

Timed Flight

⚠ FLIGHT IS BORROWED TIME

Timed flight lets eligible survivors leave the ground while their stored flight balance lasts. The sky is temporarily negotiable. Gravity is not.

Use `/tempfly`, `/tfly`, or `/tf`. All three names open the same feature.

Quick start

1. Check your remaining balance with `/tf time`.
 2. Stand somewhere that will remain survivable if flight stops.
 3. Run `/tf` to enable flight.
 4. Run `/tf` again to disable it, or use `/tf on` and `/tf off` explicitly.
 5. Land before the meter reaches zero. The ground has no grace period.
- Do not activate flight as an emergency afterthought.** No balance, a combat tag, a restricted area, or the height limit can prevent it from starting.

Player commands

Command	What it does
<code>/tf</code>	Toggles timed flight on or off.
<code>/tf on</code>	Enables timed flight when you have time and no active restriction.
<code>/tf off</code>	Disables timed flight without spending the remaining balance.
<code>/tf time</code>	Shows your stored flight time.
<code>/tf help</code>	Shows the commands currently available to your role.
<code>/tf pay <player> <time></code>	Transfers flight time when your role has transfer permission.

Command	What it does
<code>/tf trails</code>	Opens particle-trail selection when your rank includes it.

Transfer amounts accept time units such as seconds, minutes, hours, and days. Access is permission-dependent; if `/tf pay` is unavailable, the command is not part of your current role.

When the meter runs

Your balance counts down during active timed flight. Under the current server settings:

- Time **does not drain while you are standing on the ground**, even if flight remains enabled.
- Time **does not drain while you are idle**. The idle threshold is five minutes.
- Going idle in the air does not deliberately drop you, but remaining suspended is still a poor substitute for logging out safely.
- Stored flight time does not decay while you are offline.
- There is currently no global maximum stored balance.

The action bar displays the live flight meter. Warning titles appear with **30 seconds**, **15 seconds**, and **5 seconds** remaining.

At zero, flight ends and fall damage is enabled. The timer is a countdown, not an estimate and certainly not a parachute.

Height, regions, and automatic return

Timed flight has a maximum altitude of **Y 275**. Reaching the ceiling disables flight. Descend well before the limit rather than arriving there with momentum and theological questions.

World or WorldGuard restrictions can also suspend flight. When a temporary restriction clears, the system is configured to restore enabled flight automatically when possible. Do not rely on that restoration to catch a fall; carry a mundane backup plan.

Combat restrictions

Timed flight is disabled when you:

- Attack another player.
- Are attacked by another player.

The PvP flight lock lasts **10 seconds**. Fall damage remains active when combat disables flight. Ordinary attacks involving mobs do not currently trigger the TempFly combat lock, although the mob may have its own views on aviation.

Flight is not a combat escape. PvP still requires consent, and combat-tagged flight shutdown is intentionally capable of making altitude somebody else's problem—briefly, before it becomes yours.

Receiving and keeping flight time

Flight time is stored on your player account. Receiving additional time while your balance is empty does **not** automatically launch you; enable it with `/tf` when you are ready.

New players receive a small first-join flight allowance. Other grants depend on current ranks, rewards, events, or staff actions. Use `/tf time` rather than assuming an advertised or historical reward is still active.

Particle trails

Ranks with trail access can use `/tf trails` to choose from their permitted particles. Trails are cosmetic and identify active flight; they do not change speed, balance use, or the severity of the landing.

Troubleshooting

“You have no more flight time”

Your stored balance is empty. Confirm with `/tf time`. Flight cannot be enabled until more time is added.

“You are currently combat tagged”

Wait at least 10 seconds after the last player attack. Find solid ground first; the combat lock is not interested in how architecturally inconvenient this is.

“Flight is disabled in this region/world”

Leave the restricted area safely. Flight may restore automatically after the restriction clears if it was still enabled.

“Y 275 is the maximum altitude”

Descend below the ceiling. Flight is disabled at the configured maximum height.

The timer is not decreasing

If you are grounded or considered idle, this is expected. The meter drains during active airborne use.

The command says I lack permission

Your rank may allow basic flight but not transfers, trails, speed controls, or other subcommands. Use `/tf help` to see the useful surface available to you.

“ **Final flight check:** watch the meter, respect Y 275, avoid combat, and keep blocks, rockets, slow falling, water, or a landing route available. The server lends you the sky one second at a time and repossesses it without sentiment.

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