Creed

- Guidelines
- Purpose

Guidelines

Rules

Breaking any of these rules will result in an immediate revoke of your whitelisted status

1. No griefing of any manmade structures
2. Respect each other
3. Respect the original state of transferred builds that are not your own
    - Don't destroy them to continue your builds
    - Modifications are acceptable if you wish to adopt or expand, but do so with respect and in anticipation that maybe somday, the original owner might want to revisit their own builds again.
    - If you are unsure, you can always **ask**.
4. Respect the server - No cheating, hacking, exploiting

Whitelisting

The server is strictly whitelisted because I do not intend to complicate things with protection mods, I trust that everyone whitelisted know how to behave appropriately and to respect each other resources, boundaries and rules.

- If I'm online, just DM me for a quick whitelist
- Otherwise, post a new request in the `#requests` channel at discord - instructions are in the pinned post there on how to format your message
- If I do not know you beforehand, you will need another player that is already playing on the server or has gotten whitelisted to vouch for you

Transfer Process

1. Most vanilla entities and vanilla blocks (including their inventories) should be transferred correctly
    - Modded blocks that are not supported will be converted to the best of my ability
    - Modded blocks with inventories that are not supported will lose their inventories
    - If it falls within **supported** modded blocks & entities / vanilla blocks & entities, and it is missing, start a missing request in the `#requests` channel at discord
2. Player inventories are **not** transferred (this includes ender chests)
    - I can reimburse items upon request (start a missing request in the `#requests` channel at discord), BUT:
    - I would suggest starting from scratch or making use of your existing storages - it is a new world to explore
    - I can promise that your inventory, after you joined the server, will **never** be intentionally cleared
        - This is subjected to some rare situations that might require a partial clear such as: bugs, discontinual of a specific mod (due to lack of updates), dups
        - The ultimate discretion still falls under me, but any clearing is a last resort.
3. Worlds are imported as a set and blended into the server's terrain
    - Each set is blended to the surrounding terrain to the best of my ability, but any results are likely final
    - I try my best to include the original surrounding landscape so they don't look overly out of place, if you feel any particular landmark is

missing, feel free to request, but given that it is tedious to fix it after it has already been imported, I cannot promise anything, but will try my best

4. The server will be kept at least 70% vanilla
    - This is targetting modded worlds imports, where I might need to keep some major mods if i cannot find any present alternative for them
5. Chunk resets might happen to any lands outside of the map AND **unmodified** or **minimally-modified** chunks
    - This might be down for space, maintenance or compatibility reasons
    - When this happens, I will let every know at `#updates` on discord, a backup will be made, and if you lost anything after the resets and request **within 2 weeks**, I will revert and transfer said areas back.

Purpose

- Purgacy serves as a collection of continual of old survival servers that I have hosted / played
- Brought into a new minimally modded world
- In a setting that is focused on aesthetic, performance, building, exploration and adventure

The general intention is a provide:

1. An interesting persistent base for continual of large projects
2. A sort of purgatory of buildings after their original servers have died
3. A server that is always waiting for you
4. As long as I can financially manage, the server will never go down and always update with to the latest version (when the mods permits)

Experience

1. The server is primarily an archival first, survival second;
    - As such its purpose is built as such
    - Anyone is free to revive and continue their dead buildings BUT:
    - Make sure to follow and understand the ?guidelines if you wish to continue playing to avoid any surprises.
2. The modded experience mainly focus on 4 factors; Light, Vanilla, Aesthetic, Compact & Uniform
    1. Light: Optimized, light additions where possible
    2. Vanilla: Preserve as much of vanilla mechanics as possible, including the grittiness of it.
    3. Aesthetic: Without betraying vanilla aesthetic and mechanics, attempts as far as possible and as minimally as possible to add in improvements within reason
    4. Compact & Uniform: Additions should be mostly compact, and not scattered ones
        - Prefer a collection of features or collection of mods from the same author than isolated additions
            - Main reason is for ease of compatibility and maintaining uniform visuals
            - Uniform also refer to the gameplay experience, they should flow together
3. The server will always try to run on the latest Minecraft (supported by the mods)
    - If there are major mapgen changes, i will attempt to reset empty chunks and blend existing.
    - If I need to create a new world, ALL manmade structure (to my knowledge and your declaration), will be moved
    - If either of above happens, pings will be given in discord under the channel `#updates`
4. I'm open to adding your worlds to this world!
    - You need to provide me a world copy
    - Work with me for the transfer process, idk which builds in your world are important and might miss some.
    - Heavily modded worlds might have to be modified extensively to be converted properly...