

MORE MODS

Posted by nuckyi - 21 Dec 2012 08:52

i dont know if we could get a new world file to test out mods or add some to ours but some cool looking ones are

The clay soldier mod

www.minecraftforum.net/topic/964897-145-...oldiers-mod-v-90-04/

The air ship mod for people who cant fly

www.minecraftforum.net/topic/164940-open...ndoned-pchan3s-mods/

Jurassic park anyone???? this one i love

www.minecraftforum.net/topic/446117-ssps...-archeology-v69-p-4/

someone said toons hates modding minecraft 2 much but heres for hoping

also anychance we can up the warps a faction can have. 5 isnt alot for a larger size faction

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Re: MORE MODS

Posted by Tunes - 21 Dec 2012 10:45

Lol, I don't hate modding minecraft, in fact our server runs only 35 plugins 🤖, the problem is, more plugins, more work with updates, testing and stability, besides there 100% incompatible plugins (one noticeable is mcmmmo and nocheat)

ATM I'm updating into 1.4.6, and believe me, is a complete mess with plugins not loading...

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Re: MORE MODS

Posted by nuckyi - 21 Dec 2012 14:27

about 1.4.6 or what ever. alot is messed up. everyone can use the /em and the /home. just wanted to let you know

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Re: MORE MODS

Posted by Chifilly - 21 Dec 2012 15:59

nuckyi wrote:

everyone can use the /em and the /home. Is that not a good thing? Everyone's supposed to be able to use /em and /home?

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Re: MORE MODS

Posted by Tunes - 21 Dec 2012 16:26

the Permissions plugins kinda... broke violently, but well it's fixed now and seems to be running fine.

/em is not longer avail in skyworld

and there is now a smaller tp cooldown and a 2 sec tp delay, so, if you fall off the skyblock, your're dead.

All plugins seem to run ok now.

AH, removed the texture, needs updating.

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Re: MORE MODS

Posted by nuckyi - 21 Dec 2012 20:03

sorry i was tired when i wrote that. what i ment was no one can use the commands /em or /home. in both skyblock and normal world.

Re: MORE MODS

Posted by nuckyi - 21 Dec 2012 20:07

looks like everything is work good. great job toons

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Re: MORE MODS

Posted by alienwareink - 01 Feb 2013 22:05

i dont understand, wouldn't all the players have to have the mod for this to work?

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Re: MORE MODS

Posted by Chifilly - 01 Feb 2013 23:33

This is an old thread, nice necropost

And no?

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Re: MORE MODS

Posted by nuckyi - 05 Feb 2013 11:37

might be old but it was a sweet post 1 month 2 weeks ago 🍷

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