

Part 1. Introduction.

I'm Andrew, also known as "Slopsbucket". I live in a tropical wilderness area south-west of Darwin. A place of hardship where life can be difficult, but the people are genuine.

The people don't have to live here, but they prefer it to the restriction of human rights practiced in cities. It's why I live here with my dear old hound Ruby. The people have helped me to survive where I couldn't have otherwise because I practice the integrity that they do.

There is no shop, no police station, and no town water supply. There isn't even a town. There is a school for the children, though, a school that doesn't receive much funding because people in cities think that a school where there's only 14 students is a waste of public money.

This is where I came across Minetest, looking for Free Open Source Software solutions that could give the local children the level of education and enjoyment that city people take for granted. The software is nice, isn't it?



Name: Hanging Gardens of Babylon
Location: 290, 40.5, -250
Download: [Babylon.mts](#)
Schem Pos: 200, 8, -265
Size: 107x107 94 high, Pos 1 is ground level
Teleport: /babylon
Remarks: Located South-East of the Citadel.



I like Minetest myself. The two words that best describe it are flawless simplicity.

Think of early childhood behavior. A child can play for hours with wooden blocks. A block can be a house, or maybe it's a fire engine, or even a puppy dog. Or buy them a new toy and they have just as much fun with the box as they do with the toy.

This is what Minetest has given back to me, the simple joy of falling into a timeless state and creating things.

There's more to a project, though, than just running the software. I've been involved in many FOSS projects over the years. It's normal for social issues to arise. But never before have I observed an atmosphere so pressured and toxic.



I proceeded quietly on the sidelines. But, in this project, quietly isn't enough. If you don't kiss the feet of the core developers, or "devs", you're ignored. If you're so presumptuous as to break rules about who you're allowed to talk to or what you're allowed to say, they'll censor you, ban you, and pretend that you never existed.

I talked to a senior Minetest contributor, one who has been involved with the project for six years but has been "disappeared" by the core devs. We discussed an educational program for the children. Out of the blue, I received a message from one of the core devs, Rubenwardy, telling me "I very much suggest just ignoring him and his site".

I hadn't mentioned to anybody that I was talking to the developer in question. Rubenwardy had been tracking my posts at other forums. I'd call that "stalking".

I posted thoughts about the old project at the old forums a few nights ago. It was an attempt to save the old project as well as to offer a positive alternative; a new project rising from the ashes. Not a "fork" but the old project with the missing pieces added.

The post was deleted and an official warning from a board moderator, sfan5, was issued.

I haven't read sfan5's warning nor do I intend to do so. Instead, I'm sending you a copy of the document that was deemed too dangerous to read.

And I'm doing what Aussies do. We get on with the job. The core devs are welcome to their half-narcissistic half-fascist world. I, for my part, have a project to assemble.

Like-minded people, those who see potential in Minetest and who are tired of short-sighted decisions and megalomania are invited to look at positive options. The options exist. The essay that was deleted because you're forbidden to read it is attached.

Yours, Andrew Walton

Part 2. Future of Minetest.

I'd like to talk about Minetest's future.

I've been building in Minetest for years. As some of you know, my builds are often on the large side. They're too large, in most cases, to recreate from scratch. I don't want to lose them; too many hours have gone into them. I'm not going to kiss them goodbye and start over.

There are others out there who feel the same way. We're not building sandcastles for fun just so that the work can be washed away. We'd like the work to be seen, to be reused by people who find it useful, and to last for years or longer.

I'm working with somebody now who plans to make Minetest worlds last indefinitely.

The first worlds such as the unnamed ones from 2010. Early worlds such as Kray's World and Redcrab. And the best or most eccentric of the current group, including Bananaland, Hometown, Wooly Land, Vanessa's dead worlds, Hasanalsamra, Russian Harbor, and others.



Axinite City is Arguably Pretty

Depending on the cost of media, even Mad Craig's huge and insane world, the one where they dug all the way to the bottom, may be there.

The worlds will last long after the project per se is dead and forgotten. There will be a Final Minetest that goes with them. Much as there was a Final Doom two decades ago :-). This collection will be all that remains of the project, of everybody's efforts, but it will be enough.

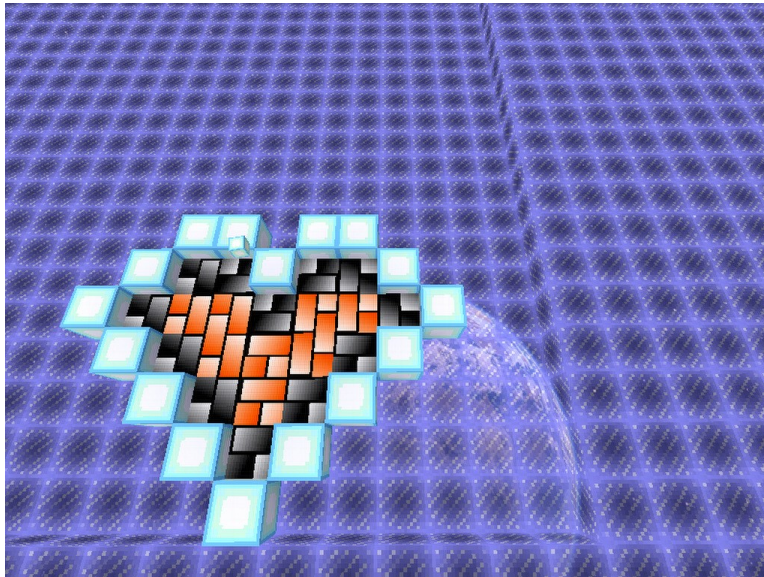
We hope to create a formal non-profit as well. One that will follow through on the edutech plans that several people had in 2016. If the non-profit succeeds, then, actually, Minetest will have more than one afterlife after all.

But it'll be difficult to make things work if the project disintegrates prematurely. This is the course that is presently set. Minetest, as things stand, will fall apart and what is left is likely to be embarrassing.

Servers are increasingly less compatible with each other. And, with recent changes to the core engine and major mods, backwards compatibility is a thing of the past.

Bugs are an issue as well. Bugs, certainly, have been fixed and some committers deserve praise for the effort involved.

But the emphasis, for years, has been more on new features than on stabilizing the framework. It shows. The period since February 2017, in particular, has seen both a rise in problems and a decline in performance.



Lagrangian Point station monitoring Minetest bug fluctuations

I have many different versions of Minetest from 0.4.10 through 0.5.0 installed, all running and all used for testing, so what I'm saying doesn't come from lack of knowledge or experience.

There are issues with "minetest_game" as well. They started as early as Minetest 0.4.14. The core engine problems and "minetest_game" issues, between them, affect schematic imports, WorldEdit in general, doors, torches, and other features.

I recently posted a tutorial about importing schematic files at an alternate forums site. My goal was to help people work around bugs.

The tutorial is unnecessary in Minetest 0.4.15. The problem with chunks of schematics not being imported only exists in Minetest 0.4.16 and later. In "minetest_game" from that point forward, there's another problem as well, one where blocks are rotated into weird patterns.

Even aside from the bugs, “minetest_game” is a shipwreck. One that puts the project at risk by itself. I’m told that Jordach agrees with this and has sought to build consensus on workable “_games”. However, only one person has taken him seriously.

Jordach is invited, by the way, to talk again to that one person. If he’d like his “_games”, he should be advised that they’re under development.

And now, it appears, new clients aren’t even able to connect to old worlds. There are also reports that mobile support is broken.

The situation is negative enough that world hosts are seeking older versions of the core engine so that their builders are even able to connect.

It isn’t appropriate for core devs to respond, “We’re working for free. And this is beta software. Fork you.”

Contributors outside the core group aren’t supplicants. They’ve done just as much to turn Minetest into something real.

Core devs are polite to friends who support their high and mighty attitude. Others who speak up run the risk of being marginalized, ignored, or blocked.

In short, the atmosphere is toxic.

I learned about this part over time. The turning point came when I posted in some new Minetest forums. Rubenwardy learned of this and sent me a PM that I can only describe as immature. In fact, it came across as a jealous rant.

I’m not an impressionable man. I like to proceed at my own pace and be sure of facts. So, I spent a few days reading IRC logs before I decided that the PM was best left unanswered.

Rubenwardy went so far as to suggest that I wasn’t allowed to post at the new forums. I expect that I’ll continue to do so. If this is a crime which leads to a block at the old forums, that is just fine. Those who’d prefer not to deal with a cabal that overreaches in its attempts to control discussions are invited to join me at the new site.

To me, this behavior corroborates what somebody has told me about the core devs and the old project.

These issues are likely to foreclose any chance that Minetest has of being taken seriously by dedicated builders, educators, and other parties. The project is headed, in a practical sense, to its end.

New core devs will join. Some of them will leave when they learn of the recent history of the project. Including the events of 2017.

Non-core contributors will join as well. This group will include, of course, amateur modders, modelers, and world hosts.

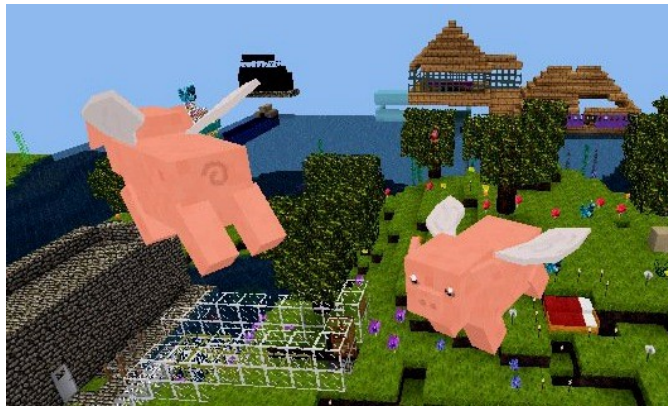
Minetest needs professionals as well. Tech writers, marketing people, educators, and at least one intellectual property attorney. But very few of these types are going to join. Professionals don't flock en masse to dead-end projects run by hostile and largely anonymous parties.

There are obviously exceptions. But there will be relatively few long-term committed adults in any category.

When adults learn of the toxic atmosphere, the hostility towards even the notion of backwards compatibility, and the lack of anything resembling a sensible project plan, they'll look for greener pastures.

I'm informed that one key adult is likely to pass away in the next two years. Nobody is going to replace her. A large part of the project will die with her.

A few adults, also key figures, are trying to make a living off of donations. They'll fail and will need to cut back on their time.



Paramat will get Quids when there are Flying Pigs

There will always be teenagers who contribute a few mods and move on. And I'm told that Lord of the Test, Moontest, and other fine worlds were created by that age group.

But the slow accumulation of random mods and worlds is no substitute for a healthy project, one that isn't purely toxic, that has the pieces needed to succeed, a complement of committed adult professionals, and serious goals.

The inability of the core devs and their supporters to take Minetest seriously and to treat it as an actual project has led to a sorry state of affairs. It's regrettable. I love some things about this project and so do others.

One solution would be to declare that the Minetest core engine is complete as of 0.4.16 and to build new groups and projects based on the best working engine, stable modsets, and serious builders.

If you'd like to be informed of upcoming stable servers, clients, and modsets and to be involved in serious world hosting, distribution, and edutech projects, let's talk. This is the future of the Minetest project and of your own works.

To be clear, no “fork” is planned. This is about doing with the core engine what should have been done years ago.

The project is called “Minetest” and it always will be. A formal non-profit by that name is planned and an intellectual property attorney has agreed to help with the paperwork. As a related note, non-profits don’t become growth companies, but some do pay salaries.



Name: The Citadel
Location: 0, 24.5, -47
Download: [Citadel.mts](#)
Schem Pos: -140, 7 -140
Size: 281x281 50 high, 2 deep
Teleport: /citadel
Remarks: This is the centre piece of the map and currently the spawn point.



Minetest is for girls and boys, but boys prefer the exploding toys



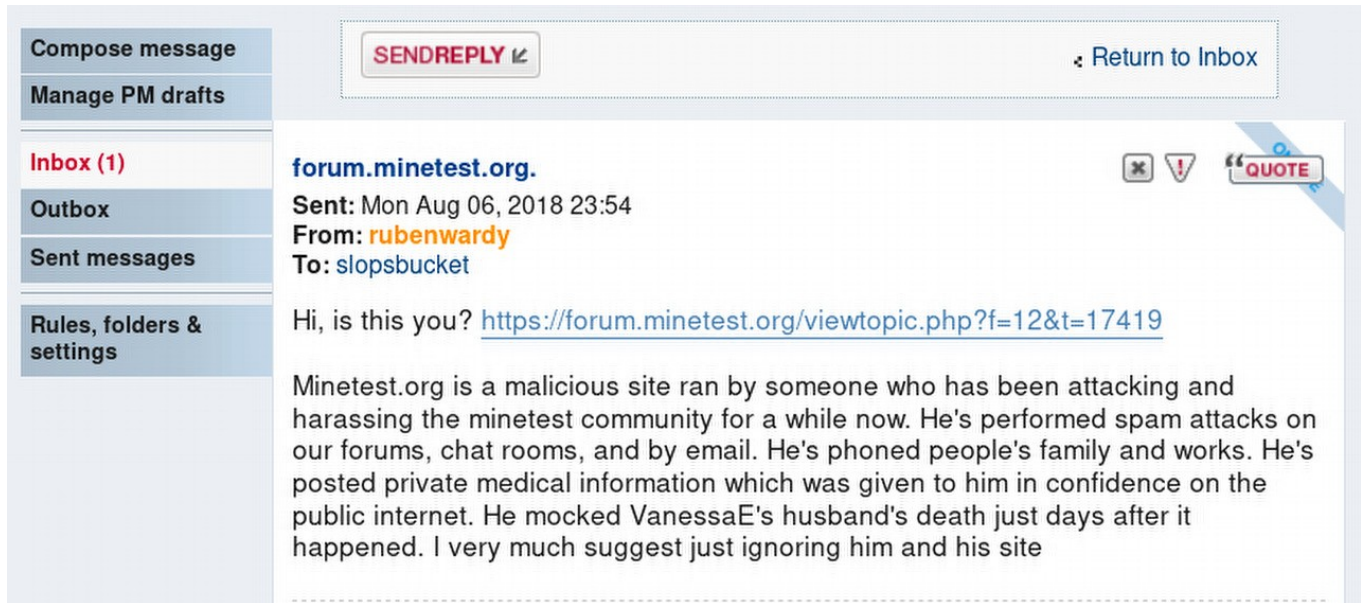
Don't disturb Ents or they'll tell you to get bents



CoderTree and Soccer Field on Codermas Eve

Part 3. A Fair Go.

This is the warning that I received from Andrew Ward. I was offended by the message. But it was a criticism of the other developer as well. He gets to have his say below. All Aussies will stand up for A Fair Go.



Response from the owner of minetest.org:

As kind as Andrew Ward's (Rubenwardy's) remarks are, they omit minor details which I feel should be clarified.

* Andrew Ward, personally, contacted one of my business associates to urge him to end communications with me. I didn't contact Ward's employer until after Ward talked to my associate.

Yes, under the circumstances, which include prosecutable crimes committed by Ward's group, I'll be contacting Ward's future employers and employers of other parties to discuss the coordination of actions at the corporate level with steps in the civil or criminal justice system.

* Stacey Serafin, Auke-Jan Kok's wife, threatened me through a bottom-of-the-barrel attorney. The attorney seems to have broken Oregon State Bar rules.

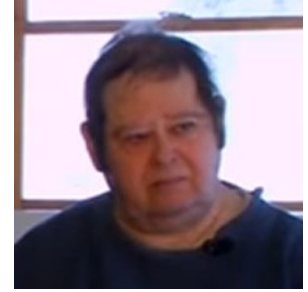


So, certainly, I had Stacey served in person with a legal letter – and, yes, for legitimate and reasonable purposes that are protected under U.S. laws, I sent copies to her mother, to her neighbors, to her business associates, to the staff of the local school, and to as many other parties as I was able to think of. I'm pretty sure that I managed to blanket the area.

The matter isn't concluded. I haven't had a complete response to Stacey's original threats delivered to the same area yet. Yes, it's months overdue; I'm

sorry about that. And Auke-Jan and Stacey have continued to harass me, right up to a few weeks ago. So, there will be additional publicity. This is what these people have insisted on.

* When Abe Ezekowitz died, I expressed sorrow publicly. But Vanessa Ezekowitz, now Vanessa Dannenberg, stated publicly she sided with the theory that I'd murdered her husband. A theory which Ward's people did their best to spread.



How kind of Andrew Ward, Auke-Jan Kok, and their friends. Naturally, they had only Vanessa's feelings in mind when they promoted stories about the husband she missed – tears on the pillows, as she said – being murdered.

* I've never publicly discussed any medical information related to Vanessa that was provided to me "in confidence".

If you freely tell a story to somebody that isn't in confidence, you aren't allowed to change the rules years later on the grounds that you're in a bad mood. Or because you've got brain damage. Which is the case with Vanessa.

I've had to deal with false and shrill statements by a dying woman – dying from two causes, at that – who's repeatedly acknowledged that her brain is damaged due to an industrial accident and that her memory is gone.

I've referred to Vanessa in the past as the heart of the project. She and Maciek Kasatkin aka Landmine, together, do deserve the title.

I did what was possible to make the project real where it mattered. More, actually, than most of the core devs did. But Vanessa and Maciek were its soul.

However, I've been as patient as possible and I have medical issues of my own. I also don't have the disability money that Vanessa does. I need to work for a living, due to events that Auke-Jan Kok likes to make fun of, and I'm busy.

Vanessa's medical issues are not a license, as she fades into death, for her to behave as she's behaved. It's an embarrassment and she needs help.

So, I expect to contact the TV reporters who did a story on this woman's medical issues in the past as well as other parties who may be able to intervene and see that she receives treatment in a properly managed facility.

* Regarding so-called "spam attacks", Andrew Ward and Auke-Jan Kok run a defamation forum that is dedicated solely to me.

I'm honored, I suppose, but as Ward told me on New Year's Eve 2017 that it is a "Free Speech" forum, I expect the right to respond.

Ward and Auke-Jan don't seem to agree that it's polite to allow somebody to respond to false statements that are made about them. So, yes, I'm going to post, to make phone calls, and to have printed documents

delivered to family members, employers, Churches, and neighbors of people who can be identified instead.



No, there are no legal actions in the U.S. that can limit the process to more than a minimal extent. Not claims of “defamation” or “slander” or “libel” or “emergency anti-violence” or “stalking” or “harassment” or “right to be forgotten” or “intellectual property”.

Not even for Plaintiffs who are worth 25 million dollars and spend boatloads on attorneys. To coin a phrase, been there, done that. I made them sign a document in which I promised to talk about them for the rest of their natural lives.

* I’m the one who’s been “stalked” and “harassed”. Earlier this year, as one humorous example, one of these children – he couldn’t have been more than 15 years old – put on a mask, posted a map on Twitter to what he imagined was my residence, and said “We’re coming to get you, Robert, there is no escape and you can’t reason with us”.

He’d Googled the address I lived at years ago. A building that I’d posted photos of myself. Such brilliant detective work. But the combination of map and threat was a felony that carried a 20-year prison sentence. And he was threatening to harass whoever had moved in where I used to live.

So, I phoned the General Counsel of Twitter. The boy was in the middle of mocking the fact that I couldn’t touch his account when it was deleted. My hope is that his parents found out and had a talk with him, but I don’t know.

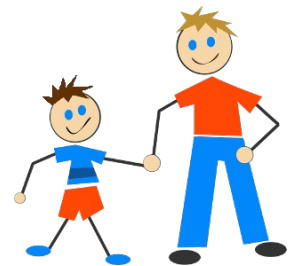
* I might add that the Spring 2017 Minetest incident which involved a cover-up of child sexual harassment by Christian Loosli took place in public view and is in the scrollbacks of a dozen people who are receiving this.

On New Year’s Eve 2017, Andrew Ward demanded to know what I could “prove”. Look to your own scrollbar, Andrew. If I recall correctly, you were present.

* The Fall 2017 Minetest incident related to child sexual materials was technically more serious though Andrew Ward now protests that the materials were simply simulated.

Ward stated this directly to me in the same New Year’s Eve discussion.

I’m mentioning this to explain why they did it. It was to pressure me to take down webpages about the Spring 2017 incident.



This isn’t speculation. One of them visited me and tried to extort my agreement. Those who know of the 2012 to 2013 gag-order litigation understand that I’m unlikely to agree to such a thing.

* This all started because of a fight between core devs and world hosts about a Minetest feature known as “sneak”.

I didn’t even know what “sneak” was. But I agreed to try to moderate the fight. This was a favor to a Minetest figure known as “Shara”.

Shara might be our friend Maciek Kasatkin exercising his feminine side as he does when he is Sokomine. But that is simply a guess. There is no evidence. Shara denies being Maciek and we'll respect the position for today.

I took time off of work, tried to be objective and helpful, and ended up being lied about and DDoSed. I was told that I should be ashamed of being autistic and therefore detailed.



The channel that I'd created was deleted. Craig Robbins embarked on a multi-month crusade to figure out death threats that would rattle me. The story that I'd killed Abe Ezekowitz became gospel.

The Freenode identity that I'd had and worked on for 5 years was erased. Snap the fingers. Just like that. And my operator privileges in the main Minetest IRC channel simply disappeared after 5 years. No explanation.

It was lovely, surely. Anybody would dance and sing show tunes for days subsequent to a period of this nature.

Shara repaid me for agreeing to her request by helping to delete my channel. Say, Craig Robbins is gone, isn't he? I wonder what happened to him.

* Auke-Jan Kok, at the start of all of this, stated publicly, "You've had a good run for 5 years. So, just go."

I don't cave-in to bullies. So, I didn't go. I paid the price of a distracting year.

Auke-Jan seemed to go bonkers subsequently. On New Year's Day, he made fun of the fact that my father used to beat up my mother, the fact that I'm often in physical pain, and of other things.

Auke-Jan talked about me not being to have a pet. I don't know where that came from. I've moved around a lot since I lost my home of 25 years to the 2012 gag-order attempts. If I was able to settle down in a normal situation again, I'd certainly be able to have a pet. So, I don't understand what this was supposed to be about.



Auke-Jan demanded that I phone his employer, Intel Corporation, and speak to the attorneys there. Andrew Ward didn't mention that part. The fact that Auke-Jan raved at me and insisted that I pick up the phone and call them.

Matters escalated as we moved into 2018. Auke-Jan brought his wife into the matter. They're inept, or at least inexperienced, in legal contexts and have put their family business, Fierce Fibers, at risk. C'est la vie.

* The part about my operator privileges is amusing but instructive.

A troll who had friends among the core devs came to the channel and tried to start a fight. He talked about “sneak people”, a reference to the fight of shortly before.

I didn't /ban him. I needed to warn him. But he'd /ignored me, which is inadvisable to do with channel operators. I stated that I was going to /kick him and pass a warning in the /kick message field. I don't recall doing even that much.

sfan5 /kicked me for stating that. For doing my job. I /kicked sfan5 and his bot. The next day I found that my privileges were gone after 5 years. sfan5 claimed that he'd had nothing to do with it.

The instructive part has to do with the troll. He was trying to restart a fight that had damaged the community. He should have received a /ban as opposed to a /kick and he didn't even get the latter. But, as a friend of the powers that be, he was immune even to criticism.

That is one sign of a dysfunctional company, family, or project. The other sign is when there are subjects that nobody is allowed to talk about. And you're not allowed to talk about the fact that you're not allowed to talk.

* I've put more time into Minetest than nearly any other non-anonymous person.

Set aside Vanessa and Maciek (who's actually anonymous). Ward, as well, though I don't believe that he was full-time until relatively recently. Who else besides those three people and me can claim the mantle of most serious long-term contributor and real person?

Not Perttu Ahola. He's non-anonymous, more or less, but he told me two years ago that he'd checked out of the project years before. He's a figurehead.

Auke-Jan Kok, for his part, is a newcomer. He's also miscalculated on legal fronts. He'll be busy enough there in the medium term. There seem to be paperwork issues, as well, related to the business that he runs with Stacey Serafin.

This leaves mostly the fantasy kittens and foxes and ninjas and other creatures. They can take a hike. Anonymous is eerie and frightening, I suppose, but, really, it's children dressed up in Halloween costumes all year round.

It gets tedious. And the real power, the power in business and the Law, goes to those people who are real. The pretend people are phantoms and not frightening ones.



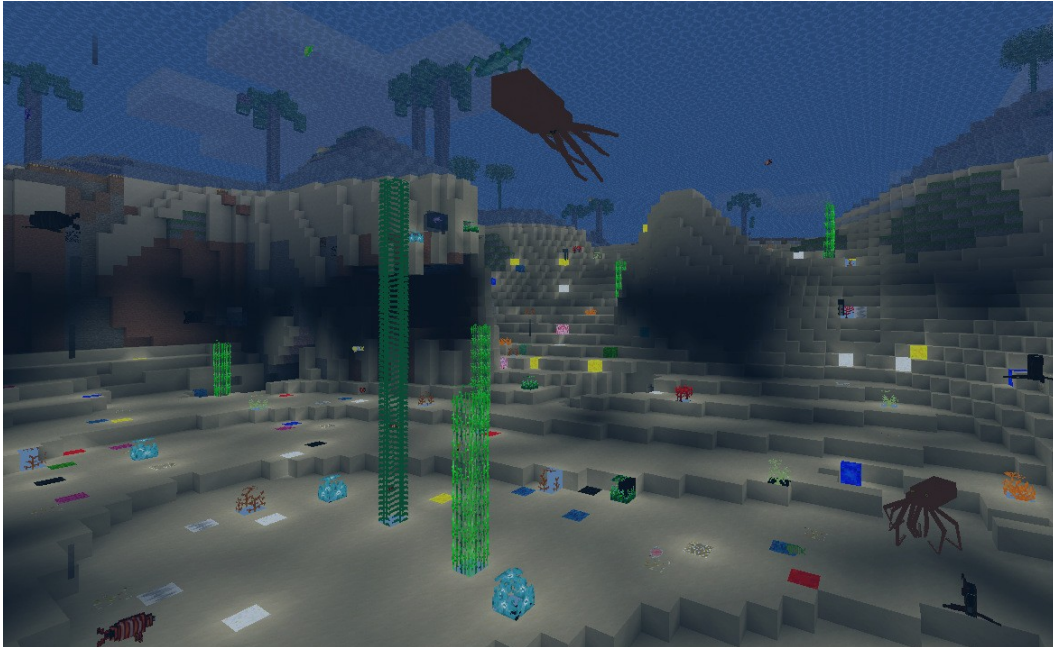
* All of that effort. All of the time that I invested while the sun was setting. I don't expect to live much longer now than twice the time that I've already spent on the project.

So be it. I formally claim the rights to the project. Ethical, legal, and business rights. Intellectual property as far as the trademarks go.

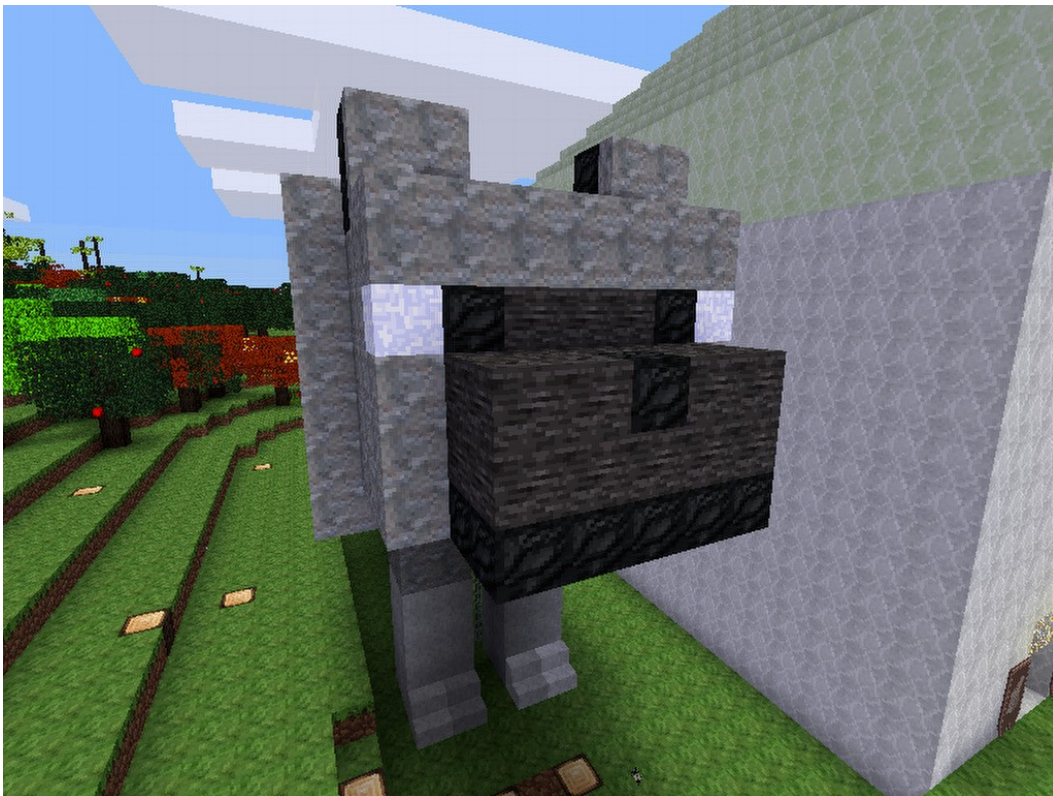
The spooky anonymous ghosts are shadows whose whispers are not heard. The question is, who that is real would like to see something significant come out of all of the work?

Slopsbucket is a solid sort. So are the others. We're already far ahead of where I expected to be at this point. If you'd like your worlds and works to survive long-term and to make a difference, feel free to talk to his group.

As Slopsbucket would say, "she's all apples".



CoderSea is the Place for You and Me



Dog that stays outside

Part 4. Letter to Milan of Minetest.

4a. On 10/07/2018 04:10AM Milan wrote: *“To sum this one part up, did I got this right?”*

“The plan is to spin up a machine based on something like Patreon, that runs a copy of Minetest 0.4.16 with "missing pieces" but that is not a fork, which then carries the mentioned and more old worlds, and allow server owners who discontinue their servers to add their world to this hosting project?”

Patreon isn't needed. In fact, a machine isn't needed, but I do have an octocore with 32GB of RAM. Other machines as well.

I've been a developer for 40 years, in Minetest for 6 years, and I have experience and resources in general :-)

I personally am collecting worlds and preparing Final Minetest. In the end, before I die, I'll send out Flash sticks and SSDs which contain worlds, documentation, source code, and VMs.

As long as the VM formats survive, even if Debian and Windows die, people in the future will be able to boot up the worlds.

I like to imagine that the worlds will be translated to 2150 A.D. 3D VR formats and that people will fly through them.

Just as we sometimes look at paintings from 1850 A.D.

4b. Milan continued: *“I did not understand how we may contribute to it or how we may get in touch together and who may play which role. The end of the document came unexpected.”*

The document was initial communication. The first two chapters of a book. Slopsbucket was concerned that it might be too long as it was, but I feel that the screenshots helped.

You have your own project. Nothing is asked of you but this awareness: The core engine is breaking things. You may wish to switch to our engine in due course. You need a stable engine, one that doesn't lock people out.

For others, people who may be dedicated builders and interested in edutech, we offer hosting, sane modsets, and use in actual classrooms. If Minetest is a toy, it's time to treat it as a serious toy.

4c. Milan continued: *“From my understanding this incompatible release is something needed and nothing that will happen on a regular basis. There are like more than enough bugs that I'd consider making it worth continue the development and not kinda freezing .16.”*

They're breaking mobile support and there are other serious issues. Slopsbucket's research at the git level shows that the project took a wrong turn over a year ago. There is more broken than you know about.

4d. Milan continued: *“I however gotta say that it's a surprise what the developers archived under such disgusting conditions (the huge kindergarden) – it would/should almost force specific people to do a fork like when the founder of Owncloud forked his own project and created Nextcloud which is way*

more community friendly and open – and well managed... but would this make sense in terms of user/playerbase? Just a random thought tho.”

A true fork is a possibility, but the core devs mock the possibility. sfan5 told Shara, last year, ***“Have fun watching your fork die!”***

They mock with confidence because of a fundamental rule of startups: People go where people are. My proposed Final Minetest will happen. But a true fork requires a critical mass of the right number of people.

Maciek Kasatkin (Real Bad Angel) was one of the most important figures in Minetest. But even he couldn't launch a fork. Vanessa's refusal to join the fork is the reason that he pretended to die.

I have 40 years experience in professional software development, project management, and business. I like to succeed. I'll create what is definitely possible first. Then, I'll risk the icebergs.

I can tell you this much: It's easy to distinguish between positive communities and dysfunctional ones. Or families or businesses. Just look for places where there are forbidden subjects. Or places where people are not allowed to respond. That is the key.

In Minetest, the issues that Slopbucket wrote about are forbidden subjects. His essay stayed up for one night. Then it was deleted and he was warned. This is a kindergarten sandbox, as you noted. I'm too old for that and will proceed with a no-nonsense alternative.

Part 5. Minetest Contributors.

This part will be filled in in future drafts.

Andrew Ward	Rubenwardy	
Auke-Jan Kok	Sofar	
Carter Kolwey	Cheapie	Unconfirmed
Diego Martinez	Kaeza	
Duane Robertson	---	
Hugo Locurcio	Calinou	
Lars Hofhansl	---	
Loic Blot	---	
Matt Gregory	Paramat	
Nathanael Courant	Nore, Ekdohibs	
Perttu Ahola	Celeron55	
Ryan Kwolek	---	
Thomas Stangl	Thomas--S	
Vanessa Dannenberg	VanessaE	

(end of document)