

USER MANUAL

ShadowCommand

The commands your server needs and Minecraft does not have.

You describe a command in a file: aliases, usage line, automatic permission, nested subcommands, typed arguments with real tab completion. Ninety-six actions, 160 placeholders, menus that update live.

96

ACTIONS

48

REQUIREMENTS

160

PLACEHOLDERS

37

TRIGGERS

0

DEPENDENCIES

CONTENTS

Seven sections, always in the same order in every manual of the suite.

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What it is

■ THE PROBLEM IT SOLVES

You describe a command in a file: aliases, usage line, automatic permission, nested subcommands, typed arguments with real tab completion. Ninety-six actions, 160 placeholders, menus that update live.

■ FREE AND PREMIUM

Without a licence the free version runs: 15 commands of your own, 3 menus, 10 triggers and 5 schedules. Past that limit the Premium features need a key.

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.

Commands written in a file

Open a file in `commands/` and describe the command: aliases, usage line, automatic permission, nested subcommands.

Typed arguments

Players, worlds, materials, choices: tab completion is real, not a hand-written list of words.

Multi-page menus

Icons that change look on a condition, dynamic contents, animations and live refresh with no flicker.

Ninety-six actions

Messages, teleports, items, sounds, console commands: the same vocabulary everywhere it is needed.

A hundred and sixty placeholders

What is known about the player, the server and the world goes inside any text, with no extra plugin.

Shared across servers

With MySQL credentials the variables and the cooldowns become common to every server on the same network.

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

■ THE FILES IT CREATES

All inside `plugins/ShadowCommand/`, 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	18 PERMISSIONS	2 GROUPS
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Full list

COMMAND	WHAT IT DOES	PERMISSION
<code>/scmd</code>	Opens the panel.	<code>shadowcommand.admin</code>
<code>/scmd help [page]</code>	The guide, in game.	<code>shadowcommand.admin</code>
<code>/scmd reload [file]</code>	Reloads everything, or one file only.	<code>shadowcommand.reload</code>
<code>/scmd list [filter]</code>	Lists the custom commands.	<code>shadowcommand.admin</code>
<code>/scmd info <command></code>	One command in detail.	<code>shadowcommand.admin</code>
<code>/scmd edit <command></code>	Opens the command editor.	<code>shadowcommand.edit</code>
<code>/scmd new <name></code>	Creates a command from a template.	<code>shadowcommand.edit</code>
<code>/scmd delete <command></code>	Deletes a command, with a confirmation.	<code>shadowcommand.edit</code>
<code>/scmd toggle <command></code>	Switches a command on or off.	<code>shadowcommand.edit</code>
<code>/scmd run <command> [args]</code>	Runs the script on yourself.	<code>shadowcommand.run</code>
<code>/scmd runas <player> <command></code>	Runs it on another player.	<code>shadowcommand.runas</code>
<code>/scmd test <line></code>	Runs a single line, right now.	<code>shadowcommand.run</code>
<code>/scmd debug <command></code>	Step by step execution, with the values.	<code>shadowcommand.debug</code>
<code>/scmd parse <text></code>	Shows how the placeholders are resolved.	<code>shadowcommand.debug</code>
<code>/scmd errors</code>	Compilation and runtime errors.	<code>shadowcommand.admin</code>

<code>/scmd stats [uses time]</code>	The leaderboard of uses and times.	<code>shadowcommand.admin</code>
<code>/scmd menus</code>	Lists the menus.	<code>shadowcommand.admin</code>
<code>/scmd menu <name> [player]</code>	Opens a menu.	<code>shadowcommand.menu</code>
<code>/scmd triggers</code>	Lists the triggers and the listeners that are on.	<code>shadowcommand.admin</code>
<code>/scmd schedules</code>	Lists the schedules.	<code>shadowcommand.admin</code>
<code>/scmd schedule run <name></code>	Runs a schedule right now.	<code>shadowcommand.admin</code>
<code>/scmd vars [player]</code>	Browses the variables.	<code>shadowcommand.vars</code>
<code>/scmd vars set <player> <name> <value></code>	Sets a variable.	<code>shadowcommand.vars.edit</code>
<code>/scmd vars del <player> <name></code>	Deletes a variable.	<code>shadowcommand.vars.edit</code>
<code>/scmd cooldown clear <player> [key]</code>	Clears the cooldowns.	<code>shadowcommand.admin</code>
<code>/scmd actions [search]</code>	The list of actions with their syntax.	<code>shadowcommand.admin</code>
<code>/scmd requirements [search]</code>	The list of requirements.	<code>shadowcommand.admin</code>
<code>/scmd placeholders [search]</code>	The list of placeholders.	<code>shadowcommand.admin</code>
<code>/scmd import mycommand [folder]</code>	Imports from MyCommand.	<code>shadowcommand.import</code>
<code>/scmd export <command></code>	Prints the command as YAML.	<code>shadowcommand.admin</code>
<code>/scmd suite</code>	The state of the integrations.	<code>shadowcommand.admin</code>
<code>/scmd lang [locale]</code>	Changes your language.	<code>shadowcommand.admin</code>
<code>/scmd version</code>	Version and environment.	<code>shadowcommand.admin</code>
<code>/scmd license</code>	Version, limits and server fingerprint.	<code>shadowcommand.admin.license</code>
<code>/scmd license claim <purchase-code></code>	Activates with the purchase code.	<code>shadowcommand.admin.license</code>
<code>/scmd license activate <key></code>	Activates a key you already hold.	<code>shadowcommand.admin.license</code>
<code>/scmd license refresh</code>	Re-reads the key and checks again.	<code>shadowcommand.admin.license</code>

The four you will use most

COMMAND	WHAT IT DOES	PERMISSION
<code>/scmd reload</code>	After every change to the files. It re-reads commands, languages, menus and triggers. Scripts already running finish on the old version, without breaking.	—

Permissions

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

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowcommand.admin</code>	Panel, listings and information	Operators
<code>shadowcommand.reload</code>	Reload the files	Operators

<code>shadowcommand.edit</code>	Create, edit and delete commands	Operators
<code>shadowcommand.run</code>	Run a script by hand	Operators
<code>shadowcommand.runas</code>	Run a script on another player	Operators
<code>shadowcommand.debug</code>	Step-by-step execution and placeholder inspection	Operators
<code>shadowcommand.vars</code>	See the variables	Operators
<code>shadowcommand.vars.edit</code>	Change the variables	Operators
<code>shadowcommand.import</code>	Import from MyCommand	Operators
<code>shadowcommand.menu</code>	Open a GUI by hand	Operators
<code>shadowcommand.admin.license</code>	See and activate the licence	Operators
<code>shadowcommand.blocks</code>	Run the actions that change blocks	Operators
<code>shadowcommand.bypass.cooldown</code>	No wait between one use and the next	Nobody
<code>shadowcommand.bypass.cost</code>	Pay no costs	Nobody
<code>shadowcommand.bypass.warmup</code>	No warmup time	Nobody
<code>shadowcommand.bypass.requirements</code>	Skip the requirements	Nobody
<code>shadowcommand.bypass.block</code>	Use the commands blocked by overrides.yml	Nobody
<code>shadowcommand.*</code> 11 CHILDREN	Every administrative permission	Operators

Integrations

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

PLUGIN	WHEN IT MATTERS
Vault	Optional
ShadowEssentials	Optional
ShadowEconomy	Optional
ShadowPermissions	Optional
ShadowRegions	Optional
ShadowBattlePass	Optional
ShadowGames	Optional
LuckPerms	Optional
PlaceholderAPI	Optional
WorldGuard	Optional
Essentials	Optional
CMI	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