TWKgaming.com - TWKgaming.com Generated: 16 May, 2024, 01:30 Pothead irl threats Posted by AfriendlyPaedo - 11 Mar 2012 09:39 HI awesome people of the almighty twk servers!! just wanna report that pothead has been swearing at me frequently everytime i go on the server but today he overstepped the mark and threatened to kill me Thanx for reading this post and as always have a nice day people!

--PedoBear--

xD

Re: Pothead irl threats
Posted by Chifilly - 16 Mar 2012 17:45

anti grief tactic 4: All of the above

Re: Pothead irl threats Posted by ThreeD - 16 Mar 2012 19:31

Re: Pothead irl threats
Posted by Che ken - 16 Mar 2012 20:48

ThreeD wrote:

anti grief tactic 5: try not to die so much that they can claim your land

anti grief tactic 5: try not to die so much that they can claim your land

anti grief tactic 3: Make it out of Obisidian

just need to set home inside your floating obsidian base covered in water and make it self sufficient with it's own forest etc and you'll be fine!

TWKgaming.com - TWKgaming.com Generated: 16 May, 2024, 01:30 Re: Pothead irl threats Posted by Johannicus - 17 Mar 2012 07:28 the downside with a floating island is that the world roof is pretty low so you cant build too high stuff. Unless that have been changed while I was gone from MC.. Re: Pothead irl threats Posted by substick - 17 Mar 2012 08:55 Ye there was a new patch that increased the world height so you can build much higher now. Re: Pothead irl threats Posted by Chifilly - 17 Mar 2012 10:39 Yep, you can now build 256 blocks high Re: Pothead irl threats Posted by Tunes - 17 Mar 2012 14:27 Johannicus wrote: the downside with a floating island is that the world roof is pretty low so you cant build too high stuff. Unless that have been changed while I was gone from MC.. You can now build up to height not seen from the ground, regular world generation does not go further than 40 blocks height, and you can now build up to 256...

BTW, I'll add commands to mods and xmods only to be able to travel into another world already present on the server. I'll be working that out during today, finally a bit of time, maybe late night or sooner, creative with our map will be around here too ⁶

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Creative will be avail to mods and xmods only in RW mode, and any newcomer who REALLY want to be creative and not stupid will have access to it.

I'll post a decent thread about it when ready.
Re: Pothead irl threats Posted by Johannicus - 17 Mar 2012 18:20
Tunes wrote:
Johannicus wrote:
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Creative will be avail to mods and xmods only in RW mode, and any newcomer who REALLY want to be creative and not stupid will have access to it.
l'Il post a decent thread about it when ready.
Take your time, no rush [©]
Re: Pothead irl threats Posted by Tunes - 17 Mar 2012 19:49

working on it atm Re: Pothead irl threats Posted by VooDoo - 17 Mar 2012 23:06 Tunes wrote: working on it atm Well, you know.. you could make the server a no-grief server? no changes to the server would be made, just a faw rule changes, that'd solve alot of the problems *EDIT* only problem I can think of would be that you will get little kiddies trying to get other kiddies in trouble.. but without proof.. no bans can be made, I guess.

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