[mcMMO] Re-Add SuperBreaker Insta-Break Behaviour

Posted by sh4z - 25 Mar 2013 00:12

Hi All,

Recently it has come to my attention that detrimental changes to the mcMMO mining skill SuperBreaker have been made. This is especially noticeable when mining obsidian (mainly) the decrease in efficiency is sorely missed. /sadface

Details (long version).

Warning: Spoiler!

- The new Superbreaker is an an Efficiency V enchant buff rather than a block break effect.

- As a result the Eff.V (SuperBreaker Buff) is lost when a pickaxe is repaired on the mcMMO Anvil (iron block) during Superbreaker. This is by design to prevent players gaining a perpetual boost to Efficiency on the pickaxe. (!Fair enough!)

- Previously you could repair your pickaxe during Superbreaker (due to it's block break behaviour not enchant) without loosing the active ability.

- Loss of efficiency breaking hard blocks (i.e obsidian) is somewhere in the vicinity of 800-900%!

(Insert over 9000 joke)

Fortunately TfT-02 from the GitHub mcMMO-Dev team has implemented this in the form of a plugin/add-on to mcMMO.

dev.bukkit.org/server-mods/tftaddon/ ***OR***

To make this similar effect without an additional plugin would require an increase to the efficiency buff given to SuperBreaker in the mcMMO config.yml. Something like 20 or 30 should do the trick.

I suppose this is not as desirable but would require the least amount of effort to maintain.

I would very much like the Previous SuperBreaker Skill behavior again!

Please comment/reply if you would like the Insta-Break re-instated. I guess ultimately this will be lxtunes/admins decision and I will respect it. Thank you for your time.

As always *Keep on Punching!*
Cheers

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Re: [mcMMO] Re-Add SuperBreaker Insta-Break Behaviour
Posted by VooDoo - 25 Mar 2013 02:55

Well, thank you for bringing up this issue but I must say I believe that the new system is better, the way that it works is still fast for mining, only a little bit slower (Except in the case of obsidian) but even in that case its still quite fast compared to vanilla.

I also think that the new system is more realistic (In a minecrafty non-realistic sense) and it has a more.. uhmm.. Non-Overpowered feel to it, haha.

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Re: [mcMMO] Re-Add SuperBreaker Insta-Break Behaviour
Posted by sh4z - 25 Mar 2013 09:17

Some good points raised there VooDoo ^^

It's fast for regular mining yes ... thats not the point though. Collecting obsidian was actually completed in realistic time frames rather than the chore it used to be. Being on a PvP/factions server it really is critical to proper base design other than the fact it looks cool. This is even more perilous due to the world limit imposed now (30k)... its not a joke ? There is no long distance security through obscurity anymore (At least in the overworld. who knows if it will change in other places too...)

Superbreaker was probably one of the most useful parts of mcMMO, it's been seriously nerfed! Am I the only person who misses the real Superbreaker? It probably shouldn't be called superbreaker anymore... since its not really super.. its more like average breaker
LOL

Warning: Spoiler!

Efficiency V Superbreaker;

RandomDude: Just spent a couple hours leveling mining

OtherDude: Cool! Whats that do?

RandomDude: It's actually not that impressive... it just adds a efficiency enchant that can be lost when repairing.

OtherDude: Oh ... wtf?

"The Real *Super*Breaker";

RandomDude: Just spent a couple hours leveling mining

OtherDude: Cool! Whats that do?

RandomDude: It Instantly breaks blocks when activated!

OtherDude: Wow ... I'm totes leveling Mining next!

Anyone can enchant a pickaxe, the thing that made it special and incentive to level mining was the instant break, not some efficiency buff... (not that we are going to stop mining)

If you want a realistic system go play vanilla! (Not that minecrafts realistic) LOL **floating blocks** *cough* I mean really... I like the mods... its one of the reasons I still play. Obviously my opinion on this won't change. I just hope more people will support me on this.

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New SuperBreaker =