

Factions/Warps

Posted by shadow343179 - 01 Jan 2013 04:49

Questions :p

I know there is a lot of factions, Quite a few big ones, And I commonly have to leave 'em and make my own because since there is only 5 warps, Not including F home and Set home, I was just thinking that it would be a nice idea to have like One or Two warps warps per Faction member would be a neat thing, Especially for someone like me who has to use a lot of warps due to Laziness for walking.

Kthankbaiz|(

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Re: Factions/Warps

Posted by nuckyi - 03 Jan 2013 07:38

i know this topic is kinda changing but i didnt know mods arnt allowed to go to war. i can see if your an admin and can do creative. even xmods because of world edit. but mods still have to play legit and have to protect their items. not sure what to do now lol

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Re: Factions/Warps

Posted by renadragon - 03 Jan 2013 08:31

im a little confuse now too i was told as long as we did it legitly it was ok?

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Re: Factions/Warps

Posted by Chifilly - 03 Jan 2013 11:38

@Tunes

As people have stated before, moderators and admins are players too. Just because they have more powers doesn't mean they shouldn't be allowed to partake in things that everyone else can. If they use their powers to give themselves an unfair advantage (like spawning stuff in, going in god mode or invisible etc.) then that's a whole different story, but they should at least be able to partake in what half the server is about, Factions PvP

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Re: Factions/Warps

Posted by Tunes - 03 Jan 2013 15:42

My bad, wrote it wrong

What I really meant was, (I was drunk...) Mods and Xmods cannot use their powers to harass players, but it has happened before, players tend to guilt mods about using them.

So please be real when fighting other players.

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