

Forum:[Hack Forums](#)

Thread: [Factions Disabled and Grief Prevention Enabled](#)

Omniscient - April 13, 2014, 6:35 pm

<http://dev.bukkit.org/bukkit-plugins/grief-prevention>

That plugin is now installed and running. Factions continue to cause problems with updates. We need a better solution and something fresh for HC.

The current install of Grief Prevention is a vanilla config. I will review the plugin and let players become more familiar with it and make adjustments accordingly.

Thank you and enjoy.

630 - April 13, 2014, 6:43 pm

I'm sorry but this plugin is god awful. I will be back when it's gone. I'd rather have no protection.

soxy - April 13, 2014, 6:43 pm

(Apr 13, 2014 06:43 PM)630 Wrote: [\[CITE\]](#) I'm sorry but this plugin is god awful. I will be back when it's gone.

I'm done with Hackercraft for now as well.

Yurt - April 13, 2014, 6:44 pm

Seriously? Nah thanks I'm done..

Bye bye HackerCraft

DemonCorp - April 13, 2014, 6:51 pm

You didn't even give it a chance to see how it plays out. You were on the server 2 minutes.

Absolutely pathetic.

630 - April 13, 2014, 6:53 pm

(Apr 13, 2014 06:51 PM)DemonCorp Wrote: [\[CITE\]](#) You didn't even give it a chance to see how it plays out. You were on the server 2 minutes.

Absolutely pathetic.Suck a little more dick while you're at it.

I personally hate this plugin, I've seen it on other servers. When factions are back I will be as well.

Some Dad - April 13, 2014, 6:54 pm

Going to take a break from hackercraft until you fix this. Terrible plugin :/.

??Tommy - April 13, 2014, 6:55 pm

(Apr 13, 2014 06:51 PM)DemonCorp Wrote: [\[CITE\]](#) You didn't even give it a chance to see how it plays out. You were on the server 2 minutes.

Absolutely pathetic.

Hey

666 faction opinion = Everyone

This plugin doesn't sound great but at least give it a try guys lol

DemonCorp - April 13, 2014, 7:02 pm

(Apr 13, 2014 06:53 PM)630 Wrote: [\[CITE\]](#) Suck a little more dick while you're at it.

I personally hate this plugin, I've seen it on other servers. When factions are back I will be as well. I'm just speaking my opinion.

I'm not going to trash this thread arguing but seriously give it a chance and test it out.

soxy - April 13, 2014, 7:05 pm

(Apr 13, 2014 06:51 PM)DemonCorp Wrote: [\[CITE\]](#) You didn't even give it a chance to see how it plays out. You were on the server 2 minutes.

Absolutely pathetic.

Seeing as you can only claim a 10x10 area, which is completely unraidable, makes it completely fucking retarded. Now we can no longer be in factions or set an f home. We've already lost /fly and /afk, now we lose factions?

There are so many bad things happening to the server. Let the people that play on the server all day long have a fucking say in what happens to it. Seriously, come on.

630 - April 13, 2014, 7:06 pm

(Apr 13, 2014 07:02 PM)DemonCorp Wrote: [\[CITE\]](#) I'm just speaking my opinion.

I'm not going to trash this thread arguing but seriously give it a chance and test it out. I will gladly sit in my 10x10 base and sit on the server, seems so fun.

DemonCorp - April 13, 2014, 7:07 pm

(Apr 13, 2014 07:05 PM)Sox? Wrote: [\[CITE\]](#) Seeing as you can only claim a 10x10 area, which is completely unraidable, makes it completely fucking retarded. Now we can no longer be in factions or set an f home. We've already lost /fly and /afk, now we lose factions?

There are so many bad things happening to the server. Let the people that play on the server all day long have a fucking say in what happens to it. Seriously, come on.

Only claim a 10x10 area to start, it increases as you go.

I'm not saying that it is going to be good, I'm saying don't be so quick to judge and give it a try.

630 - April 13, 2014, 7:30 pm

(Apr 13, 2014 07:07 PM)DemonCorp Wrote: [\[CITE\]](#) Only claim a 10x10 area to start, it increases as you go.

I'm not saying that it is going to be good, I'm saying don't be so quick to judge and give it a try. Quick to judge? Unlike you I've had experience with the plugin so I know what I think of it.

Omniscient - April 13, 2014, 7:35 pm

I'm still figuring out the plugin but it seems like it start with 100 blocks to claim but you can quickly grow that to up to 80,000 blocks by default. Which I think is high and I may lower. But you're not limited to a 10x10 area.

And I can probably change the 10x10 to 25x25 (625 blocks) to start.

Also why doesn't /AFK work?

bandors - April 13, 2014, 7:39 pm

(Apr 13, 2014 07:35 PM)Omniscient Wrote: [\[CITE\]](#) I'm still figuring out the plugin but it seems like it start with 100 blocks to claim but you can quickly grow that to up to 80,000 blocks by default. Which I think is high and I may lower. But you're not limited to a 10x10 area.

And I can probably change the 10x10 to 25x25 (625 blocks) to start.

Also why doesn't /AFK work?

We do not yet have access to use that command.

630 - April 13, 2014, 8:01 pm

Also mcMMO is interfering with the ability to claim.

SIM-1097664 - April 13, 2014, 8:42 pm

The video made it look pretty good. I'm about to hop on and check it out.

Supreme??????? - April 13, 2014, 8:43 pm

Don't like the new protection plugin, but I guess it will do.

Edward Snowden. - April 13, 2014, 8:43 pm

(Apr 13, 2014 08:42 PM)SoftButFirm Wrote: [\[CITE\]](#) The video made it look pretty good. I'm about to hop on and check it out.

Put the guns away before please for your safety :P

Anyway , I hope the server get back on track soon :D

Winners - April 13, 2014, 8:46 pm

I was looking forward to Hackercraft when I came here but I guess it's not a good server?

Idk what to think.

SIM-1097664 - April 13, 2014, 9:37 pm

(Apr 13, 2014 08:43 PM)Edward Snowden. Wrote: [\[CITE\]](#) Put the guns away before please for your safety :P

Anyway , I hope the server get back on track soon :D

I'm confused as to what you meant by this lol

Omniscient - April 13, 2014, 10:16 pm

(Apr 13, 2014 08:01 PM)630 Wrote: [\[CITE\]](#) Also mcMMO is interfering with the ability to claim. Can you explain further?

Roytoy - April 14, 2014, 1:46 am

Ridiculous plugin in my opinion. Can't even put water inside my own base.

Stinson - April 14, 2014, 1:50 am

May i suggest to add an extra home, such as a bed which we can /back to or something to supplement for the loss of /f home?

Secondly, does this protect from wither damage? I did not see it specified in the plugin other than the phrase "creepers and other explosions"

Nas - April 14, 2014, 2:04 am

Why don't you just used this plugin?

<http://dev.bukkit.org/bukkit-plugins/simpleclans/>

Slimier to factions but they keep it updated.

Robust - April 14, 2014, 2:05 am

(Apr 13, 2014 07:35 PM)Omniscient Wrote: [\[CITE\]](#) Also why doesn't /AFK work?

Morchid removed it due to spam abuse.

(Apr 14, 2014 02:04 AM)-Nas Wrote: [\[CITE\]](#) Why don't you just used this plugin?

<http://dev.bukkit.org/bukkit-plugins/simpleclans/>

Slimier to factions but they keep it updated.

That shit looks sick, I've actually never heard of it in the past (mainly because I don't use Bukkit plugins anymore and that's recent by my standard) but Factions, no mcore, and more features.

Mohatu - April 14, 2014, 4:22 am

Haha, awesome! This weekend will be fun.

Guardian™ - April 14, 2014, 5:48 am

(Apr 14, 2014 01:46 AM)Roytoy Wrote: [\[CITE\]](#) Ridiculous plugin in my opinion. Can't even put water inside my own base.Must agree there. I can't expand my farm when i can't place water. can only claim 188 blocks, when i need to claim around 5k blocks

Mohatu - April 14, 2014, 6:26 am

(Apr 14, 2014 05:48 AM)Guardian™ Wrote: [\[CITE\]](#) Must agree there. I can't expand my farm when i can't place water. can only claim 188 blocks, when i need to claim around 5k blocks

Isn't building up an option? Bedrock to sky limit is 256, quite a lot.

Guardian™ - April 14, 2014, 6:40 am

(Apr 14, 2014 06:26 AM)Mohatu Wrote: [\[CITE\]](#) Isn't building up an option? Bedrock to sky limit is 256, quite a lot.yeah it is, i am building up the farm, but i can't use it before i can place water. It starts to get a bit boring to only build and not being able to harvest.

Mohatu - April 14, 2014, 6:49 am

(Apr 14, 2014 06:40 AM)Guardian™ Wrote: [\[CITE\]](#) yeah it is, i am building up the farm, but i can't use it before i can place water. It starts to get a bit boring to only build and not being able to harvest.

I'm not familiar with the plug-in, is that something that can be fixed?

Guardian™ - April 14, 2014, 6:58 am

(Apr 14, 2014 06:49 AM)Mohatu Wrote: [\[CITE\]](#) I'm on familiar with the plug-in, is that something that can be fixed?The problem is that we are not able to place water outside our claimed area, so we need to either be able to claim more land without having to play forever to be able to claim our whole farm or take away the part that makes us unable to place water outside our claimed land.

Detoxicate - April 14, 2014, 7:38 am

(Apr 14, 2014 06:58 AM)Guardian™ Wrote: [\[CITE\]](#) The problem is that we are not able to place water outside our claimed area, so we need to either be able to claim more land without having to play forever to be able to claim our whole farm or take away the part that makes us unable to place water outside our claimed land.

I was wondering if we could re-code it so we could place water at least... Maybe not lava, but we really need the water part.

DemonCorp - April 14, 2014, 7:46 am

I think the way it builds up is fine.

There is an option to buy block space with \$em that Omni has disabled currently. Maybe this could be enabled in the future.

Mohatu - April 14, 2014, 7:50 am

(Apr 14, 2014 07:46 AM)DemonCorp Wrote: [\[CITE\]](#) I think the way it builds up is fine.

There is an option to buy block space with \$em that Omni has disabled currently. Maybe this could be enabled in the future.

Most likely when we have an economy in place. Give it a few days, I'm sure it will work out nicely. One of the things I like about SSP is not having to worry about my base. HC is, basically, not a faction server. It hasn't been since the farming economy overhaul, and I kind of like that. Hackercraft is a great place to spend time, build without worry, work towards an award, get to know people and all around have a good time.

Malekyth - April 14, 2014, 9:14 am

(Apr 14, 2014 07:50 AM)Mohatu Wrote: [\[CITE\]](#) Most likely when we have an economy in place. Give it a few days, I'm sure it will work out nicely. One of the things I like about SSP is not having to worry about my base. HC is, basically, not a faction server. It hasn't been since the farming economy overhaul, and I kind of like that. Hackercraft is a great place to spend time, build without worry, work towards an award, get to know people and all around have a good time.

Come on ,he needs to enable it,my base is already getting attacked.

I have a 5000 blocks farm,how am i supposed to claim it all without EM?

Mohatu - April 14, 2014, 9:16 am

(Apr 14, 2014 09:14 AM)Malekyth Wrote: [\[CITE\]](#) Come on ,he needs to enable it,my base is already getting attacked.

I have a 5000 blocks farm,how am i supposed to claim it all without EM?

You don't, yet. I'm just hoarding resources for a base until the time I can safely use it.

Guardian™ - April 14, 2014, 9:32 am

(Apr 14, 2014 09:16 AM)Mohatu Wrote: [\[CITE\]](#) You don't, yet. I'm just hoarding resources for a base until the time I can safely use it.yeah, that's a little late for me xD my farm is soon hitting 10k blocks... I really hope i am able to protect it before someone find it.

Stinson - April 14, 2014, 9:58 am

(Apr 14, 2014 09:32 AM)Guardian™ Wrote: [\[CITE\]](#) yeah, that's a little late for me xD my farm is soon hitting 10k blocks... I really hope i am able to protect it before someone find it.

If you could grief protect a 100x100 area it would be stupid. That would make the server purely farm-based.

Secondly, a 100x100 farm is useless and ineffective ;) layers is the way to go.

Guardian™ - April 14, 2014, 10:11 am

(Apr 14, 2014 09:58 AM)Stinson Wrote: [\[CITE\]](#) If you could grief protect a 100x100 area it would be stupid. That would make the server purely farm-based.

Secondly, a 100x100 farm is useless and ineffective ;) layers is the way to go.Yeah i know :P but i still want to be able to place water :P

and my farm is not 100x100 on one layer ;D

Stinson - April 14, 2014, 10:16 am

(Apr 14, 2014 10:11 AM)Guardian™ Wrote: [\[CITE\]](#) Yeah i know :P but i still want to be able to place water :P

and my farm is not 100x100 on one layer ;D

Then you wont have 10k blocks you need to protect. the protection goes from bedrock to skylimit.

Omniscient - April 14, 2014, 10:20 am

I've changed the config option for LimitSurfaceWaterBuckets to false. That should solve the water bucket issue.

Here is the current config:

[quote]

GriefPrevention:

SeaLevelOverrides:

world: -1

world_nether: -1

Claims:

Expiration:

ChestClaimDays: 7

UnusedClaimDays: 14

AllClaimDays: 0

AutomaticNatureRestoration:

SurvivalWorlds: false

CreativeWorlds: true

Worlds:

- world

- world_nether

CreativeRulesWorlds: []

PreventTheft: true

ProtectCreatures: true

PreventButtonsSwitches: true

LockWoodenDoors: false

LockTrapDoors: false

LockFenceGates: true

EnderPearlsRequireAccessTrust: true

InitialBlocks: 100

BlocksAccruedPerHour: 100

MaxAccruedBlocks: 80000

AutomaticNewPlayerClaimsRadius: 4

ExtendIntoGroundDistance: 5

CreationRequiresPermission: false

MinimumSize: 10

MaximumDepth: 0

IdleLimitDays: 0

TrappedCommandCooldownHours: 8

InvestigationTool: STICK

ModificationTool: GOLD_SPADE

NoSurvivalBuildingOutsideClaims: false

WarnWhenBuildingOutsideClaims: true

AllowUnclaimingCreativeModeLand: true

AutoRestoreUnclaimedCreativeLand: true

Spam:

Enabled: true

LoginCooldownMinutes: 2
MonitorSlashCommands: /me;/tell;/global;/local
WarningMessage: Please reduce your noise level. Spammers will be banned.
BanOffenders: true
BanMessage: Banned for spam.
AllowedIpAddresses: 1.2.3.4; 5.6.7.8
DeathMessageCooldownSeconds: 60

PvP:

Worlds:
- world
- world_nether
ProtectFreshSpawns: true
PunishLogout: true
CombatTimeoutSeconds: 15
AllowCombatItemDrop: false
BlockedSlashCommands: /home;/vanish;/spawn;/tpa
ProtectPlayersInLandClaims:
 PlayerOwnedClaims: true
 AdministrativeClaims: true

Trees:

RemoveFloatingTreetops: true
RegrowGriefedTrees: true

Economy:

ClaimBlocksPurchaseCost: 0.0
ClaimBlocksSellValue: 0.0
BlockSurfaceCreeperExplosions: true
BlockSurfaceOtherExplosions: true
LimitSurfaceWaterBuckets: false
LimitSkyTrees: true
FireSpreads: false
FireDestroys: false
AddItemsToClaimedChests: true
EavesdropEnabled: false
WhisperCommands: /tell;/pm;/r
SmartBan: true

Siege:

Worlds: []
BreakableBlocks:
- DIRT
- GRASS
- LONG_GRASS
- COBBLESTONE
- GRAVEL
- SAND
- GLASS
- THIN_GLASS
- WOOD
- WOOL
- SNOW

EndermenMoveBlocks: false
SilverfishBreakBlocks: false
CreaturesTrampleCrops: false
HardModeZombiesBreakDoors: false

Database:

URL: "

UserName: "

Password: "

Mods:

BlockIdsRequiringAccessTrust: []

BlockIdsRequiringContainerTrust:

- 227:*.Battery Box
- 130:*.Transmutation Tablet
- 128:*.Alchemical Chest and Energy Condenser
- 181:*.Various Chests
- 178:*.Ender Chest
- 150:*.Various BuildCraft Gadgets
- 155:*.Filler
- 157:*.Builder
- 158:*.Template Drawing Table
- 126:*.Various EE Gadgets
- 138:*.Various RedPower Gadgets
- 137:*.BuildCraft Project Table and Furnaces
- 250:*.Various IC2 Machines
- 161:*.BuildCraft Engines
- 169:*.Automatic Crafting Table
- 177:*.Wireless Components
- 183:*.Solar Arrays
- 187:*.Charging Benches
- 188:*.More IC2 Machines
- 190:*.Generators, Fabricators, Strainers
- 194:*.More Gadgets
- 207:*.Computer
- 208:*.Computer Peripherals
- 246:*.IC2 Generators
- 24303:*.Teleport Pipe
- 24304:*.Waterproof Teleport Pipe
- 24305:*.Power Teleport Pipe
- 4311:*.Diamond Sorting Pipe
- 216:*.Turtle

BlockIdsExplodable:

- 161:*.BuildCraft Engines
- 246:5:Nuclear Reactor

PlayersIgnoringAllClaims: []

[/config]

What else in the config is a problem?

I altered the max blocks, removed nether claiming, and only p0w3r can claim now. At least I think I have that right.

Vaxorr - April 14, 2014, 10:27 am

I don't mind of whatever changed or factions disabled I just love changing and that. GP plugin seems good

DemonCorp - April 14, 2014, 10:32 am

There is a weird thing where if people come into your base with nothing on them, you can't kill them because they are "unarmed".

This is really a nuisance as we had 3 people running around our farm unarmed and we couldn't do anything to them but try and throw tools at them in order for them not to be unarmed. It got pretty annoying after a few minutes of doing this as you can imagine. I believe this is meant to stop spawn camping, but it doesn't really apply in this server.

There is a couple of other things that could do with a quick fix.

The random location sign needs a cooldown applying again, or for the cost to be increased after the first time every 24 hours or something.

Also not sure if intentional but the mob catcher doesn't have a cost on catching skeletons, and the chances are pretty high.

This is abused by having chicken farm with lots of eggs and a skeleton grinder.

It is then easy to rack up a couple stacks of skeleton eggs and take them to the nether for an 80% chance of spawning wither skeleton, thus making withers very easy to obtain.

Robust - April 14, 2014, 10:34 am

ProtectCreatures: true

Unless you want a complete survival server, that's not a great idea for inside claims imo.

Enabled: true

Already a plugin handling spam.

Already a plugin handling PvP logging.

Omniscient - April 14, 2014, 10:53 am

Okay I set ClaimBlocksPurchaseCost to 25 and sell to 5. Those will likely increase.

Still have to learn the plugin to adjust to our needs but so far I like the existing options.

Vaxorr - April 14, 2014, 11:08 am

That seems fair for. Now but selling blocks can be more than 5 I mean about 15 to benefit the most and prevent abuse ? Its only a suggestion

A + - April 14, 2014, 2:01 pm

Somebody buy this man a drink. HC is going to put him in an early grave I swear to God. Gl.

soxy - April 14, 2014, 2:10 pm

So about the older version of factions breaking due to UUIDs, there is already a pretty known developer working on a fix for it. You can read his post [here](#). You can also see his past plugins (in case you want to see his previous work) right [here](#). I think this would be the best for the server considering it's always been factions. With this being said, everything will work just like it used to, hopefully this will change your mind. ?

Detoxicate - April 14, 2014, 9:46 pm

(Apr 14, 2014 02:10 PM)Sox? Wrote: [\[CITE\]](#) So about the older version of factions breaking due to UUIDs, there is already a pretty known developer working on a fix for it. You can read his post [here](#). You can also see his past plugins (in case you want to see his previous work) right [here](#). I think this would be the best for the server considering it's always been factions. With this being said, everything will work just like it used to, hopefully this will change your mind. ?

Great find Sox, I'd really like to see factions come back. As of right now things being 100% protected is kind of boring.

The LAD Bible - April 15, 2014, 7:29 am

This plugin sucks balls, but I'll stay play aslong as HC map doesn't get reset over and over.

Omniscient - April 16, 2014, 1:01 pm

I started to work on the configuration options a bit.

What do you think about allowing TNT explosions in claimed lands?

bandors - April 16, 2014, 2:21 pm

(Apr 16, 2014 01:01 PM)Omniscient Wrote: [\[CITE\]](#) I started to work on the configuration options a bit.

What do you think about allowing TNT explosions in claimed lands?

I feel like that's fine as long as only the owner of the claimed land can use the TNT, other wise people would be able to raid without using withers or TNT cannons.

Omniscient - April 16, 2014, 2:26 pm

(Apr 16, 2014 02:21 PM)Bandors Wrote: [\[CITE\]](#) I feel like that's fine as long as only the owner of the claimed land can use the TNT, other wise people would be able to raid without using withers or TNT cannons.

But I want to allow some raiding.

bandors - April 16, 2014, 2:31 pm

(Apr 16, 2014 02:26 PM)Omniscient Wrote: [\[CITE\]](#) But I want to allow some raiding.

Yeah, but with TNT being allowed on enemy soil it's no longer as difficult.

Usually, you find the base, then summon withers and lure them into firing explosions onto their base, their chests, and other things.

If you're crafty, teams would build TnT cannons to shoot TNT at the base from far away.

Allowing TNT on enemy soil would turn raiding into finding the base, then just laying down TNT around it, lessening the excitement and difficulty.

Just my personal opinion, I'll still love you no matter what you do <3

'Cody - April 16, 2014, 2:55 pm

(Apr 16, 2014 02:31 PM)Bandors Wrote: [\[CITE\]](#) Yeah, but with TNT being allowed on enemy soil it's no longer as difficult.

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If you're crafty, teams would build TnT cannons to shoot TNT at the base from far away.

Allowing TNT on enemy soil would turn raiding into finding the base, then just laying down TNT around it, lessening the excitement and difficulty.

Just my personal opinion, I'll still love you no matter what you do <3

That's exactly what he just said he was going to enable ?

cunning - April 16, 2014, 2:56 pm

You told me you were going to do that so long ago.
I wasn't aware anyone even played minecraft anymore =3

bandors - April 16, 2014, 3:02 pm

(Apr 16, 2014 02:55 PM)Cody Wrote: [\[CITE\]](#) That's exactly what he just said he was going to enable ?

I believe he stated that people would be able to place TnT and light it off on enemy bases. If not, I'm just retarded.

'Cody - April 16, 2014, 3:12 pm

(Apr 16, 2014 03:02 PM)Bandors Wrote: [\[CITE\]](#) I believe he stated that people would be able to place TnT and light it off on enemy bases. If not, I'm just retarded.

Naw--currently, we're not even able to use cannons. If the land is claimed and all members are offline, we're not even able to wither the base. If he set it up so that TNT explodes in claimed land, even while all members are offline, HC will honestly be set for raiding. That's how it needs to be.

EDIT: But yes he meant he's going to allow explosions in claimed land.

bandors - April 16, 2014, 3:14 pm

(Apr 16, 2014 03:12 PM)Cody Wrote: [\[CITE\]](#) Naw--currently, we're not even able to use cannons. If the land is claimed and all members are offline, we're not even able to wither the base. If he set it up so that TNT explodes in claimed land, even while all members are offline, HC will honestly be set for raiding. That's how it needs to be.

EDIT: But yes he meant he's going to allow explosions in claimed land.
Oh yeah, then that would be bad-ass and should be enabled.

tdog0403 - April 16, 2014, 3:20 pm

(Apr 16, 2014 01:01 PM)Omniscient Wrote: [\[CITE\]](#) I started to work on the configuration options a bit.

What do you think about allowing TNT explosions in claimed lands?

You should definitely allow that. Many people left because of factions being disabled, but this actually adds to the aspect of raiding. It's no longer "The strongest faction wins." Now, it rely on how well of a defense you have.

DemonCorp - April 16, 2014, 5:14 pm

It will be easier but withers will still be involved for the better bases with obby and things.

Plus wither isn't hard to obtain now at all.

Paathurnax - April 17, 2014, 10:34 am

(Apr 16, 2014 03:12 PM)Cody Wrote: [\[CITE\]](#) Naw--currently, we're not even able to use cannons. If the land is claimed and all members are offline, we're not even able to wither the base. If he set it up so that TNT explodes in claimed land, even while all members are offline, HC will honestly be set for raiding. That's how it needs to be.

EDIT: But yes he meant he's going to allow explosions in claimed land.

What I'm gathering is that you'll be able to fire TNT from a cannon into the claimed land, where it'll explode. However you're not actually able to plant the TNT in the claimed land and then ignite it. Is that right?

Also Omni, we're unable to use the command /abandonclaim, as it says we don't have the rights to do so.

tdog0403 - April 17, 2014, 12:20 pm

(Apr 17, 2014 10:34 AM)Koan Wrote: [\[CITE\]](#) What I'm gathering is that you'll be able to fire TNT from a cannon into the claimed land, where it'll explode. However you're not actually able to plant the TNT in the claimed land and then ignite it. Is that right?

Also Omni, we're unable to use the command /abandonclaim, as it says we don't have the rights to do so.

You're better off just selling the claim.

Cardinals - April 17, 2014, 5:20 pm

(Apr 17, 2014 10:34 AM)Koan Wrote: [\[CITE\]](#) What I'm gathering is that you'll be able to fire TNT from a cannon into the claimed land, where it'll explode. However you're not actually able to plant the TNT in the claimed land and then ignite it. Is that right?

Also Omni, we're unable to use the command /abandonclaim, as it says we don't have the rights to do so.

TNT wont explode above sea level so the base would have to be underground.. plus i dont think TNT will do any damage to claimed land even with a cannon

Detoxicate - April 18, 2014, 3:53 am

(Apr 17, 2014 10:34 AM)Koan Wrote: [\[CITE\]](#) What I'm gathering is that you'll be able to fire TNT from a cannon into the claimed land, where it'll explode. However you're not actually able to plant the TNT in the claimed land and then ignite it. Is that right?

Also Omni, we're unable to use the command /abandonclaim, as it says we don't have the rights to do so.

I can use /abandonclaim just fine and /abandonallclaims.

Robust - April 18, 2014, 4:15 am

(Apr 18, 2014 03:53 AM)Detoxicate Wrote: [\[CITE\]](#) I can use /abandonclaim just fine and /abandonallclaims.

He's probably default rank and Omniscient didn't add it there (feature)?

Thrasul - April 18, 2014, 2:54 pm

(Apr 17, 2014 10:34 AM)Koan Wrote: [\[CITE\]](#) Also Omni, we're unable to use the command /abandonclaim, as it says we don't have the rights to do so.

This was changed today, regular can now use that command and others.

Mr. Money™ - April 19, 2014, 6:15 am

Yo ppl i quited HC for effah now :)

cunning - April 20, 2014, 8:50 pm

I hope this is better than when I first joined.

I joined the day this server came out :c

CheesyBread - May 16, 2014, 10:35 pm

Haven't been on Hackercraft for a while. Just now found out that factions no longer exist, and now there's grief protection.

That is called flushing the server down the toilet.

Omniscient - May 17, 2014, 12:29 pm

(May 16, 2014 10:35 PM)TF2274 Wrote: [\[CITE\]](#) Haven't been on Hackercraft for a while. Just now found out that factions no longer exist, and now there's grief protection.

That is called flushing the server down the toilet.

You haven't been on in a while so how did the Factions plugin change that. You didn't even know it was removed.

Satan? - May 17, 2014, 1:26 pm

I hope this plugin got fixed already :) I love hackercraft though...

Dan. - May 18, 2014, 9:42 pm

Server seems to still be pretty active, even with the uproar over factions. Imo it's all about keeping players entertained, if it's not factions let it be something else.

tdog0403 - May 19, 2014, 5:20 pm

(May 18, 2014 09:42 PM)Dan. Wrote: [\[CITE\]](#) Server seems to still be pretty active, even with the uproar over factions. Imo it's all about keeping players entertained, if it's not factions let it be something else.

Thing is most people aren't entertained, they're just playing for the award.

Omni should take the server in a set direction instead of leaving it where it is.

Dan. - May 19, 2014, 6:26 pm

(May 19, 2014 05:20 PM)tdog0403 Wrote: [\[CITE\]](#) Thing is most people aren't entertained, they're just playing for the award.

Omni should take the server in a set direction instead of leaving it where it is.

Well as far as originality you are pretty limited with the clan type server. This is why the network/hub servers got so popular. Keeps people entertained.

tdog0403 - May 19, 2014, 10:31 pm

(May 19, 2014 06:26 PM)Dan. Wrote: [\[CITE\]](#) Well as far as originality you are pretty limited with the clan type server. This is why the network/hub servers got so popular. Keeps people entertained.

Yeah, I suppose you're right on that part. The problem is it's just an ordinary server with a farming economy - nothing else. If he could make a drug server or perhaps even do events on occasion more people would be interested.

Omniscient - June 3, 2014, 11:56 am

I've enabled the /siege command now. It should greatly change how the plugin works and add more fun to the server.

Edward Snowden. - June 3, 2014, 3:49 pm

(Jun 3, 2014 11:56 AM)Omniscient Wrote: [\[CITE\]](#) I've enabled the /siege command now. It should greatly change how the plugin works and add more fun to the server.

Should be fun now. Hope the remaining player will enjoy it.

Colorado - June 3, 2014, 9:02 pm

I hate factions, Grief Prevention is much better. Tho I haven't played MC in awhile.

~2 years ago when I had a MC server I had Grief Prevention and it lasted ~5 big updates. Factions on the other hand broke EVERY UPDATE!

I would play it more often if the plugins wouldn't break EVERY update, it's a pain in the butt for servers owners.

A lot of the time the players also are hurt due to the breaks, people end up losing items/features

frequently.

Fox™ - June 4, 2014, 7:59 am

I've not been active like I've wanted to be on HC, but now that I'm on Summer break and my exams are done, I'll be on. /siege should make the server fun.

Who knows... once my base and stuff finished, I may start a series or something on there, maybe a promo with shaders and fancy shit of the sort? We'll see.

InspectorGadget - June 12, 2014, 6:04 am

Posting to see if Bandors is hacked or not.

Roytoy - June 12, 2014, 6:05 am

(Jun 12, 2014 06:04 AM)SirGravzy Wrote: [\[CITE\]](#) Posting to see if Bandors is hacked or not. What exactly do you mean with this?

InspectorGadget - June 12, 2014, 6:15 am

(Jun 12, 2014 06:05 AM)Roytoy Wrote: [\[CITE\]](#) What exactly do you mean with this? Bandors can't log in and password reset emails arn't getting to his email. He's subscribed to this thread so wondering if an email will come via posting here.

Roytoy - June 12, 2014, 6:18 am

(Jun 12, 2014 06:15 AM)SirGravzy Wrote: [\[CITE\]](#) Bandors can't log in and password reset emails arn't getting to his email. He's subscribed to this thread so wondering if an email will come via posting here. Oh damn. Good luck to him, hope he gets his account back. Maybe you should contact Factor8 for him?

InspectorGadget - June 12, 2014, 6:19 am

All the PW resets are coming in now - looks like HF email server took 50 minutes to send them :P

lil purpp - June 12, 2014, 8:48 am

Hi Omni. It seems you're having some issues with factions getting worse as it goes on.

Download the 1.6.9.5 version of Factions and use that for protection. It works on the newest update and is probably the best version Factions has ever made. This was before the MCore issues came out and they made the "2.x.x" version of Factions.

Roytoy - June 12, 2014, 8:49 am

(Jun 12, 2014 08:48 AM)MileyDyrus Wrote: [\[CITE\]](#) Hi Omni. It seems you're having some issues with factions getting worse as it goes on.

Download the 1.6.9.5 version of Factions and use that for protection. It works on the newest update and is probably the best version Factions has ever made. This was before the MCore issues came out and they made the "2.x.x" version of Factions.

Hackercraft was closed permanently.

<https://hackforums.net/showthread.php?tid=4269695>