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planes Posted by NEZ - 19 Jul 2011 21:29	
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hmmmmmmmm, is there any way the plane mod could be implemented into the survival multiplayer server?

i just thought it would be a good idea. it would be fun to fly, easier to explore, and although i havent heard of any serious wars starting since i left for holiday's, in intense situations it would make for great fighting, flying around and shooting, and stuff.

just thought the idea was good.

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Re: planes

Posted by Gimp - 19 Jul 2011 21:59

i like it in the sense i cba going long distances but i dont at the same time, mods that make it easier to travel dont belong in a survvial server in my opinion

Re: planes

Posted by Tunes - 19 Jul 2011 22:24

Sorry Nez, Gimp is right, I know a pretty mod to do it with boats and shoots stuff too, have no idea if it works server side, I tested on SP, however, the intention of survival is just that and for me doesn't include a method to fly, also the "nocheat" mod may catch that and make it a no go...

However, I'll be considering something like Blink, where you use feathers (or any other resource) to jump to where you are looking, however I would make cost like a full stack of feathers for one jump and maybe a crapload of Crafts too.

There is one thing you may have, have to read the mcMMO docs, the Chimera Wing, uses feathers too, but I have the idea that it takes you to the spawn point, home or tp to the death spot...

Re: planes Posted by Chifilly - 20 Jul 2011 00:41 Well the planes take a hell of a lot of crafting to make. You need to make each individual part, then those parts need to be crafted into another part, then those parts need to be crafted into another part, then those parts need to focal, so I think it isn't too big of a deal because they require a lot of work, but the no cheat might catch it as you say and kick you for flying Re: planes Posted by liger - 20 Jul 2011 01:08 build a catpult. problem solved. next.

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