Purgacy

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Creed

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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.

Creed

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...

Getting Started

Content

This is a temporary page before I have the full modlist up

- The server has a moderate amount of adventure mods that scatters through the landscape
  - The Bumblezone
  - The Graveyard
  - Terralith
  - Camps. Castles. Carriages.
  - ChoiceTheorem's Overhauled Village
  - Towns and Towers
- Additionally if you are a builder or tinkerer, you will find these amazing mods to build and tinker with:
  - Create
  - Create: Slice & Dice
  - Create: Copycats+
  - Farmer's Delight
  - Chipped
  - Clutter
  - Supplementaries
  - Supplementaries Squared
  - Amendments
- The world is further populated with extra fauna:
  - Hybrid Aquatic
  - Nether Depths Upgrade

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Getting Started

Modded Client Setup

All tools mentioned below are fully free and open source!

1. Download and Install Java from Adoptium
    - Get Java from Adoptium here
    - Click on `Other platforms and versions`
    - Under `Version`, open the dropdown
    - Select `17 - LTS`
    - Select your `Operating System`, if you don't know what this is, you are likely running `Windows`
    - Select your `Architecture`, if you don't know what this is, you are likely running `x64`
    - Under `Package Type`, select `JRE`
    - For windows: If you are want a portable download, download `.zip`, if you don't know what I'm talking about, just get `.msi`
    - For macs and linux users: I assume you guys already know the type you want
    - Run the setup and install accordingly
2. Download and Install Prism Launcher
    - Download Prism Launcher here
    - Follow the instructions and setup accordingly
    - When setting up Java, ask it to auto-detect (unless you did a portable install, in which you have to link it) (see step 6, under Java not detected for more help)
3. Download the latest modpack from here
4. Import the modpack into Prism Launcher
    - Open Prism Launcher
    - Click `Add Instance`
    - Select the `Import` option from left sidebar
    - Click `Browse` button
    - Set the file format (to right of file name) from `Zip archive *.zip *.zipx` to `Modrinth pack (*.mrpack)`
    - Locate and select the modpack whatever you downloaded it to
    - Once selected, press `OK`
    - Wait for Prism to download everything and create the new instance
    - IF promoted: Click `Open missing`, Prism will attempt to open a bunch of tabs to download mods
    - Once it is done, you should see a `Purgacy-...` icon on your Prism Launcher.
5. Allocate more RAM! Click the `Settings` button on Prism Launcher
    - Select the `Java` option from left sidebar
    - Under `Maximum memory allocation:`, change the number according to your computer RAM
        - 4GM RAM: `3072`
        - 6GB+ RAM: `4096`
        - Suggested maximum of `8124` unless you know what you are doing
        - For windows users: Under your task manager you should be able to see your ram amount (under Performance tab > Memory), use that to monitor your RAM if needed and modify again
        - For the RAM amount, `512` is 1GB, if you need to customize your amount, use that as a basis to calculate, so the number will always be a multiple of `512`
        - DO NOT allocate the same amount as your computer RAM! Allocate 1-2GB lower minimally, because your computer has other processes.
6. Run Minecraft
    - Click on `Purgacy ...` icon
    - Click the `Launch` Button on the right sidebar
    - Wait for Minecraft to launch...
    - If it fails to launch - saying Java is not detected: Follow step 5 to get to the "Java" option, then:
        - For windows users ONLY:

        - Click "Auto-detect...", select the one with version "17.0.9", press OK.
        - If auto detect doesn't work: Under "Java path:" Add the following: `C:/Program Files/Eclipse Adoptium/jre-17.0.9.9-hotspot/bin/javaw.exe`
        - Click the "Test" button to see if it works
        - If it still doesn't work and you are more technical, see below to locate it
        - If it still doesn't work, try to locate it near the path above, otherwise if you are completely lost, DM me
      - For mac and linux users (and technical windows users)
        - Locate where your java executable is, running `jps -mlvV` would locate it
        - Make sure your default java is 17.0.9.9, check with `java -version`
        - If it's not, you may need to modify the default path for java accordingly
        - Optional alternative option (if you dont want to change your default path or have multiple installations):
          - You can set a specific version for a instance;
          - Click on "Purgacy 1.20.1" icon
          - Click "Edit" on the right sidebar
          - Select "Settings" on the left sidebar
          - Check the "Java installation" checkbox
          - Modify that path accordingly to a `17.0.9.9` version and use "Test" to check
          - If you do this, note that the instance will always use the selected installation and not the default one set under Prism global settings
    - If it fails to launch - opening up a crash report, try downloading the modpack and setting it up again (might be faulty download); If it crashes again. drop me a message on discord and ping me with the crash report.
7. Connect to the server!
    - Address: `awharf.xyz:25565`
    - If you haven't, submit a whitelist request
8. ???
9. PROFIT

Getting Started

Alpha Notes (Read Me!)

- Regions outside of the specified continents will be RESET! Refer to the map in the #maps channel
- DO NOT use `Templates 2` blocks! They are kept for compatibility purposes for now and will be removed once it is all fixed...
- Mod configurations and game rules are still being tweaked... Expect changes...
- There are various bugged entities/modded blocks which I am IN THE PROGRESS of fixing, but just so that I'm aware, DO contact me if you spot any.
- Certain modded blocks will be bugged/missing, if it is not fixable in survival, contact me...
- Entities might be imported incorrectly, if they can be fixed in survival, fix them, otherwise contact me...
- The end is closed for now
- Nether is open but will be subjected to reset for now...

Guides