

Factions/Warps

Posted by shadow343179 - 01 Jan 2013 04:49

Questions :p

I know there is a lot of factions, Quite a few big ones, And I commonly have to leave 'em and make my own because since there is only 5 warps, Not including F home and Set home, I was just thinking that it would be a nice idea to have like One or Two warps warps per Faction member would be a neat thing, Especially for someone like me who has to use a lot of warps due to Laziness for walking.

Kthankbaiz|(

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Re: Factions/Warps

Posted by Chifilly - 01 Jan 2013 08:54

That would be a cool idea, but not sure it's possible unless someone makes a plugin for Factions or Factions Plus to do it (since the warps are part of Factions Plus)

Tune's would probably know if there's something for it

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Re: Factions/Warps

Posted by nuckyi - 01 Jan 2013 09:49

adding 1 or 2 warps per member would be nice or increasing the number of warps a faction can have. 5 is a very short ammount for a med to large faction

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Re: Factions/Warps

Posted by VooDoo - 01 Jan 2013 21:16

I must say.. I COMPLETELY disagree..I think 5 warps + /f home and /home is more than enough.. I mean, you have a total of 7 teleport locations, why would you need more than that? 7 is enough to do ALOT with, so how about stop wasting them on stupid things and use them creatively.. that way you'd never have the need for more than 7.

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Re: Factions/Warps

Posted by sh4z - 01 Jan 2013 22:53

I would like to respectfully disagree with your disagreement. 🙄

+1 for extra warps. Yeah, More than enough if you don't have anything useful to warp to... creativity is what uses them up it's not about waste or using them on stupid things (That's a bit harsh btw, it might be a valid comment if it is stupid but that's subjective).

Also It's not fair to class /f home and /home as part of your warps imo.

/home is personal not for faction use so there's -1

/f home is a generic location which is shared by the faction and needs to be protected and isolated not changed willy-nilly -1

Then we are left with 5 which are (Key point) Shared between faction members. Now it might sound like a lot (For one person okay) but once you use them between 4-5 people you have 0. What do you do? Delete a warp or use /home? No. You might now have 1 each. It's not like we are saying everyone should bring seven warps to the faction. Just a few extra if possible.

Each of our warps is important for faction use (Speaking from my experience). It is not practical for me to use /home anymore (If this is what you are implying) due to the distance (Want to walk / travel by boat for 14+ (No Joke) hours to get home? No Thanks). Want to make scaffolding out to a far away platform in the end for hours? (No Thanks).

We can always use more warps. But you are right when you say they should be used wisely. Please give this request further consideration.

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Re: Factions/Warps

Posted by Tunes - 02 Jan 2013 19:06

Well, There is no way to give warps per player, so I upped the warps value to 10 and that's final.

Most factions don't even have the possibility to own 10 chunks of land (except mine and 1 or 2 more)

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Re: Factions/Warps

Posted by nuckyi - 02 Jan 2013 19:41

thanks m8

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Re: Factions/Warps

Posted by nuckyi - 02 Jan 2013 20:02

more about warps and factions. i guess if your enemy to a faction and your vanished. you can tp to them but not warp out. this also affects the person we warp to. they cant warp when an enemy is nearby.

no clue how to fix this. unless theirs something you can do such as when you vanish ur not considered part of a faction..

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Re: Factions/Warps

Posted by sh4z - 02 Jan 2013 21:30

First of all thank you to all who have contributed to this post. 🍷
And thank you Tunes that is very generous

~Tunes

Also, valid point you make about the 10 claims issue, although I do have a possible solution for a 1-man-band faction.. I have noticed that warps remain active even after your claim has been removed. Potentially you could use your last possible claim to set the warp, unclaim and still have access to it, then proceed to make another claim/warp/unclaim. This might not be intended functionality but it is something I have noticed. So far there appears no set time-expiry for said warps. 🍷

@Nuckyi

Moderators should probably be neutral to everyone? This is a specific limitation because while in vanish you can still interact with the world and other players and therefore the plugins also.

If it worked more like a spectate I think you would be right (This is more commonly implemented client-side). During spectate you do lose the ability to interact because of the reach limitation in Minecraft

I am not sure whether a plugin can change this behavior; you might not need this for observation.

Cheers! 🍷

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Re: Factions/Warps

Posted by Tunes - 02 Jan 2013 21:48

Well let's go

Vanishing is an abnormal minecraft state, you don't really exist on the server, you can't even /t to a vanished player.

When you tp, you use functions outside factions mod control, no way to control that unless Essentials and Factions use each other API (they don't atm) or unless someone writes a plugin to mix the two (like mcmmmo and noheat with a bridge called cncp)

I believe you cannot faction warp into enemy territory, but essentials knows nuttin about factions.

And of course, MODS and XMODS CANNOT go into war or hassle/steal/grief other players, if that happens, someone get demoted (remember steve?) So if that happens, publicly notify me so I investigate.

Cheers

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