planes
Posted by NEZ - 19 Jul 2011 21:29

_____

hmmmmmmmmm, 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.

NEZ

==

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 a plane, and also they use a lot of coal, 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.

==