

USER MANUAL

ShadowControl

One panel for the whole suite: what you have, what is outdated, what to update.

Fifty-four tiles, one per product, each saying at a glance whether it is installed, running, behind or missing. Updates ask for confirmation and check the fingerprint of every file before writing it.

20

IN CATALOGUE

44

COMMANDS

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PANELS

0

DEPENDENCIES

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

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What it is

■ THE PROBLEM IT SOLVES

Fifty-four tiles, one per product, each saying at a glance whether it is installed, running, behind or missing. Updates ask for confirmation and check the fingerprint of every file before writing it.

■ FREE AND PREMIUM

Without a licence the free version runs: the suite panel and manual updates, for up to 3 suite plugins. 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.

The suite panel

Fifty-four tiles, one icon per product: it says at a glance whether it is installed, running, behind, or not yours.

Updates with a confirmation

Before you press, you read line by line what is about to change: name, version now, version arriving.

Fingerprint verified

Every downloaded file is checked against its fingerprint before it takes the place of the old one.

A catalogue that loses nothing

The product list comes from three sources that complete each other, and none of the three erases the others.

The assistant

/shadowai answers how your server works and how the plugins are used, with your own files in front of it.

Requests to the staff

/helpstaff recognises when it should not answer and passes the question to a person, instead of inventing one.

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

■ THE FILES IT CREATES

All inside `plugins/ShadowControl/`, 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.

44 COMMANDS	23 PERMISSIONS	5 GROUPS
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The panel and the updates

COMMAND	WHAT IT DOES	PERMISSION
<code>/sctrl</code>	Opens the suite panel. It is the only command you really need. From the console it prints the help.	<code>shadowcontrol.gui</code>
<code>/sctrl help</code>	The list of commands, with the descriptions in the language you picked. It answers to any word that is not a subcommand.	<code>shadowcontrol.command</code>
<code>/sctrl check</code>	Asks the repository which versions have come out. It downloads nothing.	<code>shadowcontrol.check</code>
<code>/sctrl update all</code>	Updates everything you own. In game it asks for confirmation with two buttons, listing what changes.	<code>shadowcontrol.update</code>
<code>/sctrl update <plugin></code>	Updates that product only, again with a confirmation.	<code>shadowcontrol.update</code>
<code>/sctrl list</code>	The suite listed in chat: state, installed version and latest release.	<code>shadowcontrol.command</code>
<code>/sctrl info <plugin></code>	The card of one product, with everything new in the latest version.	<code>shadowcontrol.command</code>
<code>/sctrl status</code>	Where the updates come from, last check, counts, last error.	<code>shadowcontrol.command</code>

<code>/sctrl reload</code>	Reloads configuration, catalogue, languages and menus. It does not touch what has already been downloaded.	<code>shadowcontrol.reload</code>
<code>/sctrl restart</code>	Restarts the server, if you switched that on. See the warning in section 02.	<code>shadowcontrol.restart</code>
<code>/sctrl ok <token></code>	Confirms what was asked. The chat button types it, not you.	<code>shadowcontrol.command</code>
<code>/sctrl no <token></code>	Calls off what was asked. Same again.	<code>shadowcontrol.command</code>

Assistant and requests

COMMAND	WHAT IT DOES	PERMISSION
<code>/sctrl ai</code>	How the assistant stands: provider, model, topics switched on, questions today, estimated spend today and in total, requests waiting.	<code>shadowcontrol.command</code>
<code>/sctrl tickets</code>	Opens the list of help requests. From there it is all buttons.	<code>shadowcontrol.tickets</code>
<code>/sctrl ticket answer <n> <text></code>	Sends a reply you wrote yourself instead of the draft. answer works too.	<code>shadowcontrol.tickets</code>
<code>/sctrl ticket claim <n></code>	Takes a request on. claim works too.	<code>shadowcontrol.tickets</code>
<code>/sctrl ticket done <n></code>	Marks the request as done. chiudi, done and close work too.	<code>shadowcontrol.tickets</code>
<code>/sctrl ticket reopen <n></code>	Reopens a closed request. reopen works too.	<code>shadowcontrol.tickets</code>

Licence

COMMAND	WHAT IT DOES	PERMISSION
<code>/sctrl license</code>	Status, holder, expiry, this server's fingerprint and what the version you are on allows you. The key is always shown masked.	<code>shadowcontrol.command</code>
<code>/sctrl license claim <code></code>	Turns a purchase code into a licence signed for this server. One second, and no email to send.	<code>shadowcontrol.admin.license</code>
<code>/sctrl license activate <key></code>	Activates a key you already hold, and writes it into license.yml.	<code>shadowcontrol.admin.license</code>
<code>/sctrl license refresh</code>	Re-reads the licence now, without waiting for the automatic check.	<code>shadowcontrol.admin.license</code>

For the players

COMMAND	WHAT IT DOES	PERMISSION
<code>/shadowai <question></code>	Asks the assistant. It keeps the thread of the last few exchanges. Aliases /ai and /ask.	<code>shadowcontrol.ai</code>
<code>/shadowai reset</code>	Makes it forget what was said before. dimentica works too.	<code>shadowcontrol.ai</code>

<code>/helpstaff <problem></code>	Asks for help: either the assistant answers, or it opens a request for the staff. Aliases <code>/staffhelp</code> and <code>/askstaff</code> .	<code>shadowcontrol.help</code>
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The twenty products in the catalogue

COMMAND	WHAT IT DOES	PERMISSION
<code>/se</code>	Homes, warps, kits, VIP, chat. The heart of the suite.	—
<code>/lp</code>	Groups and permissions without opening a wiki.	—
<code>/eco</code>	Money, shops, auctions, rents and a stock market.	—
<code>/rg</code>	Region protection, all of it through panels.	—
<code>/sopt</code>	TPS, and why it had been going down.	—
<code>/scmd</code>	Commands of your own, written in a YAML file.	—
<code>/ssp</code>	Spawners from picking them up to selling them on.	—
<code>/cc</code>	Crates, keys, giant chests and chests that sell by themselves.	—
<code>/is</code>	Islands, roles, upgrades, missions, bank and leaderboards.	—
<code>/oneblock</code>	One block only, with the phases voted on by the island.	—
<code>/island</code>	An ocean that burns, an acid tide and a purifier.	—
<code>/battlepass</code>	Seasons, a hundred levels, missions and challenges.	—
<code>/quest</code>	Endless quests, with the editor in game.	—
<code>/minion</code>	Helpers that keep working when you are not there.	—
<code>/scus</code>	Items, mobs and enchantments that do not exist in Minecraft.	—
<code>/scmodels</code>	The extension with the models and the resource pack.	—
<code>/login</code>	Access to the server, locked down.	—
<code>/sbl</code>	It spots who is cheating and puts the evidence in the staff's hands.	—
<code>/games</code>	Thirty-two minigames: arenas, queues, parties and leaderboards.	—

Permissions

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

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowcontrol.command</code>	Use the control panel command	Operators
<code>shadowcontrol.gui</code>	Open the suite panel	Operators
<code>shadowcontrol.check</code>	Look for updates	Operators
<code>shadowcontrol.update</code>	Download and stage updates	Operators
<code>shadowcontrol.reload</code>	Reload the panel configuration	Operators
<code>shadowcontrol.notify</code>	Get the join notice when something needs updating	Operators
<code>shadowcontrol.ai</code>	Use /shadowai	Everyone
<code>shadowcontrol.help</code>	Use /helpstaff	Everyone
<code>shadowcontrol.tickets</code>	See and handle the help requests	Operators
<code>shadowcontrol.admin.license</code>	Activate, claim and reload the licence	Operators
<code>shadowcontrol.restart</code>	Restart the server from the panel	Operators
<code>shadowcontrol.restart.schedule</code>	Restart the server by hand (now, in, at), from the command or the panel	Operators
<code>shadowcontrol.restart.cancel</code>	Cancel a countdown or skip the next planned restart	Operators
<code>shadowcontrol.restart.delay</code>	Delay a countdown or the next planned restart	Operators
<code>shadowcontrol.restart.simulate</code>	Run a restart simulation, and see its messages	Operators
<code>shadowcontrol.restart.setup</code>	See how the server comes back after a restart, and write an example start loop	Operators
<code>shadowcontrol.restart.notify</code>	Get the staff notices of restarts (postponements, health, refusals)	Operators
<code>shadowcontrol.tasks</code>	List the scheduled tasks	Operators
<code>shadowcontrol.tasks.run</code>	Run a scheduled task now	Operators
<code>shadowcontrol.tasks.toggle</code>	Switch scheduled tasks on and off, pause and resume them	Operators
<code>shadowcontrol.automation.gui</code>	Open the automations panel	Operators
<code>shadowcontrol.nextrestart</code>	Use /nextrestart to see when the server restarts	Everyone
<code>shadowcontrol.admin</code> 22 CHILDREN	Everything, restart included	Operators

Integrations

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

PLUGIN	WHEN IT MATTERS

ShadowEssentials	Optional
ShadowPermissions	Optional
ShadowEconomy	Optional
ShadowRegions	Optional
ShadowCommand	Optional
ShadowCrazyChest	Optional
ShadowSkyBlock	Optional
ShadowGames	Optional
ShadowBattlePass	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

Build. Empower. Dominate.

shadowmc.net