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Private Messages

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ClaudiusMinimus   Gamerz_Riot

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Using OneBlock Reborn in Create on a Potato PC modpack

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ClaudiusMinimus ▼   Posted 13 hours ago   #1

Hi Gamerz_Riot,

I felt it appropriate to discuss your request as shown below in private:

"to use my Mod in your pack Give my OneBlock Link in description and add me in **member list** as a ***Contributer.*** With 10% Reward Split"

I've never had anyone request a "reward split", though I realize since your "world" is technically not a mod and so the normal rules may not apply.

I understand and agree with your desire to get CurseForge rewards for the use of your mod/world/datapack - that is completely reasonable. However, the requirement to pay 10% for use is not proportionate to all of the other mods, which also contributes to my pack. If I had to pay 10% of the reward to each mod developer whose mods are in my packs I would be paying out more than the little I get.

Again, I agree you are entitled to get credit for your work, both monetarily and displayed on the modpack page. Currently, in my pack, there are 57 mods (OneBlock included) as shown on the change log and as far as I know, each mod should get 1/57th of whatever the CurseForge split is between modpack and mod developers - I admit I am unaware of how CurseForge calculates its rewards. Therefore, I propose one of the following possible solutions:

I have no way that I am aware of forcing a Minecraft launcher to automatically download and install OneBlock Reborn from Curseforge as it does for mods. Consequently, I could remove OneBlock and then add installation instructions in a readme or a custom button on the main menu to download the OneBlock world. Though, it would still require the players to save OneBlock in the correct location and will cause me a lot of support issues. This option would not provide a CurseForge reward split or list you as a contributing member.

Keep OneBlock bundled as is with additional agreed-upon advertising for OneBlock on the CurseForge modpack page. This option would not provide a CurseForge reward split or list you as a contributing member.

Keep OneBlock bundled as is with an agreed-upon CurseForge reward split. In this case, you would be listed as a "contributor" under "Members".

Convert your world/datapack to a mod that can be automatically downloaded, installed, and updated through CurseForge like any other mod. This option in the long run will provide you with the most CurseForge benefits. This option would treat OneBlock Reborn like any other mod with no special treatment other than what I chose to show on the modpack CurseForge pages. In this case, I would continue to promote OneBlock similarly as currently shown.

Remove OneBlock Reborn from the pack. I have already found alternatives that would work nicely, be more server friendly, provide players with a private island, and also allow for teams.

Solution #1 brings up an interesting point of how to perform updates to the world without replacing it - hopefully, you have a simple solution for this.

The easiest solution for the players, myself included would be solution #2 or #3 - assuming you have a good solution for updating the world. If you have a better idea than what I have shown, please feel free to share it. I am hopeful we can reach an agreement that is acceptable to both of us.

Again, your world is amazing and lots of fun! Keep up the good work!

Thank you,
CM

Report   Reply   Quote   Multi-quote

ClaudiusMinimus ▼   Posted 13 hours ago   #2

When I pasted the previous from Google Docs the numbering was lost. I will fix it and post the list again.

Report   Reply   Quote   Multi-quote

ClaudiusMinimus ▼   Posted 13 hours ago   #3

Here is the same message formatted.
Hi Gamerz_Riot,

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2. Keep OneBlock bundled as is with additional agreed-upon advertising for OneBlock on the CurseForge modpack page. This option would not provide a CurseForge reward split or list you as a contributing member.
3. Keep OneBlock bundled as is with an agreed-upon CurseForge reward split. In this case, you would be listed as a "contributor" under "Members".
4. Convert your world/datapack to a mod that can be automatically downloaded, installed, and updated through CurseForge like any other mod. This option in the long run will provide you with the most CurseForge benefits. This option would treat OneBlock Reborn like any other mod with no special treatment other than what I chose to show on the modpack CurseForge pages. In this case, I would continue to promote OneBlock similarly as currently shown.
5. Remove OneBlock Reborn from the pack. I have already found alternatives that would work nicely, be more server friendly, provide players with a private island, and also allow for teams.

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Again, your world is amazing and lots of fun! Keep up the good work!

Thank you,
CM

Report   Reply   Quote   Multi-quote

Gamerz_Riot ▼   Posted <u>4 hours ago</u>   #4

Ok

Report   Reply   Quote   Multi-quote

Gamerz_Riot ▼   Posted <u>4 hours ago</u>   #5

In reply to **ClaudiusMinimus**:
 Ok use it, Fine
And The error I am trying to fix this Because I am a Noob Developer.

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Reply

When posting, please be sure that the content of your post does not violate our **Terms of Service**   Post Reply

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