


[mcMMO] Custom Repairables (Example: Anvil)

Posted by sh4z - 07 Jan 2013 10:54

Hi All,

Thought it would be cool if we could repair the anvil  when it became damaged like tools and other items. Rather than crafting a new one you can use some iron ingots to repair it back.


My idea was the starting cost would start at 31 Ingots (same as when you craft one), and progress to lower requirements with higher levels of repair. Also due to the amount of ingots it requires; I thought a boost in exp gained from repairing it would be appropriate also (Rather than the normal 2 from an iron tool)

As far as I can tell the random nature of Anvil durability remains in effect. Still progresses in 3 stages of degradation. (Undamaged, Slightly Damaged, Very Damaged) even repaired anvils.

I was able to test it out with the mcMMO plugin and get it working. The below config still needs a bit of tweaking but the basic idea is there.

server_folderpluginsmcmmorepair.custom.yml

Example Attached.

Thoughts and comments welcome, let me know what you think 
Keep punching!

--Update 08/01/2013 - 9:52PM

I will see if i can fix the repair cost. I am consulting with one of the Dev's on the mcMMO team. thats probably the pressing issue. perhaps try with

MaximumDurability: 31

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Re: mcMMO Custom Repairables (Example: Anvil)

Posted by nuckyi - 08 Jan 2013 19:46

sounds cool

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Re: mcMMO Custom Repairables (Example: Anvil)

Posted by LordChaosMind - 09 Jan 2013 02:00

Sounds like an intriguing idea.

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Re: mcMMO Custom Repairables (Example: Anvil)

Posted by Tunes - 09 Jan 2013 10:05

BTW, it should be implemented, does it work?

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Re: mcMMO Custom Repairables (Example: Anvil)

Posted by sh4z - 10 Jan 2013 03:01

It certainly does 😊

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Re: mcMMO Custom Repairables (Example: Anvil)

Posted by LordChaosMind - 10 Jan 2013 23:33

Great! Thanks, sh4z!

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