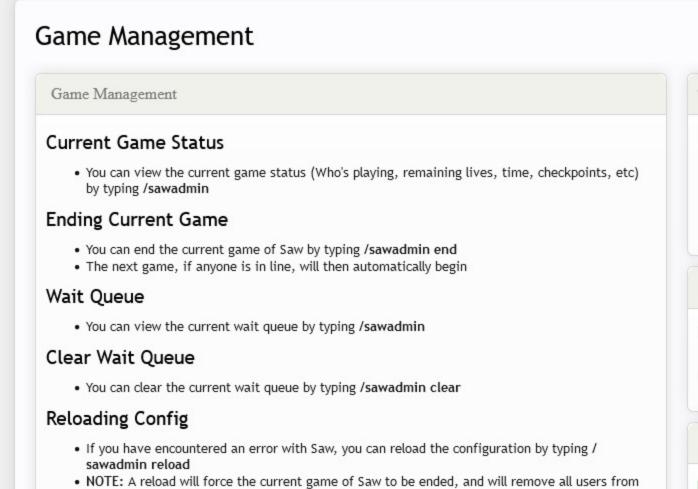
USUBACK MACHINE 1 capture 29 Jan 2014

INTERNET ARCHIVE http://dev.bukkit.org/bukkit-plugins/saw/pages/game-management/

Bukkit Plugins Authors Wiki Knowledge Base Store Paste Back to Bukkit

Sign in Register new account





▼ Table of contents 1. Game Management 1.1. Current Game Status 1.2. Ending Current Game 1.3. Wait Queue 1.4. Clear Wait Queue 1.5. Reloading Config 1.6. Server Reload Facts Date created Dec 09, 2013 Last updated Dec 09, 2013 Author

austinpilz

Source

Server Reload

the return point

• If reloading Saw's configuration doesn't help, then a full server reload is recommended

the wait queue. This is to ensure all possible bugs or conflicts are removes, as well as to ensure fair gameplay. If a user is currently playing during a reload, they will be teleported to

• NOTE: A reload will force the current game of Saw to be ended, and will remove all users from the wait queue. This is to ensure all possible bugs or conflicts are removes, as well as to ensure fair gameplay. If a user is currently playing during a reload, they will be teleported to the return point

You must login to post a comment. Don't have an account? Register to get one!

Back to Top _____

