[mcMMO] Re-Add SuperBreaker Insta-Break Behaviour

Posted by sh4z - 25 Mar 2013 00:12

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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 sh4z - 27 Mar 2013 20:08

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It's not enabled yet. I don't think of it in terms of powerfulness, it's more just like a useful feature for collecting ore and obsidian. Yep, it's supposed to take a long time in vanilla, that's why we make mods for that. It's not a problem - just Instant break is faster.

Anything that takes less time to do (IMO) is better. Especially when the result is the same quality! It means you can collect more in the same time frame. (Whatever that is) which means you can build quicker! or whatever it is your collecting for.

I had a chat with Rena last night, and if you want to can my idea in favor of the new one I'm okay with it.

Cheers

I thought it might be a long shot anyway! Thanks Tunes for giving it a go

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Re: [mcMMO] Re-Add SuperBreaker Insta-Break Behaviour
Posted by Chifilly - 27 Mar 2013 21:55

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Yes, I know instant break is faster, but it's "meant" to take a long time to break it

It shouldn't be easy to break the strongest mineable block in the game instantly just by right clicking! It's balance we want to keep intact, not ease of gameplay

I've talked to Tunes, and he told me he won't enable it since all the admins disagree with the decision

(and I hope he'll follow throw with that)

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Re: [mcMMO] Re-Add SuperBreaker Insta-Break Behaviour
Posted by Tunes - 28 Mar 2013 00:51

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Well, sorry sh4z, I've tested with it on and off, and it's really way to easy. being as it is, takes less than a second to break obsidian, of course I've tested with my uber mmo powers.

As so, taking side with all admins and more, we've decided not to enable the feature.

off topic, overpowered factions. it's has been discused on and off, and it will stay on, as it allows to create another ranking method, which wasn't available before, so I like it.

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Re: [mcMMO] Re-Add SuperBreaker Insta-Break Behaviour
Posted by VooDoo - 28 Mar 2013 10:37

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Tunes wrote:

off topic, overpowered factions. it's has been discussed on and off, and it will stay on, as it allows to create another ranking method, which wasn't available before, so I like it.

But something you need to think about, you said you will add a limit to the world so there will be more raiding and such, but raiding is neigh on impossible when someone has 500+ power, 10 claimed plots and base made of obsidian (So the BIG factions are impossible to raid) unless you kill them 150+ times.

(Just my opinion)

Thanks.

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Re: [mcMMO] Re-Add SuperBreaker Insta-Break Behaviour
Posted by GeneralDonno - 28 Mar 2013 11:44

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To put what voodoo is saying into perspective, our faction has a total of 1302 max power and 23 land. If

my maths is correct, its probobly not, and you loose 4 power for dying, you would need to kill our faction members roughly 314 times to claim over our land. There are 5 of us in the faction so it become a LITTLE more reasonable.

The faction Regster. 1004 max power, 4 land, 1 person. Untouchable unless they are spawn killed repeatedly which would get the killer banned.

I love the idea of being able to increase your faction power of OverPowered factions spring to mind especially when you can get the power through killing hostile mobs. 😬

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Re: [mcMMO] Re-Add SuperBreaker Insta-Break Behaviour
Posted by Tunes - 28 Mar 2013 14:17

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I will change a few things, maybe killing hostile mobs won't add power, just pvp'ing 😬

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Re: [mcMMO] Re-Add SuperBreaker Insta-Break Behaviour
Posted by GeneralDonno - 28 Mar 2013 14:27

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Awesome, just didn't want to end up with people leaving because you can't raid anyone 😬

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Re: [mcMMO] Re-Add SuperBreaker Insta-Break Behaviour
Posted by reacT - 28 Mar 2013 14:39

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If only the plugin creator(s) added a function where you could divide max power by number of users within a faction.

edit or should i say, times by a negative multiplier depending on players (lol).

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Re: [mcMMO] Re-Add SuperBreaker Insta-Break Behaviour
Posted by Chifilly - 28 Mar 2013 18:40

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reacT wrote:

If only the plugin creator(s) added a function where you could divide max power by number of users within a faction.

5 / 5

edit or should i say, times by a negative multiplier depending on players (lol).That would be a perfect solution, but they're obviously not clever enough ;P I would do it myself, but that would require decompiling the plugin, altering the base source code, recompiling and sending it to Tunes, which for 1 is way too much effort, and also if the plugin gets updated, I would have to do it again xD

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reacT wrote:

If only the plugin creator(s) added a function where you could divide max power by number of users within a faction.