

General Staff Meeting Agenda (Public Portion)

August 9th, 2020 @ 7pm UTC

Table of Contents:

[\(4\) Announcements from Private Portion](#)

- [4a\) Premier City Reviews](#)
- [4b\) Moderator Nominations](#)
- [4c\) Other Redacted Topics](#)

[\(5\) Community Issues](#)

- [5a\) Upcoming CoreProtect Purge and Minecraft 1.16.2 Update - Frumple](#)
- [5b\) Eliminate the \[Trial Mod\] Rank - Frumple](#)
- [5c\) Allow construction of MRT Lines into Zeta Region - Frumple](#)
- [5d\) Community Build Rank Progression - chiefbozx](#)
- [5e\) New #roleplay Discord Channel - _Katla_](#)
- [5f\) Lab World Organisation - imperial_block](#)

[\(6\) Transport Projects](#)

- [6a\) Pyeongmun Retroactive Bypass Request - autobus22](#)
- [6b\) Clipper Bus Central City Proposal - EliteNeon](#)
- [6c\) A1/B1 North - EliteNeon and KyleFrb](#)
- [6d\) B58 from Dand to A54 - Conric005](#)
- [6e\) Elecna Bay to Lake 18 Canal - time2makemymove](#)
- [6f\) A230 from Merritt Lakes to New Bakersville - Mossie](#)
- [6g\) Prismarine Express 4k Waiver - Pretzel33](#)

[\(7\) Events](#)

- [7a\) Assassins Season 2 - wipeout111](#)

[\(8\) Inactive Asset Transfers](#)

- [8a\) Meritt Lakes - frogggggg](#)
- [8b\) Villedyn \(F14\) - Camelicano](#)

[\(9\) MRT Lines](#)

- [9a\) MRT Southern Line West - godzilltrain](#)

[\(10\) Other](#)

- [10a\) Announcement of Uacam Beach Results - time2makemymove](#)

Remember:

- **Please put more important topics towards the beginning of a section, and put less important topics towards the end.**

- **Sections 1, 2, and 3 (Premier Reviews, Moderator Nominations, and other redacted topics, respectively) are handled in the private portion.**

(4) Announcements from Private Portion

Section 4 last updated on: August 2, 18:30 UTC.

4a) Premier City Reviews

So far, there are 0 Premier candidate cities.

4b) Moderator Nominations

So far, there are:

- 0 candidates with 2 or more nominations.
- 0 candidates with 1 nomination.

4c) Other Redacted Topics

So far, there are 0 redacted topics.

(5) Community Issues

5a) Upcoming CoreProtect Purge and Minecraft 1.16.2 Update - Frumple

Due to a huge uptick in server activity because of the coronavirus pandemic, we are already running out of space for our CoreProtect logs, and we will need to perform a purge of those logs soon.

Here are some statistics to help illustrate the increase in activity:

- From mid-June 2018 to February 2020 (**19.5 months**), the CoreProtect database on Epsilon server grew to a size of about **170 GB**.
- From March 2020 to July 2020 (**5 months**), the CoreProtect database on Zeta server is already at **105 GB**.

Purging the CoreProtect data requires us to have enough free space available on our SSD, so this will likely mean that beta will have to be wiped to make the purge work. With Minecraft 1.16.2 coming sometime this month, it would be best if we perform the purge before we setup beta server for 1.16.2.

Please note the following about the purge:

- **The server will be whitelisted to staff only while the purge is in progress.** Beta server will also be offline.
- **The duration of the purge is unknown.** It could take as little as a few hours to as much as a whole day or more. To start, I will set aside a whole day (a weekday) to run the purge, and if it runs for longer, then I will make an announcement.
- **The purge will not delete all of the CoreProtect data.** We will keep data for the last 1-2 months, and delete all data that is older than that. This will ensure staff have records for any recent block changes.

In summary, the timeline/order of events is probably going to look like this:

Time	Event
Sometime in August	Minecraft 1.16.2 is released
Monday, August 17, 24 or 31	CoreProtect Purge (beta server deleted)
After CoreProtect Purge, and Paper + plugins are available for 1.16.2	Beta Server is setup with Minecraft 1.16.2
After things are verified to work well on Beta Server (sometime in September?)	Main server is updated to Minecraft 1.16.2

5b) Eliminate the [Trial Mod] Rank - Frumple

When the Trial Mod rank was introduced, one of its original goals was to provide a visible 3-month "probation" period and easily allow the removal of Trial Mods in case it turns out the player was not a good fit for the position. Some people have also interpreted the Trial Mod rank as a way to allow "less-than-ideal" candidates into the staff ranks and give them a chance to prove themselves. However, this has not been applied in practice because the standards and qualities we look for in staff candidates has not really changed that much, and will not change in the foreseeable future.

Therefore, other than indicating to members that a staff member is "new", there really isn't much usefulness for having the Trial Mod rank, and thus I am proposing the elimination of it. Existing Trial Mods and new moderators from this point forward will be promoted directly to the full Moderator rank.

5c) Allow construction of MRT Lines into Zeta Region - Frumple

On July 26, the following #survey-question was posed, with the results taken from August 8:

When should the moratorium on MRT line extensions into the Zeta region be lifted?

August GSM - 52

September GSM - 16

Sometime from October to December - 3

Sometime next year - 12

Choose this if you have no opinion - 30

Even though there is a clear majority in favour of lifting the moratorium now, there are still suggestions that perhaps extensions should only be done to connect established cities and towns in the Zeta region and not "to the middle of nowhere".

It should be noted that recent MRT line extensions have not been successful in encouraging further growth in the areas that are built, with many extensions only getting a couple of claims before the line officially opens.

5d) Community Build Rank Progression - chiefbozx

Background: At the moment we don't allow community builds to rank up, though that isn't clear in the rules. We also have an informal policy where traditionally restricted facilities like airfields may be requested at a GSM/ISM for these types of builds, though to date this has never actually been invoked. Therefore, I'd like to propose the following to (a) clarify this difference and (b) allow community builds to access the rank-restricted transport and other items without necessarily needing a full GSM or ISM review.

Definition: A "community build" is defined as any area, outside the borders of and at least 300 blocks (chessboard distance) away from any towns, where multiple members are expected or invited to significantly contribute to its construction.

Rules:

1. Community builds do not need advance registration or approval.
2. Community builds (with the exception of Central City) are generally treated as standard towns for the purposes of the rules.
3. Community builds may progress through the town ranks, except the recommended build counts at each rank are twice their usual value. (For example, a community build could consider applying for Senator at 80 builds, rather than the traditional 40.)
4. The rank of a community build has no effect on any player ranks.
5. Community builds must name a mayor and deputy mayor, or equivalent, before ranking up to Councillor.
6. Community builds may not take part in land sharing agreements for airports or airfields, though may build their own airports.
7. Central City is a special case and any city-wide projects, new infrastructure, or expanded infrastructure (such as the Central City Heliport) must be approved at a GSM or ISM.

8. Towns may have districts or other areas where others can build (for example, residential districts or malls). These areas are considered part of the surrounding town for sizing and rank purposes, provided that the mayor (or a previous mayor, in the event of a town transfer) has been responsible for the construction of an outright majority of buildings in the town as a whole.

Examples of existing community builds subject to these rules:

MRT Land, GSM Town, Segav Sal, Uacam Beach, New Singapore

Suggestion from SoaPuffball:

Hi there!

In section 5d, point 3; I believe that having the recommended builds in a community town only be 1.5x the number of builds required for a regular town would make it more feasible for groups of members to come and go by the town and build stuff without requiring serious dedication to the town in order for it to reach Governor or Premier.

In other words:

- Councillor will require 15 builds instead of 20,
- Mayor will require 30 builds instead of 40,
- Senator will require 60 builds instead of 80,
- Governor will require 90 builds instead of 120,
- Premier will require 150 builds instead of 200.

This would allow community town contributions to serve as a side project for members whose time is usually spent on their own towns, franchises, or transportation; as no member would have to put in a lot of effort themselves to rank the town up.

Also, I'd like to add as well allowing community builds to skip Councillor if the formal mayor of the town is ranked Mayor or above.

I am aware that this suggestion was proposed after the GSM deadline, however I intend for this to be a comment for an existing topic, chiefbozx's topic 5d, and not a separate topic. If you do end up not discussing this comment, please defer this to the September GSM as its own topic.

Thanks,
SoaPuffball

5e) New #roleplay Discord Channel - _Katla_

Hello staff,

My in game username is _Katla_

I would like to make a proposal for the GSM regarding the MRT discord server. There has been a lot of roleplay and fictional events lately on the #media channel. Some of it has gotten spammy and a few individuals have raised concerns about it consistently. I propose that we introduce a #media-fiction or #media-rp channel to cover strictly fictional and/or satirical events in people's towns.

Regards,
Katla

Amendment by Frumple:

Hi Katla,

I do see the potential need for such a channel, but I think a better name for it would be #roleplay. I have added your proposal as topic 5e) to the GSM agenda with this amendment.

Thanks,
Frumple

5f) Lab World Organisation - imperial_block

I. The reason behind this proposal.

The Laboratory World is essential to the community because it is the place where buildings and projects are planned and prototyped. But visiting it gives the feeling of a cramped and unorganized world where it is difficult to find a space by only wandering around. I have also found difficulties of where I should try making the prototype of my projects.

II. Solutions to the issue.

So far I have found seven solutions, which are described here:

Solution Number	Description	Pros	Cons	Notes
0	Keep the status quo.			Nothing happens.
1	Allow the introduction of a plots plugin, and a new plot world	Griefing prevented, world more organized and	Disk consuming, requires much testing.	The maximum number of claimable plots can increase

	that will replace the current laboratory.	clean, easy ability to claim a plot as a space to build.		with higher ranks.
2	Insert a command block similar to the "Pointless Stupidity" one.	Easy navigation to far places which are in general empty.	Time consuming for unlucky people.	
3	Allow for periodic cleanups by staff.	Lab world may look cleaner, without unused stuff being still on place.	Time consuming for staff, people may be concerned on what can happen to their project if cleaned up.	
3B	Insert a new staff world for archived/ cleaned up buildings.	May fix the second con of solution #3 by having their lost builds tracked.	First con is not fixed, this approach may still be painful for some people, disk consuming	
4	Remind the community to remove their project after they have been implemented or they are no longer needed.			Subjectable to the approach taken by the community
5	Expand the lab world.	Allows more space to be claimed.	Disk consuming, chunks around the current border may be corrupted.	

III. Compatibility of the solutions.

Solution 1 can not be used with other approaches.

Solutions 2, 3, 4 and 5 are compatible with each other.

Solution 3B can be approached only if solution 3 is.

Amendment from Frumple (as discussed in #forum channel):

Solution #1 (plots) will not be considered as it not only requires setup and maintenance of such a plugin, but having fixed plot sizes is not very flexible. If a player does not use all of their plot, then we end up with wasted space, and if a player outgrows their plot, then they need to move everything out to a larger plot.

Instead a combination of solutions 3 and 4 is probably the most viable. I think there is value in at least starting to look at the obvious builds that can be removed from the lab world, as that will also help delay the point in time when we are indeed running out of space. For other types of builds, we can consider removing them at a later date. I've put forward the following categorization of builds to help visualize this:

	Build Category	What to do
1	Builds where the owner explicitly allows its removal.	Remove them.
2	Builds where the owner has been inactive for years and/or won't be coming back anytime soon.	Debatable whether to remove these builds.
3	Builds where the owner has been inactive for less than a year and/or we're not sure if they'll come back.	Don't remove them for now.
4	Builds where the owner is unknown.	Don't remove them for now.

For Category 1 builds, the creation of a temporary **#lab-world-cleanup** Discord channel has been suggested for members to point out their own builds that they would like removed, and staff can do so when they have time.

For Category 2 builds, it's likely that staff will be the ones determining which builds to remove.

It's also been suggested that members should be reminded to clearly label their plots and builds, and to clean up old builds themselves to help save space for others to use.

(6) Transport Projects

6a) Pyeongmun Retroactive Bypass Request - autobus22

Hello MRT Staff,

Due to a past misunderstanding in town ownership it appears I have falsely assumed Pyeongmun to have been transferred to me (Bangtan had indicated he wished to abandon his town and agreed to me merging it into my nearby city but then it appears that unbeknownst to me no official transfer took place and he indicated he wished to maintain the town the day after which looking at chatlogs I did not catch.) and have as such build a station and train tracks there. (I have not done other works on the town beyond this.)

I do not wish to take over pyeongmun at this point so instead in order to fix the problem I wish to close the station in question and submit retroactively for the tracks; an Inactive town bypass in order to fix my error at least retroactively. (as the mayor of Pyeongmun has been inactive for more then 3 months at the time of writing this email making the town inactive.)

I have attached an image to demonstrate the tracks I am requesting retroactively a town bypass permission for and the location of the station I'd be removing on those tracks.

My apologies for any confusion caused and my error in building the station/tracks where I shouldn't have done so as a result.

Regards, autobus22



6b) Clipper Bus Central City Proposal - EliteNeon

The full proposal may be viewed at the Document enclosed below.

https://docs.google.com/document/d/1s9ZeMgC7DgsyUzAIB6_h0LVRQKTc1LnGMPIbcgg5kyE/edit

- EliteNeon

Amendment by EliteNeon:

Hi Staff,

Enclosed is the addendum I have added to the Proposal.

"I will allocate 33% of the slots to other Private Companies. I will either open a wiki request form, or a Google Form posted to the MRT Transit Discrod. I am hoping to build 20 slots at least, so under this proposal expect 6-7 slots for other companies."

- Regards,
Elite

6c) A1/B1 North - EliteNeon and KyleFrb

Hi Staff,

Elite and Kyle here. Attached is the proposal for the A1/B1 North.

<https://docs.google.com/document/d/1WDN3KT2abKnt3IQYMANwXanzmHnWuOChY-QuE5JCJu4/edit#>

We hope this finds you well.

Sincerely,
EliteNeon
KyleFrb

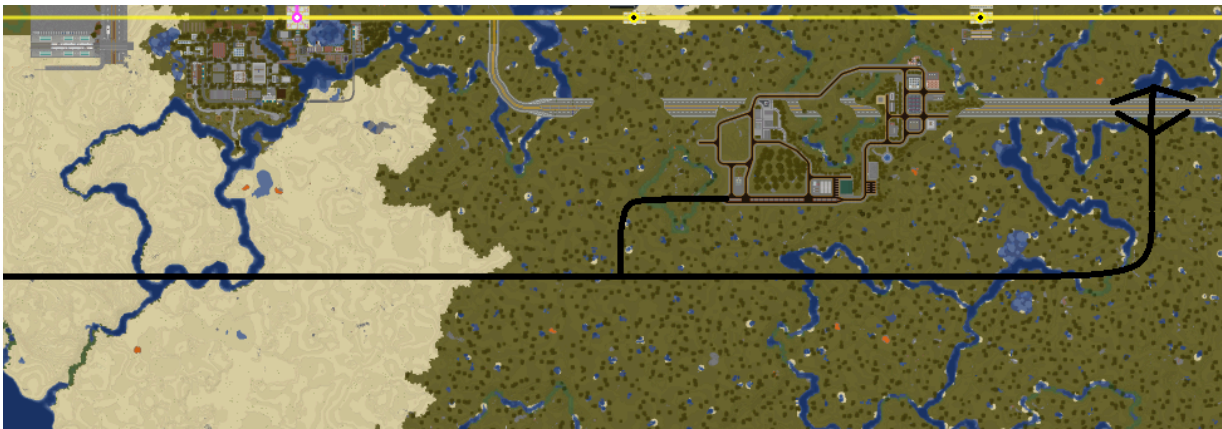
6d) B58 from Dand to A54 - Conric005

Hello!

I'd like to propose an extension of the B58 that will run between my town of Dand (S0/ZS47) and the A54, specifically at a portion of the A54 near the town of Veldburg, owned by Moj1014. The road will be built by me, however i might contract other people to build certain portions, like the intersection with the A54. I have gotten permissions from everyone along the route.

Attatched with this proposal are a couple of maps of the proposed road. On the first map, the dotted line shows the portion of the road that will go underground, underneath the ocean. This could alternatively become a bridge if needed. I have permission from Amber_Pine who owns the town of South Side (SE2) to run the road here.

On the second map, I have permissions from MC_Protocol, who owns Victoria and Edwardsburg, both of which are at several stations along the Island Line. After passing these two towns, the road continues on to the A54, although there is one exit that extends into the town of Veldburg. I have permissions from moj, who owns the Veldburg MRT station at SE7.



6e) Elecna Bay to Lake 18 Canal - time2makemymove

Hi staff, time2 here.

Myself and mine_man_ were planning to work with an already existing river near Elecna Bay to create a small network of canals that would allow boats to travel between Elecna Bay and Lake 18 (the lake that San Dzobiak sits upon). While we have not finalized the plans within Elecna Bay proper (due to mine_man_'s recent absence from the server), mine_man_ has given his permissions to plan and build this canal with me, and the planned canals are 300+ blocks away from all other towns in the area, most of which have long since been inactive anyway. I would like to propose this small system of canals to the server to be finalized and built whenever mineman returns to activity.

Map is attached. Within said map, orange lines keep the routing of the existing river, green lines are canals to be built, and pink lines are the unplanned routing of the canal system within Elecna Bay proper, which I will plan privately with mineman upon his return to activity.

Thanks for considering.

Time2



Additional info from time2makemymove:

I have just received perms from Mike24Dude for Astoria and Helkama for Southlake.

time2

6f) A230 from Merritt Lakes to New Bakersville - Mossie

Hi there,

For about 2 years now, a fair proportion of ward 2's road network has been completely isolated from the rest of the New World Highway System, including the likes of the A2, A230, A267, since Kel5 left the server and abandoned the A230.

I seek to finish the remaining section of the A230 between Nymphalia and New Bakersville, thus linking all the above roads to the A30 and hence the rest of the world.

Most of the road will be at ground level, although a short section will be raised near the current terminus south of Nymphalia. Two junctions will be prebuilt as part of the plan with the goal of nearby towns connecting themselves to the motorway.

All permissions from nearby town owners have been given for this alignment. Attached below is my plan (apologies for the sizing due to the width of the screenshot, the two labels are for New Bakersville (FredTheTimeLord) and Jaikrunda (Albayuri)).

Many thanks,

Mossie



6g) Prismarine Express 4k Waiver - Pretzel33

Sorry for the bad snip, but I am proposing a new rail line for Prismarine Express, between Nymphalia and Aquinelle, just south of New Dublinium. Stopping in Kevtropolis, Upwick, Bawktown, Mediville, East Lake, and New Dublinium. I am also considering stopping at developed stations along the Jungle line, of which it parallels. I have received permissions from the mayor of Nymphalia, Kevtropolis, Upwick, Bawktown, Mediville, East Lake, New Dublinium, and Aquinelle for this proposed line. Thanks again.



Additional info from Pretzel:

I plan to have it at ground level from Aquinelle to New Dublinium, elevated to Mediville, then ground level to Bawktown, then underground to Nymphalia.

(7) Events

7a) Assassins Season 2 - wipeout111

This will be the event's second season after a successful first one in July. The dates are not set in stone yet, but it is planned to happen in late September. I am also requesting

permission to use command blocks around the set to enhance the gameshow.

Information about the event is available on its wiki page:

<https://wiki.minecartrapidtransit.net/index.php/Assassins>

Monetary Request

Once again I will not be accepting sponsorships.

1st: \$2,000

2nd: \$500

3rd: \$150

4th: \$150

5th: \$75

6th: \$75

7th: \$25

8th: \$25

9th: \$25

10th: \$20

11th: \$20

12th: \$20

13th: \$5

14th: \$5

15th: \$5

Total: \$2,600

+500 (possibly earned during the event)

+25 to each guide (50 total, I will not take any)

Final Total: \$3,650

-Wipeout

(8) Inactive Asset Transfers

8a) Meritt Lakes - frogggggg

Hello!

I'd like to resubmit my IAT proposal for Meritt Lakes as last time it was denied for not providing enough reason/quality of text. Here is a more in-depth proposal to hopefully get my future planes across well for this town. 😊

As I said in the last proposal, Meritt Lakes is a small but charming town in Ward 2 near Verdantium. I see great potential with the town as it has lots of quality buildings but mostly unfinished and the town hasn't been zoned that well in my opinion. I've been watching a lot of Grian videos on YouTube to get my building skills good enough to work on this town.

I plan to get this town to Senator or even higher, and I've put together a little plan to help the staff team see my thoughts on how I can expand and bring the town to full potential. The plan is attached to this email.

To help make the plan clearer, here is what everything means:

Red Lines are already made roads that I plan to keep,

Blue lines are roads I plan to make or finish,

Yellow lines are roads I plan to remove or change dramatically,

Anything within white dotted zones are areas meant for parks or nature, within brown is residential, purple is shops/businesses, and green is leisure and industrial.

I want to keep the style of the town a lot which is what I will consistently try to do when building more on the town and I will more or less follow that plan. I will/may add more if I would like to expand to a higher rank/quality later on.

My steps are:

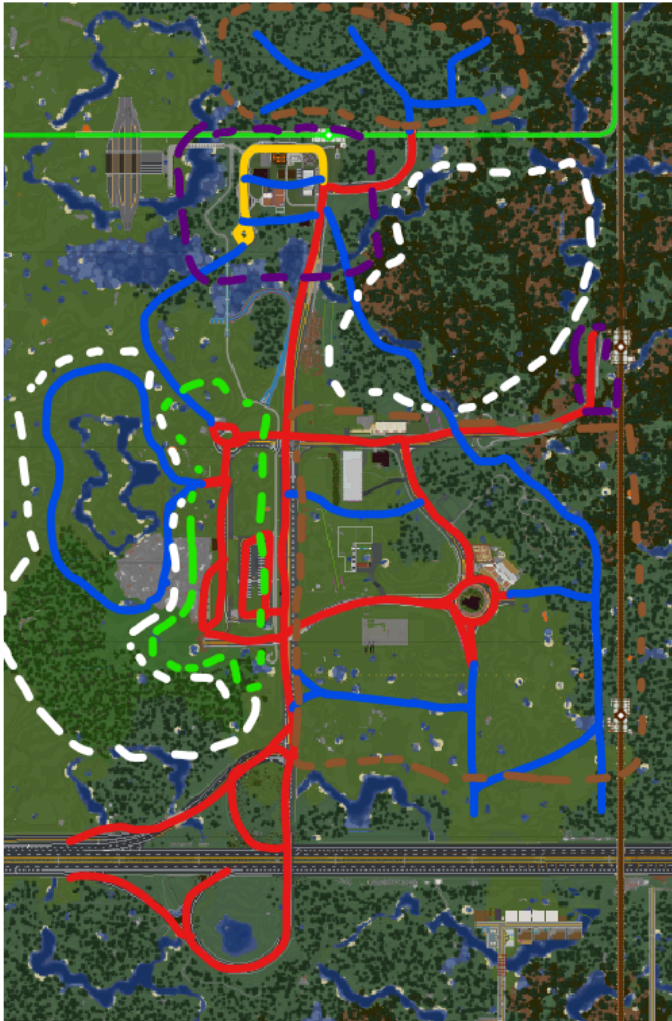
1. Finish the buildings
2. Finish the already made roads
3. Remove the stuff I wish to be removed
4. Start zoning the town into districts and name them, as well as streets

5. Build the new roads
6. Build the new buildings on the new roads
7. Go for senator

Anyways, that's all I believe is needed to be said in this IAT. Oh yeah, _11 is aware of this and doesn't seem to have any problem.

Thanks for considering,

frogggggg



8b) Villedyn (F14) - Camelicano

Hi Guys,

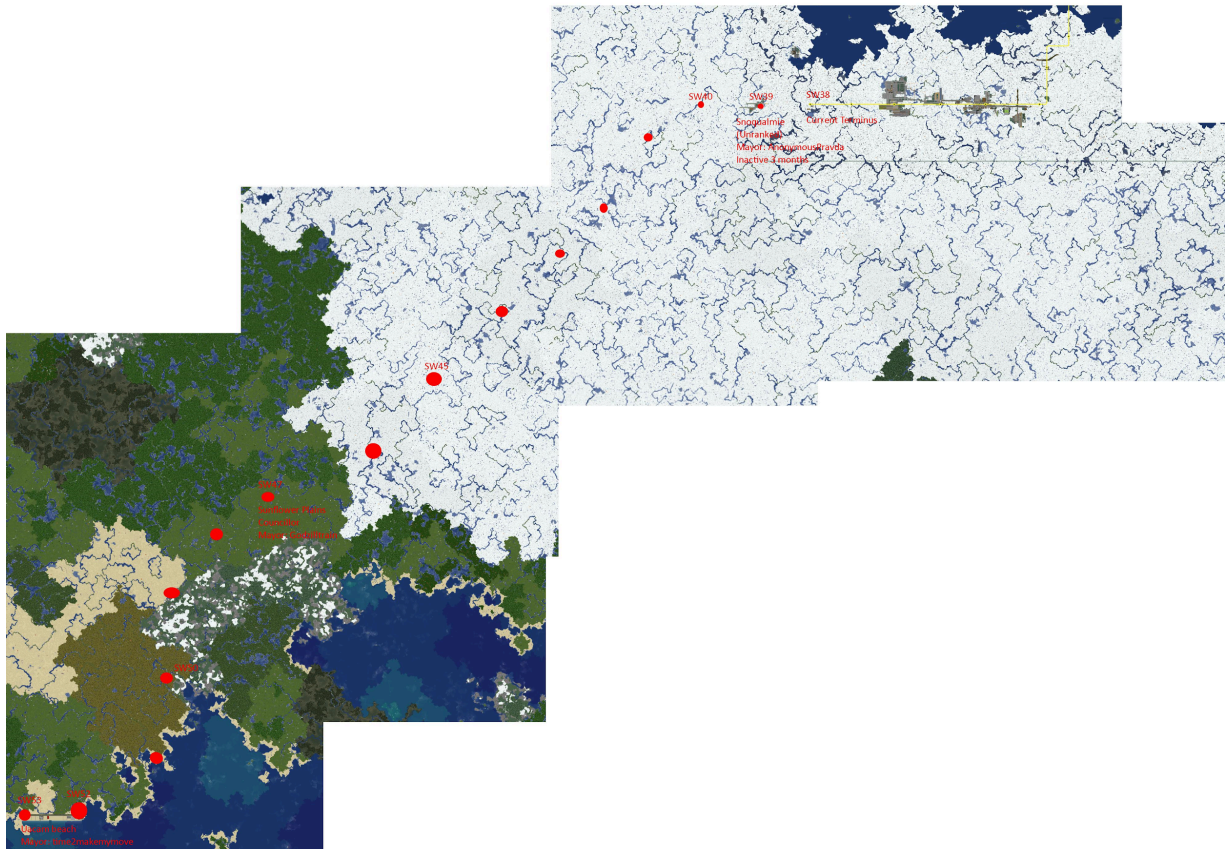
I wanna request the transfer of the City of Villedyn at F14 to me. It is currently owned by Ojay738 (as a sign in the town hall says), the deputy is Jmckeen. I wanna get the ownership over this town because it is blocking the development of my city San Reinoldi (at F12/F13) towards the east. My Plans are to include it in my city without changing it too much, the existing houses are going to remain untouched.

Camelicano

(9) MRT Lines

9a) MRT Southern Line West - godzilltrain

Pending the moratorium lifting in topic 5c, I'd like to propose an extension to the Southern West line. (Full size map [here](#))



This extension will have 15 stations serving 3 new towns along the route:

- SW39 - Snoqualmie, unranked - AnonymousPravda (Inactive 3 months, but has voiced wanting a station in the past)

- SW47, Sunflower plains, Councillor - Godzilltrain (Permission given, duh)
- SW52-53, Uacam beach - time2makemymove (Permission given)

(10) Other

10a) Announcement of Uacam Beach Results - time2makemymove

As per the event funding request for this contest, the results shall be revealed publicly at this GSM. Results will be sent to Chief in advance of the meeting, and read by time2 (if he's present) or Chief otherwise.