

Farms & Responsible Building

⚙️ BUILD FOR THE SERVER YOU SHARE

A machine is not successful if everybody else pays for it in lag. The server is already trying to stop their hearts; it does not need help stopping the ticks.

Practical limits

- Keep passive mobs to **50 or fewer per chunk**.
- Avoid excessive item streams, villagers, minecarts, hoppers, portals, or always-running redstone clocks.
- Shut down farms when storage is full or nobody is using them.
- Do not build AFK farms or automation that bypasses intended play or harms performance.
- Ask staff before committing to an unusually large technical project.

Staff may pause, limit, move, or remove a build that threatens stability, even when every individual component is obtainable in survival.

Public farms

Public farms belong to the community. Replant or reset them, do not empty every reserve, and do not AFK in a way that prevents others from using the farm or warp.

The landscape

Avoid floating treetops, lava casts, pointless craters, abandoned scaffolding, and visible resource scars. Restore temporary work sites and replant trees where practical.

Good engineering is survivable: efficient enough to be useful, controlled enough to stop, and tidy enough that it does not become the next server-wide incident.

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