Spawnkill protection

Posted by MrBombe7 - 17 Mar 2013 18:56

There is a plugin called pvptimer, with that plugin you will have a protection after spawning that will prevent spawnkilling.

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Re: Spawnkill protection

Posted by sh4z - 17 Mar 2013 21:24

Or people can follow the rules and get banned if they don't. Problem resolved

It's a good idea but I think the server has enough plugins already

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Re: Spawnkill protection

Posted by Chifilly - 17 Mar 2013 23:38

sh4z wrote:

Or people can follow the rules and get banned if they don't. Problem resolved

It's a good idea but I think the server has enough plugins already
All of this

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Re: Spawnkill protection

Posted by reacT - 19 Mar 2013 14:15

Why would you want to police an issue when a plugin can completely remove any possibility of such 'crimes' happening? Seems a little counter-productive if you ask me ^^

edit also since it's timer based being a basic math algorithm I would assume it would have little to no effect on the servers' resources?

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Re: Spawnkill protection

Posted by Chifilly - 19 Mar 2013 15:08

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That may be true, but we already have insane amounts of plugins, just 1 simple plugin could cause problems. But it's ultimately up to Tunes 😜

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Re: Spawnkill protection

Posted by VooDoo - 20 Mar 2013 01:36

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Chifilly wrote:

That may be true, but we already have insane amounts of plugins, just 1 simple plugin could cause problems. But it's ultimately up to Tunes 😜

This^

1. Extra plugins on the server, just makes it more awkward to upgrade

2. I've looked into the plugin and I've thought of a few problems (1. being, if you have your home set in your base, someone kills a person in their base, as they are looting the base, can kill the raider but the raider cannot fight back)

3. Its not very hard to monitor the situation anyway..

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