

Request for changes to mcmmo config...

Posted by Postal291 - 01 Jan 2013 01:41

I would love to see repair become more viable.

Higher chance of keeping enchantments with mcmmo repair at higher ranks of arcane forging would make this skill more viable.

config.yml file (mcmmo.jar)

#

Settings for Arcane Forging

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Arcane_Forging:

May_Lose_Enchants: true

Rank_Levels:

Rank_1: 100

Rank_2: 250

Rank_3: 500

Rank_4: 750

Keep_Enchants:

Chance:

Rank_4: 40 90

Rank_3: 30 60

Rank_2: 20 30

Rank_1: 10 15

Downgrades:

Enabled: true

Chance:

Rank_4: 15 5

Rank_3: 25 15

Rank_2: 50 25

Rank_1: 75 50

I'd also like to point out that Super Breaker (mining skill) is not giving triple drops as it should.

I believe herbalism's skill is also suffering the same fate.

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Re: Request for changes to mcmmo config...

Posted by Tunes - 02 Jan 2013 19:08

Hi there postal, late nite today (i do hope so) I'll stuff those changes in mcmmo.

Thanks for the input mate! (and not only that:))

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Re: Request for changes to mcmmo config...

Posted by LordChaosMind - 03 Jan 2013 04:24

Thanks, Tunes! Now enchantment repair is more competitive with the natural repair. After a lot stacks of iron and diamond. 🍷

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Re: Request for changes to mcmmo config...

Posted by renadragon - 03 Jan 2013 08:32

YAY

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Re: Request for changes to mcmmo config...

Posted by LordChaosMind - 23 Jan 2013 01:07

I just noticed that with the recent update to mcmmo the arcane reforge rates have dropped back down again. Will these get rest back up higher?

Thanks.

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