Citadel Bug List:

#1

Dynamite bug: When one reinforces a block and dynamite explodes near that block, then the block will be destroyed, but the reinforcement will remain. That is, when a second block is placed in the same location as the first block (2nd block has no reinforcement), then the 2nd block will be reinforced as though it inherits the reinforcement of the 1st block. This is actually two bugs in one.

#2

Piston bug 1: When one moves a reinforced b ldock with a piston, then the block will be moved, but the reinforcement will not change locations. Thus, the moved block will lose its reinforcement, unless, of course, it is moved back to its previous location, in which case it will re-gain its reinforcement. Bugs 1 and 2 are relate:reinforcement is based on location, and not the block itself.

#3

Piston bug 2: When a piston is reinforced, then extended, the piston head can be destroyed, which causes the piston base to be destroyed. The piston head is not reinforced.

#4

Impenetrable-chest bug: When a player places a chest having never run any Citadel command, then that chest will be indestructible to all other players. When that player breaks the chest, it will be broken as though it were never protected. Further, a very strange message is sent to any player that so much as left-clicks on such an impenetrable chest. See here.

#5 (possibly fixed)

Material case sensitivity bug: When a player uses the command "/cfortify COBBLEstone", then the fortify command fails to recognize that the user is attempting to select COBBLESTONE as the material for his fortifications. This is simply case sensitivity.

#6

Ctpublic psuedo-bug: When a player types /ctpublic and places a chest, other players cannot access that chest. Basically, a player in public mode nevertheless places chests that are affected by Bug #4.

#7

Stack trace in console

2012-03-12 14:37:09 [SEVERE] Could not pass event PlayerInteractEvent to Citadel
org.bukkit.event.EventException
        at org.bukkit.plugin.java.JavaPluginLoader$1.execute(JavaPluginLoader.java:303)

at org.bukkit.plugin.RegisteredListener.callEvent(RegisteredListener.java:62)
        at org.bukkit.plugin.SimplePluginManager.callEvent(SimplePluginManager.java:441)
        at
org.bukkit.craftbukkit.event.CraftEventFactory.callPlayerInteractEvent(CraftEventFactory.java:16
8)
        at
org.bukkit.craftbukkit.event.CraftEventFactory.callPlayerInteractEvent(CraftEventFactory.java:13
8)
        at net.minecraft.server.NetServerHandler.a(NetServerHandler.java:974)
        at lishid.orebfuscator.hook.NetServerHandlerProxy.a(NetServerHandlerProxy.java:127)
        at net.minecraft.server.Packet18ArmAnimation.handle(SourceFile:38)
        at net.minecraft.server.NetworkManager.b(NetworkManager.java:229)
        at net.minecraft.server.NetServerHandler.a(NetServerHandler.java:116)
        at lishid.orebfuscator.hook.NetServerHandlerProxy.a(NetServerHandlerProxy.java:60)
        at net.minecraft.server.NetworkListenThread.a(NetworkListenThread.java:78)
        at net.minecraft.server.MinecraftServer.w(MinecraftServer.java:554)
        at net.minecraft.server.MinecraftServer.run(MinecraftServer.java:452)
        at net.minecraft.server.ThreadServerApplication.run(SourceFile:490)
Caused by: java.lang.NullPointerException
        at invalid.cxschx.citadel.BlockListener.controlAccess(BlockListener.java:167)
        at sun.reflect.GeneratedMethodAccessor251.invoke(Unknown Source)
        at
sun.reflect.DelegatingMethodAccessorImpl.invoke(DelegatingMethodAccessorImpl.java:43)
        at java.lang.reflect.Method.invoke(Method.java:616)
        at org.bukkit.plugin.java.JavaPluginLoader$1.execute(JavaPluginLoader.java:301)
        ... 14 more