Also TNT and PvP are not policed in this world; every player is on their own in this environment. Enter at your own risk.

Invite Guidelines:

Our server works as a closed private server. There will be times though where we may expand the players allowed on as older players move on, or leave Minecraft altogether. We aim to keep around 10-15 'active' players on the player whitelist at any one time. However if the server becomes too quiet due to inactivity of older members new players can come in to increase the server numbers.

If you would like a friend to join us, you can post either a request on the forums, or wait for an announcement of available space then let an Administrator know. Inviting a player doesn't guarantee they will get in, as there may be limited space and more applications than space -- in which case, sending screenshots, having a clear McBans record or being known by multiple players in the server can help someone rise above the rest. However, on any forum application, someone posting "*I'd like to join because I know so and so*" is less likely than someone who spends the time to make a proper application, detailing preferred play styles, showing past example work and telling people a little about them.

When such space is available, an Operator will announce via the Digiex Mail System in the server that space is available. You will then be notified on next join that you have mail and will see the announcement.

A key thing to note with Inviting however: you will become responsible for the actions of those users for the first 3 months. As such, if you invite someone in who cannot play nicely with the rules and/or current players, you will take a hit (either banned from further inviting, temporary ban or even total whitelist removal if they are a griefer).

User ranks:

Our server only contains two user ranks: a standard player (green name) and a player with operator privileges (blue name). Players with operator privileges (Operators for short) are able to help with grief, or any player disputes (if the players cannot solve it themselves). Operators however are not personal assistants, nor do they know where on the map you should build. Please ensure if you need help you have asked other players before requesting assistance from operators; their time is limited and they would like to play the game also.

If you continue to harass operators too much, you may find yourself becoming ignored, muted, or even unwelcome in the server.

Our server already has a large team of Operators, therefore please don't ask for Operator status. If we need any additional operators, we will approach the best players for the job directly. Also operators do not use Item spawning or other cheats, they are playing the game fairly like all other players.

Player disputes:

If you have an issue with another player (be it about items, land plots, or possible grief), please attempt to sort this out between yourselves using the common sense approach combined with the server rules.

If however you have attempted and cannot resolve it between yourselves, you can request the dispute be handed by a player with operator permissions. Be aware, if you have to involve an Operator, the losing party could be punished either by a temporary ban or whitelist removal. This is to ensure players work out issues amongst themselves and only in the worst cases, bring it to an Operator.

Final comments:

These rules and guidelines are designed to cover 90% of the any problems or disputes on the server, however there may be cases where the rules do not fit the situation, or cannot fully decide the outcome of an issue. In these cases, players are expected to use the common sense approach. This server is for our most trusted players, and hopefully you have a good moral compass of what is acceptable and what isn't in a shared multiplayer world.

Treat other players how you expect to be treated. Remember the key point: being in this server is a privilege and not a right. You will need to show that you're capable of dealing with unknown issues as they arise and deal with them to the best of your ability. If certain issues require more clarity on the rules, we will update them accordingly and issue an update notice in the server mail system.

Useful Server Commands:

Our server uses our own plugin known as Simple Features (SFPlugin for short) as well as Logblock for Log Detection). We have a number of commands available to both players and players with operator privileges. The most common and useful ones are:

Switch between Worlds:
/World [Creative / Survival / Minetopia]
Example: /World Creative

Set a home (You have one per World):
/sethome or use a bed and select /yes to setting home.

Visit your home:
/home or /home WorldName

Teleport to a player
/tpa PlayerName
Example: /tpa Sharkman

Teleport a player to you
/tpahere PlayerName
Example: /tpahere Sharkman

View who's on the Server
/who
Also shows you the world they are in, and if they are sleeping (Useful for changing time to day).

View the Server Log (For Grief detection)
/lb tool - Gives you a stick for right clicking blocks to see its history
/lb toolblock - Gives you a locked chest for placing in empty blocks to see its history.

Lock a chest
/cprivate - Locks a chest so only you can access it
/cpassword Password - Locks a chest so only a user with the Password can access it
/cremove - Removes your locks from chests to free up your 10 locks.
Please note: To keep the lock system clean, each user is limited to only 10 locks in the entire server. As such, we advise only using it in Survival (as there is item spawning in Creative) and only using it on your most valuable chests. You shouldn't feel the need to lock chests as we should have little to no grief as the server is invite only, however this will provide peace of mind for your most valuable items. Please do not lock chests found in dungeons, mineshafts etc., if you cannot take it all with you, you should come back later.

Digiex Mail System:
/read - Reads your mail
/clear - Clears your mail
/send PlayerName Message - Sends message (Example: /send sharkman This is a mail)

Appendix

In this section, I will show some examples of the building regulations in action. This map screenshots were taken from our Plugin testing server and as such, are not active infringement of the rules. They are just examples of what is and isn't acceptable in the Digiex Server.


Above: Perfect example of an island suitable for one person to build all of their creations on.

Above: This is an example of a landmass. This is too big for just one person to use and is connected to other islands to. However, it could easily be shared by having one person at the top, and one person at the bottom.

Above: This is an example of train tracks which are not acceptable in the server. The problems are first it's going across the sea and connecting islands together; secondly it looks stupid because it's just one block hovering in the air. If you wish to have a train track in the sky, feel free to actually be creative and make a good looking bridge to support it.
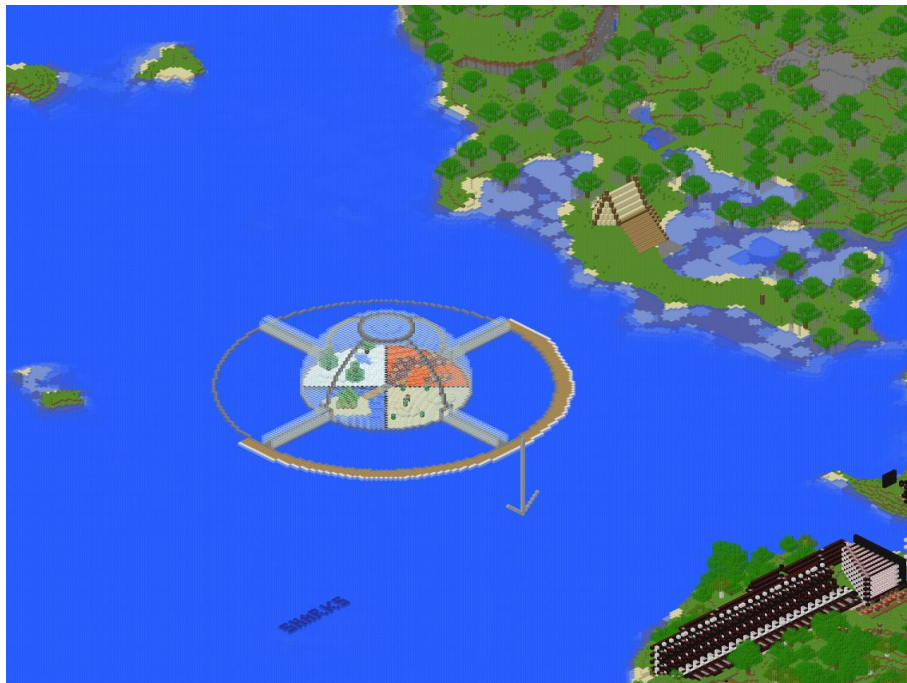
Above: This is an example of an issue which is difficult to judge. There is nothing wrong with building in the sea, however you should aim to do it next to your island, and away from other islands. If this example was real, the person in the bottom right corner may find their view of the sea ruined. As such, if you intend to build far out into the sea please make sure there is no one living near it that will have their view ruined.

Above: This is an excellent example of personal building area of a player. Here they are building all their work in the same area and connecting them. Basically making an ideal island paradise which is theirs. The server encourages building like this as it provides a clear identification of the land in use by this player and looks very appealing.

Above: While this may not be overall clear on this screenshot, it is in fact a giant wooden box hovering in the middle of some nice cliff landscape. This is totally undesired and doesn't fit into the building regulations on our server. It ruins the landscape for everyone and sadly looks silly. Please who build like this, even in their own private land will quickly find themselves unwelcome from the server due to the player quality requirements we have.