

Map reset

Posted by Tunes - 02 Apr 2012 10:45

Well folks, that's it!

Minecraft Survival map was reset along with virtualchests, homes and factions, so it's a fresh start for everyone

Safezone is laid out a bit, but please don't start building until I deal with initial spawn style.

Map also has a round 50k radius border which is more than enough.

Maybe I'll set default faction behavior to peaceful and disallow any griefing at all, just a though.

Some pieces of the old map will be imported into this one, like the dust map (love it) and one or other thing too, the food spawner, the redstone stuff and so on.

Cya there folks!

Also, all other maps will be avail soon for downloading.

Current plugin list:

mcjobs -> soon to be configured, money will be a must again soon

Spout -> try the spoutcraft client

Vault -> Payment gateway

Multiverse-Core -> oh yeah, multiworlds 🍷

iConomy -> The money stuff

SpongeRestore -> Sponges!

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

CommandConomy -> Will configure payment per command, mostly for players

Statistician -> look at www.twkgaming.com/minecraft/realstats.html

Multiverse-Portals -> To control multiworld portals

Multiverse-Inventories -> same for invs

VanishNoPacket -> I love this one 😊

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

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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

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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.

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Re: Map reset

Posted by Chifilly - 03 Apr 2012 01:28

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 🤔

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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.

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Re: Map reset

Posted by FroggyFace - 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 🤔)

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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!

Btw, spawn is there to start something, I need the coastal area, the path already separates this area, so feel free to express yourselves on the other side! 🤔

I intend to import a few things from the other map, but then again, I'll enlarge the area bit more.

The glass disc will disappear as soon as I can manipulate the biome.

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Re: Map reset

Posted by Gimp - 03 Apr 2012 11:21

sweet ty tunes 🤔

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Re: Map reset

Posted by Space_Cowboy0001 - 03 Apr 2012 12:04

Well I really like the new map 🤔
and is it just x-mods who have the command or normal mods to? Normal mods FTW 🤔

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