

Is Your Feature Request Related To A Problem?

Here are 1,512 public repositories for this topic...

PaperMC / Paper

Create Entity#hideEntityByDefault

Is your feature request related?

I wanted to create an entity which is only visible to one person, but I could still change and resend. Unfortunately, that is impossible. I have to manually run Entity#hideEntity every time I want to create an entity that is only visible to one player, but that will still allow me to change and resend to all players that log on after the entity has been spawned.

Please describe the solution that you would like.

I would like there to be a Entity#hideEntityByDefault w

nether-ceiling-void-damage-height doesn't alter portal search

Hitting a TNT Minecart does not trigger EntityKnockbackByEntityEvent

itzg / docker-minecraft-server

Docker image that provides a Minecraft Server that will automatically download selected version at startup

- Shell

pmmp / PocketMine MP

Bedrock Edition is a server program for Minecraft in PHP

- Updated Jul 29, 2022 - PHP

GlowstoneMC / Glowstone

1.13 Tasks

Glowstone is in need of your assistance with the massive 1.13 technical update

1.13 project board 1.13 task list

#957 - 1.13 PR. SRVLST Please base your contributions and make PRs for this Branch (1.13).