MeepCraft Changelog

Global

- Server is updated from 1.17-1.19
- The previous towny world and economy is returning!
- Anti-Cheat is back and should be much less intrusive than the previous
- Ranks System
  - New Guardian Rank
- Chat
  - Chat has a tweaked look and new colors
  - Staff ranks appear bold in tab
  - Global chat is now the default chat channel
    - This means that just typing in chat (like how one would talk in local previously) goes to global
    - This can be changed by running /g, /w, /l (Run /l to return to previous behavior)
  - Hovering over player names and clicking will DM them
  - Hovering over player ranks displays rank info
  - Hovering over a staff rank will prompt the player to open a modreq
  - /ignore works now
  - Trade chat has been renamed to market, meaning /market can be used to chat and set the channel
  - You will need to /leave or /join market instead of trade to toggle it
  - /tr still works, and for now the prefix is T, may be changed to M or MK, give feedback
- Tutorial Autobroadcasts are now togglable
- Chunk loading is done asynchronously now increasing performance
- Clearlag has been removed!
- PvP tweaks
  - Cooldowns Removed From Tools, and damage values reset to 1.8
  - Critical hits behave as they did in 1.8
  - Projectiles behave as they did in 1.8
  - Golden Apples behave as they did in 1.8
  - Epearls behave as they did in 1.8
  - Fishing rods behave as they did in 1.8

- Regen behave as it did in 1.8
- Shields retain their 1.19 mechanics
- Knockback behaves as it did in 1.8
- Armor protection calculations are based on 1.8 values
- Armor takes a constant amount of durability on every hit (1 hp)
- 1.8 Potion effects and durations are back
- Critical hits work as they did in 1.8

Towns

- Jobs
    - The jobs system has been totally redone, progress from the old jobs system will not translate over
    - [Read full info here](#)
- Towny
    - New GUI Menu /tm
    - Players can break blocks in the towny nether wild
    - Applicable to All
        - If a player is outlawed from a town, and they are located inside that town, they will be teleported out
        - /t command now displays the town spawn coordinates
        - You can now click on Towny Map to open it in Dynmap
        - Deposits into towns/nations must be greater than 100
        - Max Res Tax is lowered to 200
        - Players now start with 15k, not 10k
    - Mayor/Staff Changes
        - Taxes no longer default to %
        - Towns may now only purchase 100 bonus plots, costing 10k/each (1mil to buy 100 extra plots)
        - /town claim/unclaim # is now has a max radius of 5 (10x10)
        - You can change your towns color on Dynmap
        - Upkeep is now 100/plot (See multipliers below, might be less for you depending on town size)
        - Towns cost 100k to create
        - Residents now only provide a 5 plot boost, previously 10
    - Nations
        - A town must have 25 Residents to create a Nation

- Nations now cost 1k per town, probably will look to increase as we want nations to charge taxes or face a heavy burden of paying high upkeep.
- To go with the above, max nation tax has been raised to 5k
- Nations now cost 750k to make (Previously 25 mil)
  - Town Upkeep will now be discounted depending on resident count to encourage more residential towns
    - Base Upkeep per plot: 100 (previously 50)
    - 0 Res - No Discount
    - 15 Res - 25% Discount
    - 35 Res - 50% Discount
    - 50 Res - 55% Discount
    - 100 Res 50% Discount
    - 200 Res - 45% Discount
    - Note: Discounts do not stack
  - Nation Bonuses
    - Default Bonus: 30 Plots
    - 50 Residents - 50 Plot Bonus
    - 100+ Residents - 60 Plot Bonus
    - 200+ Residents - 75 Plot Bonus
    - 300+ Residents - 100 Plot Bonus
    - 500+ Residents - 125 Plot Bonus
- The Auction house (Vshop replacement)
  - This will replace VShop, apart from standard auction houses features include:
    - 5% tax on selling, 1% tax on bids, 1% tax on buying.
    - Sell by command
    - Ask for an item to be sold to you
    - View player Auctions via Sign (Put [ShopSign] on the first line)
- New Chestshop System
  - This new shop system is meant to be easier to use for both the seller and buyer.
  - Features:
    - Easy to use Chat GUI
    - Preview Items being sold
    - Displays Shop Status
    - Only works on Shop Plots (For Taxing purposes)

- - - ■ Shops will be removed on plot clear, resident leave
      - ■ List your shop, and locations
      - ■ Add Staff to your shop /qs staff
      - ■ More features can be seen with /qs help
    - ○ The old ChestShops are deprecated and will be removed 1 month after launch
- ● Deflation - All balances over 10 mil will be reverted back to 10mil
  - ○ This will cause a 41% deflation in the meeble and create an even playing field on relaunch
  - ○ Players and towns with a balance of under 50k will get their balance set to 50k
- ● Pwarps
  - ○ 10k -> 30k To Create
  - ○ 1k -> 3k per day upkeep
- ● Misc
  - ○ A player in /dis will be removed from /dis when they attack a player, or get attacked by a player
  - ○ /suicide has been readded
  - ○ /back on death has been fixed
  - ○ When the server is lagging, animal movements will be restricted, and collisions will be disabled with the exception of:
    - ■ Tamed Mobs
    - ■ Named Mobs
    - ■ Mobs Currently Breeding
    - ■ Leashed Mobs

Spawn

- ● The Meep Gold Bank is back!
- ● Players can once again purchase stocks
- ● The admin shop is returning
- ● Creepers on Ice is back
- ● Terrarium no longer has fall damage
- ● Spawn has received a visual overhaul
- ● TNTrun is back

Other Gamemodes

- Halo will return
- Boomo is back!
- Parkour is back!
    - New Parkour Spawn
    - Barrier parkour is back
    - Leaderboards
        - Parkour Leaderboards have been reset!
        - Personal Bests are now displayed
        - Broadcasts are made when a PB and/or Server Record are set
    - Progression Mode is gone, courses are not locked based on difficulty anymore
    - Prizes increases a significant amount (Anti-Cheat has allowed us to do so)
    - All course cool downs are now 24h (Including hard maps)
    - Broadcasts are now made to the whole server