

TWK Realms Minecraft Survival will be open!!!!

Posted by Tunes - 24 Jul 2011 00:47

Hello folks!!!

The Minecraft Survival will be open access, meaning, no whitelist to build, so everyone, including GRIFERS will be able to mine, place and destroy blocks.

However, they won't have access to lava, lava buckets, water buckets, flint'n'steel (lighters) and be able to mine diamonds.

So, for all current regulars on the creative which most are also playing on the survival, will be given Moderator access, meaning, have access to all the current features (factions, mcMMO and everything related to economy), AND WorldGuard and also be able to kick and ban players.

Worldguard is the mod you'll want to use to protect your terrain, buildings'n'stuff.

Its pretty easy, all you must do is to take a look at this pdf

[cloud.github.com/downloads/sk89q/worldgu...ldguard_ref_rev2.pdf](https://cloud.github.com/downloads/sk89q/worldguard-ref-rev2.pdf)

Not all commands work due to permissions 🤖

So, now there are 4 groups

Players, the default, they have mcMMo and factions I'll have to think first, maybe it will go into R or P 🤔
with the restrictions stated above.

TWK-R - Users who gave the trouble of registering on our site, so they have all the features

TWK-P Premium users with WorldGuard access

TWK-MOD - Premium + kick and ban

Admins.. me 🤖

So please, before I turn the players (so able to edit the map in non claimed aread) into the default group, please use worldguard to protect your creations!

If you have doubts about the commands, please post all here.

If I missed anyone from messing up with the groups, please post here and I'll sort it.

If I missed anything, please post here too! 🤖

I expect to open the server by 26th July.

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