

USER MANUAL

ShadowCustomizer

Items, blocks, mobs, enchantments and recipes that Minecraft does not have.

A sword that does not exist in the game, from a file to a player's hand.
Real enchantments written into the server registry, custom blocks,
dressed-up mobs and bosses, and seven recipe types.

5

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What it is

■ THE PROBLEM IT SOLVES

A sword that does not exist in the game, from a file to a player's hand. Real enchantments written into the server registry, custom blocks, dressed-up mobs and bosses, and seven recipe types.

■ 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.

An item in four lines

A sword that does not exist in Minecraft, from the start to a player's hand, without leaving a text file.

Moments and actions

Ten moments when something happens and a list of verbs: the same vocabulary for items, blocks, mobs and recipes.

Real enchantments

Not a lore line with an effect stuck on top: they are written into the server's enchantment registry.

Blocks and furniture

A vanilla block with many visually identical states becomes your block, one state for each.

Mobs and bosses

Stats, equipment, name, behaviour and drops: a Pumpkin King with six hundred health is a vanilla mob in costume.

Seven recipe types

One for every window the game knows how to show: the ore that becomes an ingot in a furnace, the ingot that becomes a sword at a bench.

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

■ THE FILES IT CREATES

All inside `plugins/ShadowCustomizer/`, 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.

26 COMMANDS	15 PERMISSIONS	1 GROUP
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Full list

COMMAND	WHAT IT DOES	PERMISSION
<code>/scus</code>	Opens the main window. From the console it prints the help.	<code>shadowcustomizer.gui</code>
<code>/scus gui</code>	The same thing. It answers to menu as well.	<code>shadowcustomizer.gui</code>
<code>/scus help</code>	The list of commands. It answers to ? as well.	<code>shadowcustomizer.use</code>
<code>/scus item give <id> [player] [amount]</code>	Gives a custom item, up to 2304 at a time, delivered in whole stacks. The third argument can be the name or the amount: both work.	<code>shadowcustomizer.admin.give</code>
<code>/scus item list</code>	The items that exist, each with its own button to take it without retyping the id by hand.	<code>shadowcustomizer.admin.list</code>

<code>/scus item info <id></code>	Which file it comes from, material, model, revision, behaviours, tags. With no id, it lists the ones that exist.	<code>shadowcustomizer.admin.list</code>
<code>/scus item hand</code>	What the item in your hand is, and whether it is stuck on an old version of its definition.	<code>shadowcustomizer.use</code>
<code>/scus item refresh</code>	Rebuilds the item in your hand from its definition. With a confirmation: whatever was on top is lost - an added enchantment, a name changed at an anvil, the durability used.	<code>shadowcustomizer.admin.refresh</code>
<code>/scus mob spawn <id> [amount]</code>	Spawns a mob where you stand, up to fifty at a time.	<code>shadowcustomizer.admin.spawn</code>
<code>/scus mob list</code>	The mobs that exist, with a button to spawn them. Bosses are marked.	<code>shadowcustomizer.admin.list</code>
<code>/scus mob info <id></code>	File, starting type, health, whether it is a boss, how many phases and how many drops it has.	<code>shadowcustomizer.admin.list</code>
<code>/scus mob kill <id></code>	Kills every living one of that type, saying first how many there are. With a confirmation.	<code>shadowcustomizer.admin.spawn</code>
<code>/scus enchant <id> [level]</code>	Puts a custom enchantment on the item in your hand. The level is clamped between one and the maximum in the definition.	<code>shadowcustomizer.admin.enchant</code>
<code>/scus enchant list</code>	The catalogue. To a player it opens the window; from the console it prints the list, marking which ones are waiting for a restart.	<code>shadowcustomizer.enchants</code>
<code>/scus block give <id> [player] [amount]</code>	Gives the item that places a custom block.	<code>shadowcustomizer.admin.give</code>
<code>/scus block list</code>	The blocks and which note block state each one occupies, plus how many states are left free.	<code>shadowcustomizer.admin.list</code>
<code>/scus block where <id></code>	How many blocks of that type are placed and where the first twenty are. The read happens off the game thread: a diagnostic command must not become the cause of the lag.	<code>shadowcustomizer.admin.list</code>
<code>/scus recipe</code>	The list of recipes, with the type and what they produce.	<code>shadowcustomizer.admin.list</code>
<code>/scus diag</code>	Everything that does not add up: definitions that are missing but still in circulation, names it did not understand, crooked lines in files with the exact path, enchantments waiting for a restart, orphan blocks.	<code>shadowcustomizer.admin.diag</code>

<code>/scus status</code>	Version, licence, how much content is loaded, how many mobs are alive right now, where it writes, how many jobs it has running, whether it is on Folia and which suite plugins it found.	<code>shadowcustomizer.admin.status</code>
<code>/scus reload</code>	Re-reads configuration, languages, menus, items, mobs, blocks and recipes, and says how long it took. With a confirmation, because it closes open windows. Enchantments stay as they are: it says which ones are waiting for a restart.	<code>shadowcustomizer.admin.reload</code>
<code>/scus license</code>	Tier, status, reason, masked key, server fingerprint, grace days left and, if you are on the free version, the limits.	<code>shadowcustomizer.admin.license</code>
<code>/scus license claim <code></code>	Turns the code you received when buying into a licence signed for this server.	<code>shadowcustomizer.admin.license</code>
<code>/scus license activate <key></code>	Activates a key you already have. It writes it into license.yml, not config.yml.	<code>shadowcustomizer.admin.license</code>
<code>/scus license refresh</code>	Re-reads the key from disk and checks again.	<code>shadowcustomizer.admin.license</code>
<code>/scusconfirm <token></code>	The command behind the two chat buttons. Nobody types it by hand.	—

Permissions

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

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowcustomizer.use</code>	Use the main command	Operators
<code>shadowcustomizer.gui</code>	Open the GUI	Operators
<code>shadowcustomizer.enchants</code>	See the enchantment catalogue	Everyone
<code>shadowcustomizer.admin.give</code>	Give custom items and blocks	Operators
<code>shadowcustomizer.admin.spawn</code>	Spawn and remove custom mobs	Operators
<code>shadowcustomizer.admin.enchant</code>	Put custom enchantments on an item	Operators
<code>shadowcustomizer.admin.list</code>	See the listings and the information	Operators
<code>shadowcustomizer.admin.recipe</code>	Build a new recipe from the GUI (table, furnace, cutter, smithing)	Operators
<code>shadowcustomizer.egg</code>	Use the egg of a custom mob	Everyone
<code>shadowcustomizer.admin.refresh</code>	Rebuild an item from its definition	Operators
<code>shadowcustomizer.admin.diag</code>	See and clear the diagnostics	Operators
<code>shadowcustomizer.admin.status</code>	See the state of the plugin	Operators

<code>shadowcustomizer.admin.reload</code>	Reload the configuration	Operators
<code>shadowcustomizer.admin.license</code>	See and activate the licence	Operators
<code>shadowcustomizer.admin</code>	14 CHILDREN The whole of ShadowCustomizer administration	Operators

Integrations

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

PLUGIN	WHEN IT MATTERS
ShadowControl	Optional
ShadowCustomizerModels	Optional
ShadowEconomy	Optional
ShadowEssentials	Optional
ShadowCrazyChest	Optional
ShadowQuests	Optional
ShadowBattlePass	Optional
ShadowGames	Optional
ShadowSpawners	Optional
PlaceholderAPI	Optional
ItemsAdder	Optional
Oraxen	Optional
Nexo	Optional
MythicMobs	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