

USER MANUAL

ShadowCustomizer Models

The 3D models for what ShadowCustomizer invents, delivered on their own.

The resource pack rebuilds itself at every boot, merges with the one you already have instead of replacing it, and serves itself to players. Forty-nine models included, thirty-four already in 3D.

11

COMMANDS

3

PERMISSIONS

49

MODELS INCLUDED

34

ALREADY IN 3D

1

REQUIRES

CONTENTS

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

01	What it is	3
02	Features	3
03	Installation	3
04	Commands	4
05	Permissions	5
06	Integrations	5
07	Licence and help	5

What it is

■ THE PROBLEM IT SOLVES

The resource pack rebuilds itself at every boot, merges with the one you already have instead of replacing it, and serves itself to players. Forty-nine models included, thirty-four already in 3D.

■ 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.

The pack builds itself

At every boot, off the game thread: a few thousand files written and compressed while the server keeps running.

It merges with the pack you have

Anyone who already has one does not have to choose: the two overlap on a handful of files, and those are merged rather than replaced.

Delivered to the players

No file to upload to a host and redo after every change: the pack serves itself.

Bows, crossbows and shields

A bow is four models, a crossbow six: the pull and charge stages are all there, not just the weapon at rest.

Armour worn, not just held

Not only in hand: custom armour shows on the body, helmets and elytra included.

Forty-nine models included

Thirty-four already in 3D: it installs with the content inside, not with an empty folder and a tutorial.

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:

```
/scmodels license claim <code>
```

with the code you received when buying.

■ THE FILES IT CREATES

All inside `plugins/ShadowCustomizer Models/`, 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.

11 COMMANDS	3 PERMISSIONS	1 GROUP
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Full list

COMMAND	WHAT IT DOES	PERMISSION
<code>/scmodels</code>	The list of subcommands.	<code>shadowcustomizermodels.use</code>
<code>/scmodels generate</code>	Rebuilds the pack and prints the report. build works too.	<code>shadowcustomizermodels.admin</code>
<code>/scmodels send [player all]</code>	Sends the pack to that player, to you if you leave it out, or to everyone online.	<code>shadowcustomizermodels.admin</code>
<code>/scmodels server <on off></code>	Switches the built-in server on or off.	<code>shadowcustomizermodels.admin</code>
<code>/scmodels status</code>	Version, licence, models, last build, server.	<code>shadowcustomizermodels.admin</code>
<code>/scmodels reload</code>	Re-reads config, languages, licence and models.	<code>shadowcustomizermodels.admin</code>
<code>/scmodels license</code>	Tier, status, masked key, server fingerprint.	<code>shadowcustomizermodels.admin.license</code>
<code>/scmodels license claim <code></code>	Asks the activation service for the licence.	<code>shadowcustomizermodels.admin.license</code>
<code>/scmodels license activate <key></code>	Activates a key you already hold.	<code>shadowcustomizermodels.admin.license</code>
<code>/scmodels license refresh</code>	Re-reads the key from disk and checks again.	<code>shadowcustomizermodels.admin.license</code>

`/scmodconfirm <token>`

Answers a confirmation request: the chat buttons type it, not you.

Permissions

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

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowcustomizermodels.use</code>	Use the command	Operators
<code>shadowcustomizermodels.admin</code>	Build the pack, start the server, send it to the players	Operators
<code>shadowcustomizermodels.admin.license</code>	See and activate the licence	Operators

Integrations

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

PLUGIN	WHEN IT MATTERS
ShadowCustomizer	Optional
ShadowControl	Optional

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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