

USER MANUAL

ShadowBattlePass

A season, a hundred and forty missions, and a reason to come back tomorrow.

A season is a file: levels, price, tracks and rewards. Seventy-seven objective types, pass coins you can only earn by playing, server-wide challenges, and blocks you placed yourself do not count.

77

OBJECTIVES

140

MISSIONS

59

COMMANDS

10

PERMISSIONS

0

DEPENDENCIES

CONTENTS

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What it is

■ THE PROBLEM IT SOLVES

A season is a file: levels, price, tracks and rewards. Seventy-seven objective types, pass coins you can only earn by playing, server-wide challenges, and blocks you placed yourself do not count.

■ 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 season is a file

How many levels, what each costs, which tracks exist and what they give: copy the file and change what you need.

A hundred and forty missions ready

Real, balanced content, not examples to rewrite before anyone can play.

Seventy-seven objective types

Split by family, because a pass is worth what its missions are worth and a mission you cannot write is a complaint.

Coins you cannot buy

They are earned only by playing and spent only in the pass shop: nothing on those shelves goes through a credit card.

Server-wide challenges

One bar, everyone pushing it: each person's contribution is recorded, so the reward can be fair.

No cheating by placing

Blocks the player placed stay remembered in the chunk: "break 500 ores" stays a mission about mining.

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:
`/bp license claim <code>` with the code you received when buying.

■ THE FILES IT CREATES

All inside `plugins/ShadowBattlePass/`, 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.

59 COMMANDS	10 PERMISSIONS	8 GROUPS
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The pass

COMMAND	WHAT IT DOES	PERMISSION
<code>/bp</code>	Opens the pass: your own head with the summary, the grid of levels and one row per track.	<code>shadowbattlepass.use</code>
<code>/bp quests</code>	The quests screen. q works as a short form.	<code>shadowbattlepass.use</code>
<code>/bp shop</code>	The shop you pay for with the pass coins.	<code>shadowbattlepass.shop</code>
<code>/bp info</code>	Season, tracks, boosters running and statistics. season works too.	<code>shadowbattlepass.use</code>
<code>/bp top [leaderboard]</code>	With no arguments it opens the leaderboard on screen; with a name it answers in chat with the top ten. leaderboard works too.	<code>shadowbattlepass.use</code>
<code>/bp claim [level all]</code>	Claims everything that is ready, or one exact level.	<code>shadowbattlepass.use</code>
<code>/bp coins</code>	How many pass coins you hold, how many you earned and how many you spent.	<code>shadowbattlepass.use</code>
<code>/bp mailbox</code>	Collects the parcels left waiting because your inventory was full.	<code>shadowbattlepass.use</code>
<code>/bp gift <player> [track]</code>	Gifts a track to somebody. It always goes through a confirmation screen, which is the only place where the price and the recipient appear together.	<code>shadowbattlepass.use</code>

<code>/bp recap</code>	The season summary, with the archive of the past ones.	<code>shadowbattlepass.use</code>
<code>/bp reroll <id></code>	Swaps a quest for another, if you have rerolls left.	<code>shadowbattlepass.use</code>
<code>/bp streak</code>	Your login streak: the one running, your best, the total.	<code>shadowbattlepass.use</code>
<code>/bp lang [language auto]</code>	Picks the language. With no arguments it lists the ones available; auto goes back to the client's.	<code>shadowbattlepass.use</code>
<code>/bp help</code>	The list of commands. It answers to ? as well.	<code>shadowbattlepass.use</code>

The quests

COMMAND	WHAT IT DOES	PERMISSION
<code>/quests</code>	Opens the quests screen.	<code>shadowbattlepass.use</code>
<code>/quests list</code>	Lists them in chat, with the bar, the percentage and the count of every objective.	<code>shadowbattlepass.use</code>
<code>/quests claim [id]</code>	Claims one finished quest, or every one that is ready.	<code>shadowbattlepass.use</code>
<code>/quests reroll [id]</code>	Swaps a quest. With no id it lists the ones you can swap instead of printing a usage line: "type the id" is useless advice to somebody who cannot see the ids. swap works too.	<code>shadowbattlepass.use</code>
<code>/quests help</code>	The list. It answers to ? as well.	<code>shadowbattlepass.use</code>

General

COMMAND	WHAT IT DOES	PERMISSION
<code>/bpa</code>	Opens the administration panel. gui and menu work too.	<code>shadowbattlepass.admin</code>
<code>/bpa reload</code>	Reloads configuration, languages, seasons, quests, shop and challenges. It says how many milliseconds it took and lists the problems it found with the exact path.	<code>shadowbattlepass.admin</code>
<code>/bpa info</code>	How the plugin stands: database, active season and how long is left, content loaded, integrations, startup time, errors, players held in memory. status works too.	<code>shadowbattlepass.admin</code>
<code>/bpa license [info set <key> claim <code> refresh]</code>	Which version is running, the limits, the server fingerprint; activates a key or re-reads it. The key is always shown masked, even to an operator.	<code>shadowbattlepass.admin.license</code>

On one player

COMMAND	WHAT IT DOES	PERMISSION
<code>/bpa xp <player> <amount></code>	Gives pass experience.	<code>shadowbattlepass.admin</code>
<code>/bpa setxp <player> <amount></code>	Sets the experience to an exact value.	<code>shadowbattlepass.admin</code>

<code>/bpa tier <player> [count]</code>	Gives levels, adjusting the experience to match. With no number, one. tiers works too.	<code>shadowbattlepass.admin</code>
<code>/bpa settier <player> <level></code>	Takes them to exactly that level.	<code>shadowbattlepass.admin</code>
<code>/bpa coins [give take set] <player> <count></code>	Pass coins. With no verb the number counts as give, and a negative number takes them away: the old lines in your scripts keep working.	<code>shadowbattlepass.admin</code>
<code>/bpa track give <player> <track></code>	Unlocks a track and hands over everything owed. It says how many rewards it gave.	<code>shadowbattlepass.admin</code>
<code>/bpa track take <player> <track></code>	Takes it away again.	<code>shadowbattlepass.admin</code>
<code>/bpa give <player> <line></code>	Hands over a reward written in the files' own syntax. It is the line to put in a Tebex webhook.	<code>shadowbattlepass.admin</code>
<code>/bpa reset <player></code>	Resets their pass and their quests.	<code>shadowbattlepass.admin</code>
<code>/bpa recap <player> [json]</code>	Their season summary, readable; with json, on a single line for a website or a bot.	<code>shadowbattlepass.admin</code>

Season and templates

COMMAND	WHAT IT DOES	PERMISSION
<code>/bpa season list</code>	Every season it found, with levels, tracks and file. The active one is marked.	<code>shadowbattlepass.admin</code>
<code>/bpa season start <id></code>	Starts one. The choice is remembered across restarts.	<code>shadowbattlepass.admin</code>
<code>/bpa season end</code>	Closes the current one: it hands over what is owed and shows the summaries. stop works too.	<code>shadowbattlepass.admin</code>
<code>/bpa season reset [id]</code>	Deletes a season's progress and says how many rows it removed.	<code>shadowbattlepass.admin</code>
<code>/bpa season auto</code>	Stops forcing one and goes back to choosing from the calendar.	<code>shadowbattlepass.admin</code>
<code>/bpa season create <id> [levels] [days]</code>	Writes a new season file, playable already and commented. 100 levels and 90 days as standard; it does not start it.	<code>shadowbattlepass.admin</code>
<code>/bpa template list</code>	The catalogue of the three ready-made battle passes.	<code>shadowbattlepass.admin</code>
<code>/bpa template info <id></code>	What it holds and which files it would write, before writing them. It warns you if any of those files is already there.	<code>shadowbattlepass.admin</code>
<code>/bpa template apply <id></code>	Writes them and reloads. It never overwrites anything: files already present are skipped and named one by one.	<code>shadowbattlepass.admin</code>

Quests, challenges and boosters

COMMAND	WHAT IT DOES	PERMISSION
<code>/bpa quest complete <player> <id></code>	Completes it for them, to try it out.	<code>shadowbattlepass.admin</code>

<code>/bpa quest reset <player></code>	Resets their quests.	<code>shadowbattlepass.admin</code>
<code>/bpa quest cycle <group></code>	Reshuffles that group for everybody.	<code>shadowbattlepass.admin</code>
<code>/bpa challenge list</code>	The challenges defined, with objective, state and progress.	<code>shadowbattlepass.admin</code>
<code>/bpa challenge start <id></code>	Starts it now.	<code>shadowbattlepass.admin</code>
<code>/bpa challenge stop <id></code>	Stops it. It counts as won if the objective had been reached.	<code>shadowbattlepass.admin</code>
<code>/bpa booster <player> [x] [duration]</code>	A personal booster. 1.5 for 1h as standard.	<code>shadowbattlepass.admin</code>
<code>/bpa booster global [x] [duration]</code>	A booster for the whole server. server works too.	<code>shadowbattlepass.admin</code>

Vouchers, holograms and the network

COMMAND	WHAT IT DOES	PERMISSION
<code>/bpa voucher list</code>	The ones defined in vouchers.yml, with the track they unlock.	<code>shadowbattlepass.admin</code>
<code>/bpa voucher give <player> <id> [count]</code>	Hands over the item. It writes into it the season that was running at the moment of delivery.	<code>shadowbattlepass.admin</code>
<code>/bpa hologram list</code>	Where the floating leaderboards are, with world and coordinates.	<code>shadowbattlepass.admin</code>
<code>/bpa hologram place <leaderboard></code>	Places one where you are standing. set works too.	<code>shadowbattlepass.admin</code>
<code>/bpa hologram remove <leaderboard></code>	Takes it away. It works even when the holograms cannot be drawn, so they can always be cleaned up.	<code>shadowbattlepass.admin</code>
<code>/bpa sync</code>	The state of the line to the other servers: on or off, at what level of detail and how often it reads.	<code>shadowbattlepass.admin</code>
<code>/bpa sync push</code>	Tells every other server to reload.	<code>shadowbattlepass.admin</code>

The two commands that hand you the right names

COMMAND	WHAT IT DOES	PERMISSION
<code>/bpa mob</code>	Looks at the creature in front of you - up to thirty blocks away, or the nearest one within eight - and prints every name it answers to, with the quest line already written. mobs works too.	<code>shadowbattlepass.admin</code>
<code>/bpa item</code>	Takes the item in your hand and prints its configuration line: the short form, the long one to edit afterwards, and the useful filters if it has a name or a model.	<code>shadowbattlepass.admin</code>

Permissions

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

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowbattlepass.use</code>	Open the battle pass and the quests	Everyone
<code>shadowbattlepass.shop</code>	Use the pass shop	Everyone
<code>shadowbattlepass.admin</code>	Every administration command	Operators
<code>shadowbattlepass.bypass.limits</code>	No anti-farm, anti-afk or daily cap	Operators
<code>shadowbattlepass.admin.license</code>	View and activate the plugin licence	Operators
<code>shadowbattlepass.premium</code>	Premium track of the season	Nobody
<code>shadowbattlepass.deluxe</code>	Deluxe track of the season	Nobody
<code>shadowbattlepass.booster.125</code>	Earn 25% more experience	Nobody
<code>shadowbattlepass.booster.150</code>	Earn 50% more experience	Nobody
<code>shadowbattlepass.booster.200</code>	Earn double experience	Nobody

Integrations

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

PLUGIN	WHEN IT MATTERS
ShadowEssentials	Optional
ShadowEconomy	Optional
ShadowPermissions	Optional
ShadowRegions	Optional
ShadowSkyBlock	Optional
ShadowCrazyChest	Optional
ShadowCommand	Optional
Vault	Optional
LuckPerms	Optional
PlaceholderAPI	Optional
WorldGuard	Optional
WorldEdit	Optional
Oraxen	Optional
Nexo	Optional
ItemsAdder	Optional
MMOItems	Optional
ExecutableItems	Optional

MythicMobs	Optional
HeadDatabase	Optional
CrazyCrates	Optional
EcoItems	Optional
Slimefun	Optional
ModelEngine	Optional
Votifier	Optional
NuVotifier	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

Build. Empower. Dominate.

shadowmc.net