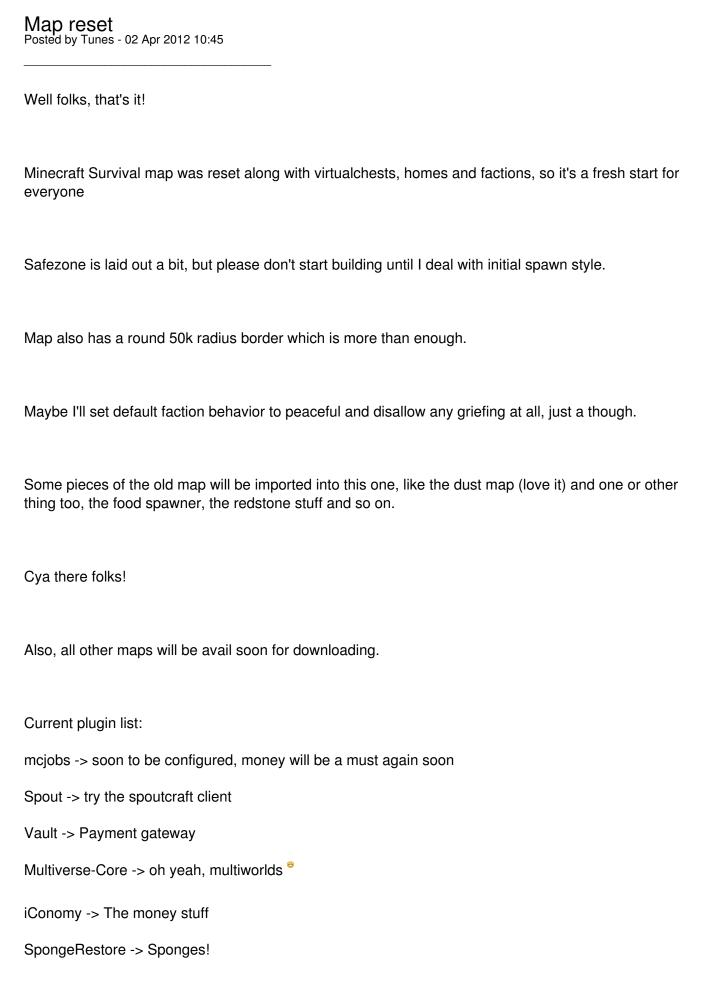
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Re: Map reset Posted by Chifilly - 03 Apr 2012 01:28

mcMMO -> look at www.twkgaming.com/minecraft/mmostats.html Essentials -> Basic player command (/home'n'stuff) WorldBorder -> As written above, now with a 50k radius border WorldEdit -> for xmods only CommandlConomy -> Will configure payment per command, mostly for players Statistician -> look at www.twkgaming.com/minecraft/realmstats.html Multiverse-Portals -> To control multiworld portals Multiverse-Inventories -> same for invs VanishNoPacket -> I love this one 6 VirtualChest -> Was reset with map too LogBlock -> If you guys didn't know, this logs the stuff WorldGuard -> Worldguard for a few heads only Factions -> The well known faction plugin, also reset Re: Map reset Posted by Space_Cowboy0001 - 02 Apr 2012 23:06 Ok well I got a fancy idea for an X-ray trap so if I c u if I see u IG I'll show u Re: Map reset Posted by Gimp - 02 Apr 2012 23:06 if u gave x-mods invisibility and /tp id be happy to keep an eye on people like you do, but yea not much that can catch xrayers apart from the traps but they only really catch the idiots with xray.

2/4

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| What Gimp said. I've kinda gone off the survival aspect, and I just go on the server to chat to people, moderate and build stuff in spawn, so I think giving X-Mods invisibility and tp would help with the moderate aspect • |
|--|
| Re: Map reset Posted by Space_Cowboy0001 - 03 Apr 2012 01:35 |
| Maybe xmods should be able to use /tp and not the invisibility. Seems like if they had VanishNoPacket it would take away from the security that players might have when they think it's just them and their friend in the server. |
| Re: Map reset Posted by FrogyFace - 03 Apr 2012 05:27 |
| Space_Cowboy0001 wrote: Maybe xmods should be able to use /tp and not the invisibility. Seems like if they had VanishNoPacket it would take away from the security that players might have when they think it's just them and their friend in the server. |
| No we wont I guess the reason we are x-mods is because we are trusted and we wont offend normal players(we will offend other players |
| Re: Map reset Posted by Tunes - 03 Apr 2012 09:26 |
| Ok folks, on popular demand |
| Please try the /v and the /tp command, it should be avail. |
| Thanks folks! |

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