Skull Protect Plugin
- All you have to know

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1. Basics

This plugin works with a plot size of 5x5 blocks. This would be tedious to set up and manage with Towny, but with this plugin, you have the benefit of a much preciser plot protection and the nicer method of setting up with much less command action and more working with the world directly, by placing **skulls**.

First, you have to figure out where the plot borders are. You have multiple possibilities:

i) you can check the F3 screen. Check the last number on the x and z coordinates. The plots go from 0 to 4 and from 5 to 9.
ii) type /sp border
iii) just place your skull and see what you get.

Any skull protects the plot on its own y-level and 15 blocks upwards. If you want skull to not be visible, and still get enough space on top, just dig a two block deep hole, and place it down.

2. Important Commands

For a full list of commands, use the ingame help. Its all about about creating, deleting, leaving, joining, renaming towns and all the economy stuff. Most of which is self-explanatory.

I'm not going to explain this further, because only people should be town stuff that have played some time on the server and thus have experience anyway.

I might add some useful information here once I find out what people want to know most commonly.

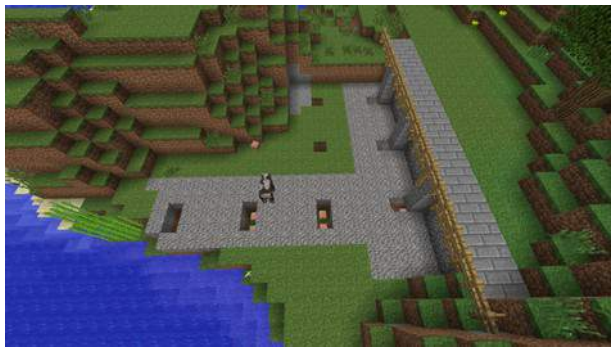
3. Building (with blocks and stuff)

At first the mayor or other town staff marks the area were the town will start off with town skulls. As he is a clever guy, he digs 2 block deep holes first. This way they wont be visible later.

In this example I made the streets out of gravel to make more clear what I am talking about. You can also do more fancy stuff like on the right side to compensate height difference.

He will notice, that it now announces his ownership when he enters the plot. Everything seems fine, so he can start building.

The area, that should not be claimable by players has to be protected by a second skull on the same height. You can think of this as the town buying the plot itself.



Now the first guy comes along wanting to claim a private area. He can do this by placing his skull besides or above the town skull. In this example he will put it besides, or it wont be hidden underground.

A town looks better with narrow streets, so he decides not to build an American suburb and uses the space he has. I encourage you to do the same, it just looks better.

But wait – that doesn't look good at all! Yes you are right. Town plots can get marked as street, to allow adjacent plots to build on block further outside on to the street.
If you are town staff, just right click the town skull with an empty hand.

Now plot owners can decorate their house like they want. You can cover the skulls now. (I didn't in the picture)
Now we are done with the simple tutorial.
But what if I want to build higher?

The first skull protects only to a certain height, then it says “Wilderness” again. If you want to extend your plot, just place another skull. The best thing: It doesn't even cost taxes or honor!

Notice how the your player property exceeds the town? Don't worry, it will recognize the town from down below anyway.

The only drawback is that you have to deal with this skull. But the less you worry about it, the less it matters. This staircase will do.

And if even that one isn't big enough, just put a third one down.

Alright, I'm done. If some questions are still unanswered, I'll extend this later on.