Item and Command Errors

Posted by LordChaosMind - 01 Jan 2013 01:44

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I did not see any other topic covering this so here goes:

1. Two of the MCMMO commands do not work. Notably, /mining and /herbalism. It just says an internal error has occured.

2. The triple drops from super breaker do not appear to be happening. These problems could be linked to the unstable version r 1.3.13-dev-b1067.

3. I have been getting ink sacs from lapis veins. I'm not sure what is causing this.

(Also the MCMMO site has been down the past few days).

Thanks.

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Re: Item and Command Errors

Posted by Chifilly - 01 Jan 2013 08:58

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1. Yeah, this has been broken for a while, and I don't think Tunes as found out the cause or a fix. This was pointed out in the upgrade to 1.2 thread (I think it was that far back) (also /woodcutting is broken)

2. Postal pointed this out in [his thread](#) about 5 minutes before you did xD

3. And I have no idea about that. Probably a weird error with McMMO not giving the item drops correct durability, Tunes would need to look into that also

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Re: Item and Command Errors

Posted by sh4z - 02 Jan 2013 02:34

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I'll setup a server and give the latest MCMMO a test tonight to see if I can nut it out. I'd like to help fix this one. My server on 1.4.5 (Mcmmo 1.3.11) didn't have this issue.. so not sure whats happenin there.

The Lapis ink sack drops is just totally weird
I noticed this also.

-- any of you also experience issue with tree feller? I only get oak blocks even when breaking jungle or birch :-/?

--6:00PM - Update

backing up my 1.4.5 Server atm... Will be updating it in about 10 mins or so. ^^ Hope all goes well.

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Re: Item and Command Errors

Posted by Tunes - 02 Jan 2013 18:58

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Thanks Sh4z for your input, that problem with those commands come from a long time ago, I have no idea if there is a problem with mysql, but the error only points to the mcmmo thread, in a new installation, maybe that won't happen.

Tree feller does a few tricks to work, maybe it is not recognizing the type of tree being cut, so it only spawns the default wooden block.

I've setup a new test server on another machine to see attempt to run the server in a debugging enviroment to see what I can do about all those hickups.

Keep in mind I don't develop any plugins, so they will be fixed on a best effort/workaround basis.

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Re: Item and Command Errors

Posted by sh4z - 02 Jan 2013 22:01

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--9:00AM 3/1 - Update

It took a lot longer than 10 minutes LOL. I am at work now .. hopefully get back on it at lunchtime 😊

--1:07PM 3/1 - Update

Okay up and running! CraftBukkit-1.4.6R0.3 - doing some tests ^^

😊
 Warning: Spoiler!Part of the message is hidden for the guests. Please log in or register to see it.

Not sure there is anything else specific to add right now... l8z

--1:30PM 3/1 - Update

There are some weird errors in the console with 1.3.11.
I guess we have to wait for mcmmo devs to update their plugin.

--1:34PM 3/1 - Update

updating to mcmmo 1.3.13-dev #1089 - released today. testing. /mining + /herbalism. commands working though. ^^

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Re: Item and Command Errors
Posted by LordChaosMind - 03 Jan 2013 04:20

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Thank you! Appreciate ya going through the trouble like. I'm sure they'll squash those bugs

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Re: Item and Command Errors
Posted by sh4z - 04 Jan 2013 00:28

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--Update 4/1

Okay! I think this might work...
feelsgoodman.jpg

Relevant Link here: mcmmo.wikia.com/wiki/Localization

we need to edit:

--mcMMO.jarcomgmailnossr50localelocale_en_US.properties

Build 1089 has the following error; ^^; who knew it would be case-sensitive!

Line 476:

Commands.XPGain.WoodCutting=Chopping down trees

should be

Commands.XPGain.Woodcutting=Chopping down trees

Apart from that everything appears to be running swell ^^

I have a feeling the locale_en_US.properties in the version TWK is running may have a similar issue. Amazing what a typo can do!~

If you like send me a copy of the locale_en_US.properties and I may be able to fix it. I have attached the one I fixed from the latest dev build. As it wouldn't let me upload the properties file you'll have to get rid of the txt in the end before you update the jar file; mcmmo.jar.

If you like we can update the Guides too! ☺

--Update 4/1 1:04PM

Looks like triple drops still don't work in 1.3.13#1089 - I had a look through the config files and doesnt seem to be any issues there... guess we just have to wait. Worth noting Jungle Trees drop Jungle Logs as expected also ^^ ☺

--Update 4/1 4:20PM

I submitted the change on the mcMMO GitHub lets wait and see what happens ☺
yep fixed

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Re: Item and Command Errors
Posted by LordChaosMind - 05 Jan 2013 15:57

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Also noticed ink sacs from excavation to...I believe they are replacing cocoa beans. This was addressed in this post github.com/mcMMO-Dev/mcMMO/issues/389

I wonder if that's been fixed as they said or if came up again....

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Re: Item and Command Errors
Posted by sh4z - 06 Jan 2013 19:46

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Looks like you only get tripled drops when blast mining not superbreaker?

In that case it is working correctly 🙂

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Re: Item and Command Errors
Posted by Tunes - 06 Jan 2013 23:59

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I'll touch this when I have the time for it.

Thanks!

sh4z wrote:

--Update 4/1

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