

# PowerCraft 2.0 proposal

feat. ASCII Tables

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## General Plan

- **reimplement** the key features of PowerCraft that aren't obsolete (**not** throw old classes in and try to fix it)
- use Forge instead of hacks + custom loader
- translations (most common languages - we can leave this to the community, it worked before)
- Balanced recipes & machines - sort of, make it survival-friendly
- Use vanilla features rather than reinventing everything (eg. regular redstone)
- ?? Compatibility with stuff like ComputerCraft, BuildCraft, IC2? (not sure what still exists)(all three still exist!)

## Website

- Do we want forum? Maybe alternatives to BB forum?
- Creeps making a static website (?)

## Feature list

- Directional redstone blocks [www.youtube.com/watch?v=LM5s0IPubNU](http://www.youtube.com/watch?v=LM5s0IPubNU)  
(Maybe isolators, that can be put between Blocks? Nah that's too.. fiddly, I guess? They are too invisible imo [Creeps])
- Colored redstone [www.youtube.com/watch?v=9qO7325uDI4](http://www.youtube.com/watch?v=9qO7325uDI4)
- All the awesome stuff people thought was added on April 1st (as long as it fits in the theme) - like the pink heart clouds <3 </3
- As much as possible from the old Powercraft

## Improvement Ideas & Plans

### Obsolete features

- Netherfield                      no longer needed for wart to grow
- Chunk Loaders                in too many mods (maybe add them as plugin)
- Redstone storage block        added to vanilla

### Nerf ideas

- Limit teleporter radius (OR: no, but make it require fuel?)
- Remove checkpoints

### Constructive ideas

- use XScript instead of WeaselScript for miners etc
- put an April 1st joke in the code
- equip a kind of ip system to the teleporters (especially subnets to have global & local teleporter networks, can't go from global to local ones but from local to global ones)

## Old links

- GitHub <https://github.com/PowerCraft>
- Old PowerCraft Manuals (pdf)  
<https://dl.dropboxusercontent.com/u/64454818/TMP/powercraft-manuals.zip>
- Releases  
<https://www.dropbox.com/sh/ew8xc2qhb66m3qs/AABgGY0v8Q0QB3FU-BOQ-jSda?dl=0>
- Weasel Stuff & Manuals  
<https://www.dropbox.com/sh/puw2d2y7de5jhd2/AACkIlnum4K13ckrt2Y0Ws3Wa?dl=0>
- Some GitHub repositories that are relevant (not sure how up to date and alive)  
<https://github.com/PowerCraft/API>  
<https://github.com/PowerCraft/Modules>  
<https://github.com/XOR19/MiniScript>  
<https://github.com/XOR19/XScript>
- Manuals on Drive  
<https://drive.google.com/folderview?id=0B8Xf9iVGbMOYUDhvcXZSRnhmbmM&usp=sharing>
- Latest complete source on SVN  
[https://code.google.com/p/powercraft-mc-mod/source/browse/#svn%2Ftrunk%2Fpowercraft\\_15%2Fsrc%2Fminecraft%2Fpowercraft](https://code.google.com/p/powercraft-mc-mod/source/browse/#svn%2Ftrunk%2Fpowercraft_15%2Fsrc%2Fminecraft%2Fpowercraft)
- Wiki  
<http://www.powercrafting.net/wiki/>

