

General Staff Meeting Agenda (Public Portion)

January 8th, 2022 @ 7pm UTC

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Remember:

- **Please put more important topics towards the beginning of a section, and put less important topics towards the end.**
- **Sections 1 and 2 (Premier Reviews and Redacted Topics) are handled in the private portion.**

(3) Announcements from Private Portion

Section 3 last updated on: <datetime>

3a) Premier City Reviews

So far, there are 2 Premier city candidates.

- **Chan Bay** - Mojang1014
- **Porton** - SimonScholar

3b) Other Redacted Topics


So far, there are 0 redacted topics.

(4) Moderator Nominations

4a) SimonScholar

4b) Mojang1014

4c) __7d

 Moderator Nominations - January 8th, 2022

(5) Community Issues

5a) Town Naming Standards - chiefbozx

Based on some of the more ridiculous proposals we've received for town names (and a long rant that happened in general chat on December 19) I'd like to propose **Town Name Standards** that any town wishing to be registered on the Town List must meet.

Town Naming Standards: Town names must be unique and recognizable. Staff reserve the right to refuse to register towns with objectionable names on the Town List.

Town names will be rejected if they:

- Are a single letter long
- ~~Contain numbers, punctuation (other than periods, dashes, and apostrophes in grammatically appropriate locations), or characters outside of the Latin alphabet with basic diacritics~~
- Are exclusively formed of numbers
- Contain punctuation (other than periods, dashes, apostrophes, etc in grammatically appropriate locations) or characters outside of the Latin alphabet with basic diacritics
- Contain or reference anything that is against the server rules (for example, slurs or explicit language)
- Are annoying or spammy as determined by staff (for example, an unpronounceable

- string of random letters, or attempting to circumvent the spirit of the naming standards)
- Are identical to an existing in-game town name

If a town name is rejected, the mayor must choose a new name before the town can be registered on the Town List.

Town names may be translated or transliterated to other languages, however the official registration must be done using the Latin alphabet.

If this rule is made retroactive, then 4 towns would need renaming: 42, , A, and C1oud 9. All other existing towns (including Llanfairpwllgwyngyllgogerychwyrndrobwlllantysiliogogoch) would not be affected.

Why is this necessary? This is a written version (and slight restricting) of the standards we already apply (for example, item 3 is already covered). The restrictions are necessary because there have been attempts at registering annoying town names and I'm tired of it. Note that this proposal does not ban naming towns after places in the real world.

Comment by __7d

Here's some views on the topic:

while yes, memey town names are quite annoying, I don't think they pop up as much to warrant a rule on that. It's not like there's a single-letter town founded every day. 42 was founded way before 2019, A and B was founded 2019-2020 (?), , was founded 2020 and G (and ldk) was founded 2021. This leaves a rate of ~1.5 memey town a year.

If this policy does go through though, I would make some adjustments, personally:

1. Allow commas in town names. I think "A, B & C" would be more grammatically appropriate than "A B and C" in case there are triple-barrelled town names
2. Allow numbers, but with restrictions. The town of Ozërsk in Russia used to be called Chelyabinsk-40. Since real town names are allowed, the name "Chelyabinsk-40" is allowed, but what if I want to do "Chelyabinsk-41"? However I would get it if someone tried to name a town "8282039473293748".
3. The uhh, wording on the diacritics part is a bit fuzzy, is it "(characters outside of the Latin alphabet) with basic diacritics" or "characters out of (the Latin alphabet with basic diacritics)"? I'm assuming #2, but for #1, ω would be allowed but ó wouldn't
4. Actually it would be great too if "basic" is removed, it's very subjective what is a "basic diacritic". For example, while 'ă' may be basic for some, it can be complex for another. Plus, people may be naming their towns in conlangs which use the Latin alphabet, and may have letters with not-so-conventional diacritics. "basic" may be of annoyance for someone, for example, naming their town in Vietnamese or Maltese who has to drop it's not-"basic" diacritics. (If you don't think this will happen, the town/subdistrict of Deadbush called Valletta

is a Maltese city.)

5. I'm assuming ligatures are Latin alphabet too

6. Allow obvious derivations of real place names. Like in #2 with Chelyabinsk-41, what if I want to make a place called "Saint-Denis-du-ha!-ha!" that derives from the real "Saint-Louis-du-ha!-ha!?" Of course that would be rejected cos of the !, but if the real place name is accepted to I don't see why the former wouldn't be.

7. Keep old place names. Towns like 42 and A and , would be places that *predate* the rule, and I don't think it would have the same atmosphere when it is renamed as it would "just be another town". Having them as unique towns will retain the atmosphere it has, and it would be also good for tourism :)

8. 'contain' can be removed in "Contain or reference anything...", as Grassbush would have to be renamed. (;) You can also put 'Intentionally' at the start. "Caoshi" can mean either mean 草市 or 禽市. One is obscene, the other isn't.

9. Town names with Anglophone obscenities, especially for real town names, should be evaluated based on intention. If someone from the town of Penistone wants to name a suburban English hamlet after where they come from, it's different from if a person wants to call his town Poo Poo Point just for the name.

Apologies for the bureaucratic pedantry! :)

ps. it'll be great if you put the spelling (& meaning if not from a real place) in the remarks in the town list if it's from another language, especially important for Chinese and Japanese names)

Comment by Frumple

Overall, I'm in support of Chief's proposal, but I'd like to add a few points.

1. I concur with Skele's suggested amendment below. Town names in a format similar to "Cloud 9", "Area 51", or "69th Base" should be allowed, and are reasonably realistic.

2. In addition to Chief's reasoning that these extremely short town names are "annoying", I think they also **break immersion**. This doesn't really fit with the original vision I had for the server, where people could build and explore towns that would be reasonably realistic or believable, and that includes how they are named and referred to in daily conversation. Saying something like "Head to the town of ," or "The city of A has been promoted" seems rather awkward.

3. While I appreciate 7d's suggestions, I would like to remind him and others that when it comes to rules, guidelines, and policies, we like to keep the **KISS (Keep it simple stupid) principle** in mind. These guidelines should be written as clearly and simply when possible, because the more words or complexity that is added to these guidelines, the less likely that members or even staff will understand them, and the less likely members will actually read the guidelines. While adding the suggested clauses will make the guidelines more specific/detailed and cover those cases, it adds bloat to the guidelines, and we should be

asking ourselves whether it's a common enough case to add to the written guidelines, or perhaps those situations should be dealt with on a case-by-case basis instead. Or if there's a way to write that suggestion in without adding too many words, that could be considered as well.

Comment by Skele

I should have made this as an actual comment rather than just a Google Docs comment, but I did propose that the second bullet point on the original proposal be adjusted to

“No names consisting **solely** of numbers or punctuation, and no names including characters that are not found on a basic Latin keyboard.”

I do not believe that it's necessarily a problem if a town happens to have a number or a punctuation within its name like with Cloud 9.

In regards to what 7d's comment said, I interpreted Chief writing that bullet point as referring to characters that can be found on a standard QWERTY keyboard as well as a Latin supplementary keyboard - so acutes, graves, and diaeresis/umlauts like á would be okay, but letters like † which cannot be found there would not be allowed because they are not easy to find.

5b) WorldEdit School Video - lalaboy

Dear staff,

As it has been well known that the world edit school is nonfunctional due to some command block changes. It even caused some issues where the player was unable to leave after teleporting to it. The issue was fixed by removing the command blocks entirely but we lost the ability to teach new players how to ask for world edit on the server.

Well, I have a solution for you! Introducing my voice-over tutorial on how to ask for a world edit!

https://youtu.be/yE7Zm4_9ploWorld Edit on the MRT

Shows you what you need to know about asking and setting the points! It also comes with life advi-

Ahem* On a serious note, I believe the video has the potential to replace the broken world edit school. It has been many years since that existed, I think it is time we move on. I have listed a few pros and cons below for your reference. These were off the top of my head while typing this email. Feel free to add more

Pros -

- Since this is a video, the information will continue to exist till the end of YouTube and not be broken by some kind of Minecraft update.
- Having it as a video allows for more in-depth instructions and you can skip to the relevant information without having to go through the entire thing.
- It doesn't require a physical space as the command blocks do
- We could also explain more complex world edit in another PART 2 video

Cons -

- Once it is out there, we can't take it down. It is the internet after all (more bane for me than others since it is my voice)
- If world edit decides it would like something new, we would have to make an entire video
- Video production can be quite a time-consuming task

The format of the video is very similar to the YouTube channel "Skip the Tutorial" where there is a lot of jump cuts with a voice-over. It is also very quick and informative which is the aim of this video after all.

My intention, while brainstorming the video format, was wanting it to be a quick tutorial. We've all seen world edit tutorial videos on YouTube which were quite long. So, the video was designed for delivering quick and clear instructions on how to set the points and request for the world edit. All while doing it in under a minute (minus the intro).

I want to make my effort tidy so I created this short version to let you guys get a sense of how it would be. The actual video would be much longer or split into different parts. Hopefully, the video can be an official guide to world edit for the foreseeable future.

Lastly, I would love the staff's help while making the video.

The videos can be split into 3 parts. Scripting, B role recording, and voice recording. I mostly need help with scripting since my english bad. That said, you can also help with recording b role shots and voice recording. My voice isn't the best and I was learning how to do the EQ on my voice while making the video. Hence, the voice recording isn't consistent throughout the video. All of the clips were edited inside Premier Pro if you like to try them for yourself.

TL:DR

Proposing video to replace world edit school

Some pros and cons

I need help

With regards

lalaboy/Jasper

(6) Transport Projects

6a) ~~B69 from Idk to Rizalburg~~ Krakabraka [Rescinded by Krakabraka]

Hello staff, Krakabraka here. Here is my proposal for the B69 B road.

The road will look like the image layout.png attached.

The map for the road is map.png also attached. The green line is the road and the pink dots are bridges over rivers.

The mayor of Rizalburg (Mojang1014) has approved this road and the mayor of Idk (me) has too.

Sorry for being a bit late with this proposal, but I'd really appreciate if you could add this to the December 2021 GSM as I'd not want to have to wait 1 month.

Thank you for taking this into consideration, Krakabraka





6b) A68 from Tembok to Sansvikk - Melecie



Greetings admods! I would like to submit a road proposal for the GSM. The A68 plans to give a road connection to towns such as Rizalburg, Himiko, and Sansvikk, along with the B682 which aims to connect New Singapore to it, and an extension to the B65-S which connects the current end of it at Sansvikk Kamprad Airfield to the A68.

It will be a part of the A360 in the future, but until the road has been built to this point, I request the name A68 to be used to avoid confusion with the currently built section of the A360 in the northeast.

Permissions for the road have been obtained from all of the mayors in the route except for AnonymousPravda of Snoqualmie (who has been offline for 3+ months) and Yellowitcher of Haguenu (who I am currently discussing plans with through /mail, but I am submitting this early so that I don't forget). However, I will be running the road around 500 blocks away from these towns and will not be creating the direct connections to either town until I get explicit perms from their mayors.

This proposal also crosses through the MRT stations D63 and SW41, along with exits at potential towns from D62 all the way to D66 (provided by the B682).

Additional comment by Melecie

Greetings admod! Unfortunately, I was unable to get in touch with Yellowitcher for perms regarding Haguenu in time for the GSM. While I do plan to have the road around 500 blocks of Haguenu (and Snoqualmie), this means that I may not be able to make the Haguenu/Sansvikk exit and instead only the exit in the Sansvikk Airfield (the B65-S extension) will be built.

While I could delay the road to the next staff meeting to get perms from Yellow first, I would prefer that at least the Tembok-Himiko section be approved, as the opening of the Southern and Desert Extensions in the next ISM would require me to negotiate permissions with whoever claims D63 and SW41 after free claiming has opened, which would further delay this proposal to February.

Thanks,
Melecie

(7) Events

7a) Formula MRT Season 3 - HarborRandom852

Hi Staff,

I am proposing Season 3 of Formula MRT: the second edition of Formula MRT: a horse racing event that shall comprise of 6-9 races. Not So Fast Boi V3s will be used instead for this season due to slower speed.

Bidding for the cities that will be chosen to host Formula MRT has not begun though I do plan to start bidding soon.

The link to the interest poll, of which a majority are interested, is accessible with this link:
<https://discord.com/channels/138049836774588417/764972634491322378/91984363615643>

[2384](#)

Each of the races will have a different number of laps depending on the size of the circuit as some are larger and longer than others.

I plan to have 6-9 participants for the races. The participants can be walkins and they do not have to attend each race.

In terms of funding, I am requesting 300 for the winner of each prix, 100 for the runner up of each prix, 1000 for the overall winner, 500 for the overall 2nd place winner and 250 for the overall 3rd place winner.

The winner will be determined by the amount of points they gain in each race. The racer who comes in last place will get 1 point while the racer who comes in first will get the same number of points as the number of people participating in the race (eg: 8 people participate, so the winner gets 8 points).

Voice Chat will be needed for this event.

Kind regards,
HarborRandom852

(8) Inactive Asset Transfers / Bypasses

8a) Item Title

(9) MRT Lines

9a) Eastern North Zeta Extension Plan - Mojang1014

 EASTERN NORTH ZETA EXTENSION PLAN (ENZEP)

Addendum: Skelezomperman has offered to be the sponsor for this project.

(10) Other

10a) Item Title