

Forum:[Hack Forums](#)

Thread: [New features](#)

Edward Snowden. - December 25, 2014, 9:18 am

I want to warn people that we will be open in beta mode soon,

What will be fixed after the beta (beta = until Omniscient and I get agreement)

- Custom enchant (we need to test to avoid OP enchant)
- PlayerShop (We will be working on it during beta)

Don't worry about, unlike with Robust, when I give estimate it happen.

I might have forget some to write but that pretty much the big features I can reveal now. We want to focus on player trade rather than having a shop. This is a community server. Sorry lone wolf :/

@30 December:

Planning to add a playershop world that will look like a RolePlay town with a medieval theme. Player will be able to rent a parcel for a duration of time and will be able to sell their stuff they got in faction. This would gradually eliminate the need of a central shop and encourage exchange in the community of hackercraft. The town will always be in expansion as long there is new players coming.

Also planned event will be held such as :

- =Pvp tournament
- =Hunger Games contest
- =Prize for "best" in category
- =more to come.

Rooftops - December 25, 2014, 10:10 am

\o/ hopefully you'll be able to get the server off the ground stronger than before.

TRH4CK - December 25, 2014, 10:10 am

Good luck, Id just say the same as the user above!

Detoxicate - December 25, 2014, 10:21 am

Honestly the shop really should only have the basics, because going out and gathering the materials you need is MINECRAFT guys. That is what this game was made for and is all about...

There's nothing fun about AFK farming for money, buying the things you need and having an OP base in a day... Yeah, it does get kind of boring sometimes grinding for so long to obtain things, but it also gives a greater joy when things finally come together!

I'm looking forward to this :)

cyberducky - December 25, 2014, 1:27 pm

I hope everything goes smoothly this time around with HC. I am sure it will with such a dedicated

player running it this time.

Arkantos - December 26, 2014, 8:58 pm

HC opening really soon :3

~36.7% of the map is generated as of now, hopefully HC will be ready tomorrow :)

Kind regards,
Arkantos.

Edward Snowden. - December 26, 2014, 10:17 pm

(Dec 26, 2014 09:58 PM)Arkantos Wrote: [\[CITE\]](#) HC opening really soon :3

~36.7% of the map is generated as of now, hopefully HC will be ready tomorrow :)

Kind regards,
Arkantos.

Vouch, this guys worked hard on the configuration and deserve my gratitude.

?

Peach.

IG Growth - December 27, 2014, 11:32 pm

I havent checked out hackercraft in a while what happen to robust?

Edward Snowden. - January 2, 2015, 12:32 am

Lot's of change incoming, please be patient it's worth it.

Such things as faction war:

for example:

Challenge another faction team with the same number of enemy and each players will get the same gear to be equals. Only skills and mcmmo can save you ! The winner get all the money.

Custom enchant module:

Ncp being a bitch ? no more. We remade the way ncp handle things to get it more flexible and therefor allow custom enchant to work like a charm. Proof ? Depth Strider will be added tomorrow no fault.

Gambling:

Custom Gambling interface with npc. Ya come here lose your house :) or your car or both (devil)

I want to move to a custom client since it's limit us too much to do custom things. We actually good to mod server and client and therefor we want to put this to contribute to server entertainment.

Griev?us - January 2, 2015, 12:37 am

(Jan 2, 2015 01:32 AM)Edward Snowden. Wrote: [\[CITE\]](#) Lot's of change incoming, please be patient it's worth it.

Such things as faction war:

for example:

Faction Wars - Sounds decent, but a basic idea that has been used before and has always failed to

go the way it sounds.

Custom Enchants - Sounds like it's going to be an all-out war of overpowered players.

Gambling - Depends on how it works, most servers that do this fail to add in the core mechanic of making the player think they're winning and winning but in the end they lose it all.

Custom Client - Sounds pointless, if you don't know how to manage your server what makes you think you know how to make your players even download your client?

Edward Snowden. - January 2, 2015, 12:39 am

(Jan 2, 2015 01:37 AM)Grievous Wrote: [\[CITE\]](#) Faction Wars - Sounds decent, but a basic idea that has been used before and has always failed to go the way it sounds.

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My programmer has it all done and waiting payment to clear to get it implemented. I'm not going to disclose amount but most likely would be 4 overlord. Brace yourself, Hackercraft is on his way back.

Griev?us - January 2, 2015, 12:43 am

(Jan 2, 2015 01:39 AM)Edward Snowden. Wrote: [\[CITE\]](#) My programmer has it all done and waiting payment to clear to get it implemented. I'm not going to disclose amount but most likely would be 4 overlord. Brace yourself, Hackercraft is on his way back.

Hackercraft is a male?

Must be a very shameful male.

Point is.. you're paying someone to make a client but you have no playerbase to use it?

Korean™ - January 4, 2015, 4:32 pm

I personally don't play HC or care about HC. But it made me cringe reading that you were going to 'rent' spaces in the world.

This can save you plenty of trouble and it has a GUI feature.

<http://dev.bukkit.org/bukkit-plugins/global-market/>

The most recent build is in the comments.

This uses a GUI feature which can save players the hassle of 'renting' space in a mall etc.

You can tax and whatnot in the config.

You can also pricecheck and it'll give you the average price of that item sold by other players.

But this is just what I'm suggesting as a server owner. I hate playermade 'shops' in a building.

But to implement this is your choice and the players choice.

Edward Snowden. - January 4, 2015, 5:13 pm

(Jan 2, 2015 01:43 AM)Grievous Wrote: [\[CITE\]](#) Hackercraft is a male?

Must be a very shameful male.

Point is.. you're paying someone to make a client but you have no playerbase to use it?

Make a client - Grievous.

Made my day.

