

USER MANUAL

ShadowAcidIsland

Skyblock with an acid sea instead of the void, and a tide the whole server feels.

A sea sixty blocks deep with a bedrock floor. The acidity rises and falls in a cycle everyone shares; during the storm acid crystals surface around inhabited islands, and only a purifier keeps the water livable.

38

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What it is

■ THE PROBLEM IT SOLVES

A sea sixty blocks deep with a bedrock floor. The acidity rises and falls in a cycle everyone shares; during the storm acid crystals surface around inhabited islands, and only a purifier keeps the water livable.

■ FREE AND PREMIUM

There is no trial version of this product: the file is downloaded from the customer area after purchase, and the licence switches everything on at the first boot.

What you type is English on any server: the subcommands, the config keys and the rule names. What players read is translated.

Features

Six things this plugin does, each verifiable in the pages that follow.

A sea, not the void

Sixty blocks deep, the water surface at Y100 and a bedrock floor that closes the world downwards.

The acid tide

Acidity rises and falls in a cycle the whole server lives through together, shown in the bar at the top.

Acid crystals

The worst phase is the only one that pays: during the storm, glowing blocks surface around the islands with someone online.

The island purifier

So the sea does not become a wall that pushes the island upwards and leaves the ocean as painted scenery.

The same engine as SkyBlock

Line for line: whoever knows one already knows the other, and the config files can be compared side by side.

It restarts even if MySQL is silent

It works the moment it is copied, with a database in its own folder; if MySQL is configured but mute, it falls back to the local file instead of refusing to start.

Installation

■ THREE STEPS

1 · Copy the jar

Into `plugins/` on your Paper server.
Nothing else to download: the libraries are already inside the file.

2 · Restart

On first boot the folder, the commented configuration and the language files appear. There is nothing to prepare beforehand.

3 · Activate the licence

Only for the Premium features:
`/island license claim <code>`
with the code you received when buying.

■ THE FILES IT CREATES

All inside `plugins/ShadowAcidIsland/`, all commented above every entry. An update adds the new keys to your files without rewriting what you changed.

FILE	WHAT IT DOES
<code>config.yml</code>	The settings, one per line, with what each one does written above it.
<code>lang/</code>	The texts players read. Italian and English, and every player sees the language of their own client.
<code>data/</code>	The storage. An H2 database inside this folder by default: nothing to install.
<code>license.yml</code>	The key, deliberately kept out of the config: a support request saying “send me your config” must not arrive with the licence inside it.

Commands

Every form you actually type, with the permission each one needs.

38 COMMANDS	5 PERMISSIONS	3 GROUPS
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The acid-mode commands

COMMAND	WHAT IT DOES	PERMISSION
<code>/island acid</code>	The acid card: how much the water burns right now, tide multiplier included, whether the rain is on, how many pieces of the suit you are wearing and whether the spot you are standing on has been cleaned up.	—
<code>/island tide</code>	The tide running now, how long until it turns, and the whole cycle written out: it is the full list that makes it something to organise around. It answers to <code>/island tides</code> as well.	—
<code>/island purifier</code>	The purifier panel: state, effective radius, how long it will run, which fuels it takes and how many you have on you, and the two buttons to refuel and to upgrade.	—

Full list

COMMAND	WHAT IT DOES	PERMISSION
<code>/island create</code>	Creates your island.	<code>shadowacidisland.island.create</code>
<code>/island home</code>	Takes you back to your island.	—
<code>/island sethome</code>	Moves the island's return point here.	—
<code>/island spawn</code>	Takes you back to the server hub.	—
<code>/island end</code>	Goes to the island's private End.	—
<code>/island invite <player></code>	Invites a player to the island.	—
<code>/island accept <player></code>	Accepts an invitation you received.	—
<code>/island kick <player></code>	Throws a member out.	—
<code>/island delete</code>	Deletes your island. On its own it asks in chat: <code>/island delete confirm</code> does it, <code>/island delete cancel</code> calls it off.	—
<code>/island panel</code>	The control panel: everything else opens from here.	—
<code>/island settings</code>	Visits, scoreboard, deletion.	—
<code>/island rules</code>	Island rules: mobs, PvP, fire, time, weather.	—
<code>/island members</code>	Members and roles.	—
<code>/island missions</code>	The island missions. Premium.	—
<code>/island upgrades</code>	The island upgrades; it answers to <code>/island upgrade</code> as well. Premium.	—
<code>/island perks</code>	Your own personal perks. Premium.	—
<code>/island generator</code>	Ore generator and prestiges. Premium.	—
<code>/island bank [deposit withdraw <amount>]</code>	The island bank. Premium.	—
<code>/island top [level bank money likes]</code>	The leaderboards. Premium.	—
<code>/island like [player]</code>	Adds or removes a like. Premium.	—
<code>/island visit <player></code>	Visits another player's island.	—
<code>/island chat [message]</code>	The members' private chat.	—
<code>/island scoreboard</code>	Switches the sidebar on or off.	—
<code>/island suite</code>	What it has hooked from the rest of the suite. Either staff node is enough, <code>island.admin</code> or <code>island.reload</code> .	<code>shadowacidisland.island.admin</code>
<code>/island license</code>	Licence status.	<code>shadowacidisland.admin.license</code>
<code>/island help</code>	The list, in game.	—

Administration and licence

COMMAND	WHAT IT DOES	PERMISSION

<code>/island admin reload</code>	Reloads configuration, languages, menus, tide and purifier without a restart.	<code>shadowacidisland.island.reload</code>
<code>/island admin panel</code>	The admin panel: generator, upgrades, perks, inspection.	<code>shadowacidisland.island.reload</code>
<code>/island admin inspect</code>	Inspects the island you are standing on right now.	<code>shadowacidisland.island.reload</code>
<code>/island admin confirm</code>	Confirms the action the admin panel has just asked you to confirm.	<code>shadowacidisland.island.reload</code>
<code>/island admin cancel</code>	Calls that same action off.	<code>shadowacidisland.island.reload</code>
<code>/island admin pasteschem <file> <world> <x> <y> <z></code>	Pastes a schematic at exact coordinates. The only command that works from the console as well.	<code>shadowacidisland.island.reload</code>
<code>/island license claim <code></code>	Asks the activation service for the licence.	<code>shadowacidisland.admin.license</code>
<code>/island license activate <key></code>	Activates a key you already hold.	<code>shadowacidisland.admin.license</code>
<code>/island license refresh</code>	Re-reads the key from disk and checks again.	<code>shadowacidisland.admin.license</code>

Permissions

Every node, what it grants, and who gets it by default.

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowacidisland.island.create</code>	Allows creating an island	Everyone
<code>shadowacidisland.island.admin</code>	Admin commands over any island, and a bypass of the protection	Operators
<code>shadowacidisland.admin.license</code>	See the licence status and activate it	Operators
<code>shadowacidisland.island.reload</code>	Reloads the configuration and opens the admin menus (generator/upgrades/perks) without editing files by hand	Operators
<code>shadowacidisland.acid.immune</code>	The acid does not touch whoever holds this - for staff walking the sea. Never grant it to players, it removes the mode	Operators

Integrations

None of these has to be installed, except the ones marked required: when it is there, ShadowAcidIsland uses it; when it is missing, it works all the same.

PLUGIN	WHEN IT MATTERS
ShadowEssentials	Optional

ShadowPermissions	Optional
ShadowRegions	Optional
ShadowEconomy	Optional
ShadowCrazyChest	Optional
ShadowMinions	Optional
WorldEdit	Optional
FastAsyncWorldEdit	Optional
Vault	Optional
PlaceholderAPI	Optional

Money features need an economy: ShadowEconomy, or Vault with an economy plugin. Without one, those features switch themselves off and the rest of the plugin works.

Licence and help

The licence covers the number of servers stated at purchase and does not expire. It is activated from the game or the console, and from then on the Premium features switch on by themselves at every boot.

■ IF SOMETHING DOES NOT ADD UP

Support goes through tickets, from the customer area on **shadowmc.net** or from the game with ShadowControl. A ticket opened from the game arrives with the Paper version, the plugin version, the operating system and the last errors already attached: half the investigation is done.

SHADOWMC

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