

Is Your Feature Request Related To An Issue?

Here are 1,465 public repositories matching this subject... citizensnpcs.net

PaperMC / Paper

Papers plugin updater ought to log an exception if IO operations fail

Is your feature request associated to an issue?

As of proper now, the plugin update logic uses a quite questionable spigot-made technique to repeat the updated plugin jar into the plugin folder:

<https://hub.spigotmc.org/stash/tasks/SPIGOT/repos/bukkit/browse/src/principal/java/org/bukkit/util/FileUtil.java#22>

As a aspect effect of this, IOExceptions that occure while copying the updated plugin jar

Create Entity#hideEntityByDefault

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

itzg / docker-minecraft-server

Docker picture that gives a Minecraft Server that may robotically obtain chosen version at startup

- Up to date Jun 18, 2022
- Shell

pmmp / PocketMine-MP

A server software for Minecraft: Bedrock Version in PHP

- Up to date Jun 20, 2022
- PHP

feather-rs / feather

- Code
- Issues
- Pull requests

Entity physics

Implement entity physics: gravity and collisions with blocks.

The basic algorithm for Minecraft entity physics is, every tick, to:

1. Add velocity to position.
2. For every axis (X/Y/Z) individually, test for collisions between the entity's bounding field and blocks. If there are any, clamp the entity's position to the sting of the block. There are some useful particulars on collision detection [here

Monitoring problem: full command support

GlowstoneMC / Glowstone

- Code
- Issues
- Pull requests
- Discussions

1.Thirteen Tasks

Glowstone wants your help with the large 1.13 technical update!

1.13 venture board

1.13 job checklist

#957 - 1.Thirteen PR. Please base your contributions on and make PRs to this branch (1.13).