

USER MANUAL

ShadowEconomy

Several currencies, a shop with living prices, and trades nobody can rig.

A 719-entry shop catalogue that moves with what players actually do, multiple currencies in one account, a mining rig you assemble piece by piece, and a trade window built so the offer cannot change between reading and accepting.

719

SHOP ENTRIES

87

COMMANDS

45

PERMISSIONS

10

MODULES

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

A 719-entry shop catalogue that moves with what players actually do, multiple currencies in one account, a mining rig you assemble piece by piece, and a trade window built so the offer cannot change between reading and accepting.

■ FREE AND PREMIUM

Without a licence the free version runs: one currency, the server shop with living prices, trades and up to 3 chest shops per player, up to 30 players online. 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.

Several currencies, one account

Coins for every day, gems for premium, and the ones you add, each with its own symbol, colour, rounding and cap.

719 shop entries

A catalogue that is ready, not an empty file to fill in before you can open the server shop.

Living prices

Selling pushes down, buying pushes up, and as the hours pass the price drifts slowly back towards its base.

Mining, piece by piece

A rig is not bought: it is assembled. Case, motherboard, CPU, one to seven graphics cards, a power supply and cooling.

Trades nobody can rig

You cheat by changing the offer in the instant between reading and accepting: the three phases of the window remove that instant.

H2 by default, MySQL when you want

The database lives in a file inside the plugin folder and holds a full server; moving to MySQL is three lines.

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:

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

■ THE FILES IT CREATES

All inside `plugins/ShadowEconomy/`, 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.

87 COMMANDS	45 PERMISSIONS	5 GROUPS
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Economy

COMMAND	WHAT IT DOES	PERMISSION
<code>/balance [player] [currency]</code>	Your own balance; somebody else's also needs <code>shadoweconomy.balance.others</code> .	<code>shadoweconomy.balance</code>
<code>/wallet</code>	The wallet: currencies, history, shortcuts.	<code>shadoweconomy.wallet</code>
<code>/pay <player> <amount> [currency]</code>	A payment with tax, a wait and a confirmation above a certain figure.	<code>shadoweconomy.pay</code>
<code>/baltop [currency]</code>	The leaderboard of the richest.	<code>shadoweconomy.baltop</code>
<code>/transactions [player]</code>	The history of movements; somebody else's also needs <code>shadoweconomy.transactions.others</code> .	<code>shadoweconomy.transactions</code>
<code>/eco give <player> <amount> [currency]</code>	Creates money and credits it.	<code>shadoweconomy.admin</code>
<code>/eco take <player> <amount> [currency]</code>	Takes money away and destroys it.	<code>shadoweconomy.admin</code>

<code>/eco set <player> <amount> [currency]</code>	Fixes the balance at a figure.	<code>shadoweconomy.admin</code>
<code>/eco reset <player> [currency]</code>	Puts the balance back to the starting one.	<code>shadoweconomy.admin</code>
<code>/eco audit [days] [currency]</code>	How much money has been created and destroyed, and by whom.	<code>shadoweconomy.admin</code>
<code>/eco import essentials cmi [add overwrite]</code>	Brings in the balances from another plugin.	<code>shadoweconomy.admin</code>
<code>/eco suite</code>	The state of every integration, line by line.	<code>shadoweconomy.admin</code>
<code>/eco lang</code>	The languages loaded and how many texts each one has.	<code>shadoweconomy.admin</code>
<code>/eco sync</code>	The state of the multi-server network.	<code>shadoweconomy.admin</code>
<code>/eco flush</code>	Writes what is in memory to the database right now.	<code>shadoweconomy.admin</code>
<code>/eco license</code>	Version, limits and licence.	<code>shadoweconomy.admin</code>
<code>/eco reload</code>	Reloads every configuration file.	<code>shadoweconomy.admin</code>

Shop, auction house and chest shops

COMMAND	WHAT IT DOES	PERMISSION
<code>/shop [category]</code>	Opens the shop, or one category.	<code>shadoweconomy.shop</code>
<code>/shop edit</code>	The price editor: it rewrites shop.yml by itself, comments included.	<code>shadoweconomy.shop.admin</code>
<code>/buy <entry> [amount]</code>	Buying from the command line.	<code>shadoweconomy.shop.buy</code>
<code>/sell hand all <material> [amount]</code>	Sells; with all it opens the receipt and sells nothing until you confirm.	<code>shadoweconomy.shop.sell</code>
<code>/worth [hand <material>]</code>	What it is worth, without selling anything.	<code>shadoweconomy.shop.worth</code>
<code>/ah sell [price] [duration]</code>	Buy-it-now; with no price it opens the selling screen.	<code>shadoweconomy.market.sell</code>
<code>/ah auction <base> [duration] [buy-now]</code>	An auction with bids, and an optional buy-it-now.	<code>shadoweconomy.market.auction</code>
<code>/ah bundle <price> [duration]</code>	The whole inventory as a single lot.	<code>shadoweconomy.market.sell</code>
<code>/ah bid <id> <max></code>	An automatic bid up to that figure.	<code>shadoweconomy.market</code>
<code>/ah view <id></code>	Opens a listing: it is what the chat links use.	<code>shadoweconomy.market</code>
<code>/ah mine</code>	Your listings and the auctions you are winning.	<code>shadoweconomy.market</code>
<code>/ah claims</code>	The collection box: items won and money taken.	<code>shadoweconomy.market</code>
<code>/ah offer <id> <price> [message]</code>	Offers your own price on a lot.	<code>shadoweconomy.market</code>
<code>/ah offers [mine]</code>	The offers you received, or the ones you made.	<code>shadoweconomy.market</code>
<code>/ah want [amount] [price]</code>	A buy request: you put the money down and wait. /ah request works too.	<code>shadoweconomy.market</code>

<code>/ah watch add <item> [price]</code>	Your watch list, with a warning when they turn up.	<code>shadoweconomy.market</code>
<code>/ah stats</code>	Your own history of buying and selling at the auction house.	<code>shadoweconomy.market</code>
<code>/ah search <text></code>	Searches by item or by seller.	<code>shadoweconomy.market</code>
<code>/ah admin expire remove <id> end <id></code>	Maintenance of the marketplace, from the console as well.	<code>shadoweconomy.market.admin</code>
<code>/shopinfo</code>	The figures of the chest shop you are looking at.	<code>shadoweconomy.chestshop</code>
<code>/shopinfo list</code>	Your own chest shops.	<code>shadoweconomy.chestshop</code>
<code>/shopinfo near [radius]</code>	The chest shops around here.	<code>shadoweconomy.chestshop</code>

Market district, stock market and mining

COMMAND	WHAT IT DOES	PERMISSION
<code>/market my</code>	Your own stalls and when they run out.	<code>shadoweconomy.district</code>
<code>/market rent <plot></code>	Rents a free plot.	<code>shadoweconomy.district.rent</code>
<code>/market renew <plot></code>	Renews the rent before it runs out.	<code>shadoweconomy.district.rent</code>
<code>/market visit <plot></code>	Teleports you in front of the stall.	<code>shadoweconomy.district</code>
<code>/market showcase [buy] [sell] [q]</code>	Creates or edits the showcase you are looking at.	<code>shadoweconomy.district</code>
<code>/market staff add remove <player></code>	Shop assistants who can build and restock.	<code>shadoweconomy.district</code>
<code>/market info</code>	The figures of the plot you are standing on.	<code>shadoweconomy.district</code>
<code>/market admin wand create tier panel list delete</code>	Selection, creating plots, price tiers, panels, evictions.	<code>shadoweconomy.district.admin</code>
<code>/crypto [asset]</code>	The stock market, or the card of one asset.	<code>shadoweconomy.finance</code>
<code>/portfolio</code>	Your investments, with gain and loss.	<code>shadoweconomy.finance</code>
<code>/invest <asset> <amount></code>	Buys at today's price.	<code>shadoweconomy.finance.trade</code>
<code>/divest <asset> <units all></code>	Sells at today's price.	<code>shadoweconomy.finance.trade</code>
<code>/order <asset> buy sell <units> <price></code>	A limit order: it fires when the price gets there.	<code>shadoweconomy.finance.trade</code>
<code>/company create deposit dividend info</code>	Found it, fund it, pay out, check on it.	<code>shadoweconomy.finance.company</code>
<code>/crypto admin tick set event suspend</code>	Force a round, fix a price, launch an event, suspend an asset.	<code>shadoweconomy.finance.admin</code>
<code>/rig</code>	Your rigs: assembly, state, production.	<code>shadoweconomy.mining</code>
<code>/rig collect</code>	Collects the output from every rig at once.	<code>shadoweconomy.mining</code>
<code>/rig parts</code>	The catalogue of components, with the real numbers.	<code>shadoweconomy.mining</code>
<code>/rig give <part> [q] [player]</code>	Hands over a component.	<code>shadoweconomy.mining.admin</code>

<code>/rig admin tick</code>	Forces a round of production.	<code>shadoweconomy.mining.admin</code>
<code>/rig admin list</code>	Every rig on the server.	<code>shadoweconomy.mining.admin</code>

Tokens, bank and special shops

COMMAND	WHAT IT DOES	PERMISSION
<code>/token list</code>	Which tokens exist and how many you hold.	<code>shadoweconomy.token</code>
<code>/token info <id></code>	How a token is made.	<code>shadoweconomy.token</code>
<code>/token withdraw <id> <amount></code>	From the account to the item.	<code>shadoweconomy.token.withdraw</code>
<code>/token deposit [all]</code>	From the item to the account.	<code>shadoweconomy.token.redeem</code>
<code>/token pay <id> <player> <amount></code>	Sends tokens to somebody.	<code>shadoweconomy.token.pay</code>
<code>/token give <id> <player> <amount></code>	Creates a token balance.	<code>shadoweconomy.token.admin</code>
<code>/token take <id> <player> <amount></code>	Destroys a token balance.	<code>shadoweconomy.token.admin</code>
<code>/token item <id> [q] [player] [value]</code>	Mints banknotes to put in the crates.	<code>shadoweconomy.token.admin</code>
<code>/token supply</code>	How much has been issued in total.	<code>shadoweconomy.token.admin</code>
<code>/bank deposit <amount></code>	From the wallet to the account.	<code>shadoweconomy.bank</code>
<code>/bank withdraw <amount></code>	From the account to the wallet.	<code>shadoweconomy.bank</code>
<code>/bank term <amount></code>	Opens a fixed-term account, which pays more.	<code>shadoweconomy.bank</code>
<code>/bank break</code>	Breaks the fixed term early, paying the penalty.	<code>shadoweconomy.bank</code>
<code>/bank loan <amount></code>	Asks for a loan within the credit limit.	<code>shadoweconomy.bank</code>
<code>/bank repay <amount></code>	Pays back what is owed.	<code>shadoweconomy.bank</code>
<code>/bank info [player]</code>	The full picture, from the console as well; somebody else's also needs <code>shadoweconomy.bank.others</code> .	<code>shadoweconomy.bank</code>
<code>/bank admin deposit forgive interest collect</code>	Pay in, write off, force interest or instalments.	<code>shadoweconomy.bank.admin</code>
<code>/shadoweconomy [action]</code>	Version, licence, activation. Aliases <code>/shadoweco</code> and <code>/selicense</code> .	<code>shadoweconomy.admin.license</code>

Trading between players

COMMAND	WHAT IT DOES	PERMISSION
<code>/trade <player></code>	Proposes a trade.	<code>shadoweconomy.trade</code>
<code>/trade accept [player]</code>	Accepts. The name can be left out when only one person is waiting.	<code>shadoweconomy.trade</code>
<code>/trade deny [player]</code>	Refuses. The name can be left out when only one person is waiting.	<code>shadoweconomy.trade</code>
<code>/trade cancel</code>	Calls off the open one: you both get your things back.	<code>shadoweconomy.trade</code>
<code>/trade toggle</code>	Stops you receiving proposals, across a restart too.	<code>shadoweconomy.trade</code>

<code>/trade recover</code>	Collects what was left hanging from an interrupted trade.	<code>shadoweconomy.trade</code>
<code>/trade log [player all]</code>	The record of what actually changed hands; somebody else's also needs <code>shadoweconomy.trade.admin</code> .	<code>shadoweconomy.trade</code>
<code>/trade admin cancel <player></code>	Forces an open trade shut.	<code>shadoweconomy.trade.admin</code>
<code>/trade admin list</code>	The trades open right now.	<code>shadoweconomy.trade.admin</code>

Permissions

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

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadoweconomy.balance</code>	See your own balance	Everyone
<code>shadoweconomy.balance.others</code>	See other players' balances	Operators
<code>shadoweconomy.wallet</code>	Open the wallet screen	Everyone
<code>shadoweconomy.pay</code>	Send money	Everyone
<code>shadoweconomy.baltop</code>	See the leaderboard	Everyone
<code>shadoweconomy.baltop.hide</code>	Stay out of the leaderboard	Nobody
<code>shadoweconomy.transactions</code>	See your own history	Everyone
<code>shadoweconomy.transactions.others</code>	See other players' history	Operators
<code>shadoweconomy.shop</code>	Open the shop	Everyone
<code>shadoweconomy.shop.buy</code>	Buy from the shop	Everyone
<code>shadoweconomy.shop.sell</code>	Sell to the shop	Everyone
<code>shadoweconomy.shop.worth</code>	Ask what an item is worth	Everyone
<code>shadoweconomy.shop.admin</code>	Catalogue editor	Operators
<code>shadoweconomy.market</code>	Use the auction house	Everyone
<code>shadoweconomy.market.sell</code>	Put something up for sale	Everyone
<code>shadoweconomy.market.auction</code>	Put something up for auction	Everyone
<code>shadoweconomy.market.admin</code>	Administer the auction house	Operators
<code>shadoweconomy.chestshop</code>	Use chest shops	Everyone
<code>shadoweconomy.chestshop.create</code>	Create a chest shop	Everyone
<code>shadoweconomy.chestshop.admin</code>	Infinite-stock shops and administration	Operators
<code>shadoweconomy.district</code>	Use the shopping district	Everyone
<code>shadoweconomy.district.rent</code>	Rent a shop	Everyone
<code>shadoweconomy.district.admin</code>	Create plots and tiers, evict tenants	Operators

<code>shadoweconomy.finance</code>	Look at the exchange	Everyone
<code>shadoweconomy.finance.trade</code>	Buy and sell assets	Everyone
<code>shadoweconomy.finance.company</code>	Found and run companies	Everyone
<code>shadoweconomy.finance.admin</code>	Administer the exchange	Operators
<code>shadoweconomy.mining</code>	Use mining rigs	Everyone
<code>shadoweconomy.mining.admin</code>	Administer rigs and hand out parts	Operators
<code>shadoweconomy.bank</code>	Use the bank	Everyone
<code>shadoweconomy.bank.others</code>	See other players' accounts	Operators
<code>shadoweconomy.bank.admin</code>	Forgive loans and force interest and instalments	Operators
<code>shadoweconomy.trade</code>	Trade with another player	Everyone
<code>shadoweconomy.trade.admin</code>	Read anybody's trade log and call off open trades	Operators
<code>shadoweconomy.token</code>	Open the token desk	Everyone
<code>shadoweconomy.token.withdraw</code>	Withdraw tokens from your account	Everyone
<code>shadoweconomy.token.redeem</code>	Redeem a token	Everyone
<code>shadoweconomy.token.pay</code>	Pay in tokens	Everyone
<code>shadoweconomy.token.admin</code>	Mint tokens and see the supply	Operators
<code>shadoweconomy.admin.license</code>	See and activate the licence	Operators
<code>shadoweconomy.admin</code>	Economy administration commands	Operators
<code>shadoweconomy.bypass.cooldown</code>	No cooldown between payments	Operators
<code>shadoweconomy.bypass.tax</code>	No tax and no fee	Nobody
<code>shadoweconomy.bypass.limits</code>	No daily limits	Operators
<code>shadoweconomy.bypass.creative</code>	May sell in creative mode too (careful: this is the mint)	Nobody

Integrations

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

PLUGIN	WHEN IT MATTERS
Vault	Optional
ShadowEssentials	Optional
ShadowPermissions	Optional
ShadowRegions	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