

USER MANUAL

ShadowEssentials

The heart of the suite: homes, warps, kits, VIP, chat and the everyday commands.

Twenty-eight modules in one jar: homes, warps, kits, VIP ranks, chat with channels, moderation that survives a disconnect, and world management without a second plugin. Each module switches off on its own and stops costing anything.

28

MODULES

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COMMANDS

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PERMISSIONS

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LANGUAGES

0

DEPENDENCIES

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What it is

■ THE PROBLEM IT SOLVES

Twenty-eight modules in one jar: homes, warps, kits, VIP ranks, chat with channels, moderation that survives a disconnect, and world management without a second plugin. Each module switches off on its own and stops costing anything.

■ FREE AND PREMIUM

This plugin is free: there is nothing to activate and no limit to lift.

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.

Twenty-eight modules

Homes, warps, kits, VIP, chat, moderation and worlds: each part switches on and off by itself, and a part that is off registers nothing and costs nothing.

Homes and travel

Homes with a per-rank limit, a window to browse them, warps and teleport requests: `/home` goes straight to the first, `/homes` opens the list.

Kits and rewards

Cooldown, cost, requirements, a preview of the contents, and a queue for anyone with a full inventory - with an in-game editor for those who prefer it to files.

Chat and community

Format by rank or by permission, channels with a radius, mentions, antispam, anti-caps and a clickable name with the player card.

Moderation that sticks

Ban, mute, kick, warn and jail, timed or permanent, written to the database: they hold even when the player is offline and across servers.

Worlds without Multiverse

Creates normal, flat, large biomes, amplified, void, nether and end worlds, deletes them, imports them and applies per-world rules.

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

No licence needed: this plugin is free and complete as it is.

Up to 1.0.1 it was called **ShadowBasics**.

If you are upgrading, remove the old jar from `plugins/` first: on its first start ShadowEssentials copies `plugins/ShadowBasics` into `plugins/ShadowEssentials` by itself, and nothing is lost.

■ THE FILES IT CREATES

All inside `plugins/ShadowEssentials/`, 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.

Commands

Every form you actually type, with the permission each one needs.

116

COMMANDS

220

PERMISSIONS

7

GROUPS

Homes, warps and travel

COMMAND	WHAT IT DOES	PERMISSION
<code>/home [name]</code>	Goes to one of your homes. With several homes and no name, it goes to the first.	—
<code>/homes</code>	Opens the screen with your homes.	—
<code>/sethome <name></code>	Saves where you are standing as a home.	—
<code>/delhome <name></code>	Deletes a home.	—
<code>/warp <name></code>	Goes to a warp.	—
<code>/warps</code>	Opens the warps screen.	—
<code>/setwarp <name></code>	Creates a warp where you are standing.	—

<code>/delwarp <name></code>	Deletes a warp.	—
<code>/spawn</code>	Goes to the spawn.	—
<code>/setspawn</code>	Sets the spawn.	—
<code>/firstspawn</code>	Goes to the first-join spawn.	—
<code>/setfirstspawn</code>	Sets the first-join spawn.	—
<code>/tp <player></code>	A straight teleport.	—
<code>/tphere <player></code>	Brings a player to you.	—
<code>/tpa <player></code>	Asks to teleport to somebody.	—
<code>/tpahere <player></code>	Asks somebody to come to you.	—
<code>/tpaccept</code>	Accepts the most recent request.	—
<code>/tpdeny</code>	Refuses the request.	—
<code>/back</code>	Takes you back to where you teleported from.	—
<code>/top</code>	Takes you up to the highest block above you.	—
<code>/rtp</code>	A random teleport to a safe spot.	—

Player

COMMAND	WHAT IT DOES	PERMISSION
<code>/heal [player]</code>	Puts the health back.	—
<code>/feed [player]</code>	Puts the food back.	—
<code>/fly [player]</code>	Switches flight on or off.	—
<code>/god [player]</code>	Invulnerability.	—
<code>/gamemode <mod> [player]</code>	Changes the game mode.	—
<code>/speed <value></code>	Flying or running speed.	—
<code>/hat</code>	Puts what you are holding on your head.	—
<code>/more</code>	Fills up the stack in your hand.	—
<code>/repair [all]</code>	Repairs the item in your hand, or all of them.	—
<code>/trash</code>	Opens a throwaway container.	—
<code>/invsee <player></code>	Looks inside somebody's inventory.	—
<code>/enderchest [player]</code>	Opens the ender chest.	—
<code>/workbench</code>	Opens the crafting table.	—
<code>/clearinventory [player]</code>	Empties the inventory.	—
<code>/suicide</code>	Kills you.	—
<code>/nick <name off></code>	Changes the name people see.	—
<code>/realname <nick></code>	Tells you the real name behind a nick.	—
<code>/seen <player></code>	When they were last seen.	—

<code>/ping [player]</code>	The ping.	—
<code>/afk</code>	Marks you away.	—
<code>/chestorder [on off]</code>	Tidies every chest you open, by itself.	—
<code>/autopickup [on off]</code>	Sends items and experience straight to you, without picking them up.	—
<code>/autopickupxp [on off]</code>	The experience only. For whoever wants the levels but would rather see what drops.	—
<code>/enchant <enchantment> [level]</code>	Enchants what you are holding, at any level. Level 0 removes the enchantment.	—
<code>/rename [name]</code>	Renames what you are holding, colours included. With no name it goes back to the factory one.	—

Chat and community

COMMAND	WHAT IT DOES	PERMISSION
<code>/msg <player> <text></code>	A private message.	—
<code>/reply <text></code>	Replies to the last message.	—
<code>/ignore <player></code>	Ignores somebody.	—
<code>/unignore <player></code>	Stops ignoring them.	—
<code>/ignorelist</code>	Who you are ignoring.	—
<code>/socialspy</code>	Shows the staff the private messages.	—
<code>/broadcast <text></code>	An announcement to the whole server.	—
<code>/chat <channel></code>	Changes chat channel.	—
<code>/staffchat [text]</code>	The staff's own chat.	—
<code>/team <sub></code>	Creates and runs your team.	—
<code>/teamchat [text]</code>	The team chat.	—
<code>/mail <sub></code>	Offline mail.	—
<code>/rules [chat]</code>	The rules, on screen or in chat.	—

Kits, VIP and rewards

COMMAND	WHAT IT DOES	PERMISSION
<code>/kit <name></code>	Claims a kit.	—
<code>/kits</code>	Opens the kits screen.	—
<code>/vip</code>	Opens the VIP ranks screen.	—
<code>/daily</code>	The daily reward.	—
<code>/redeem <code></code>	Redeems a code.	—
<code>/voucher <sub></code>	Creates and manages the codes.	—
<code>/leaderboard [name]</code>	The leaderboards.	—

Moderation

COMMAND	WHAT IT DOES	PERMISSION
<code>/ban <player> [reason]</code>	A permanent ban.	—
<code>/tempban <player> <duration></code>	A timed ban.	—
<code>/unban <player></code>	Lifts the ban.	—
<code>/mute <player> [reason]</code>	A permanent mute.	—
<code>/tempmute <player> <duration></code>	A timed mute.	—
<code>/unmute <player></code>	Lifts the mute.	—
<code>/kick <player> [reason]</code>	Throws them off the server.	—
<code>/warn <player> <reason></code>	A warning, with the ladder applied automatically.	—
<code>/jail <player> <cell></code>	Sends them to a cell.	—
<code>/unjail <player></code>	Lets them out of the cell.	—
<code>/jails</code>	The cells you configured.	—
<code>/setjail <name></code>	Creates a cell where you are standing.	—
<code>/deljail <name></code>	Deletes a cell.	—
<code>/jailtp <cell></code>	Takes you to a cell.	—
<code>/freeze <player></code>	Freezes whoever you are watching.	—
<code>/vanish</code>	Makes you properly invisible.	—
<code>/history <player></code>	The record of punishments.	—
<code>/alts <player></code>	Accounts sharing the address.	—

The link

COMMAND	WHAT IT DOES	PERMISSION
<code>/portal</code>	Opens the list of portals. One click on one opens its card.	—
<code>/portal help</code>	The four lines above, in chat.	—
<code>/portal wand</code>	The wand for the two corners.	—
<code>/portal create <name> [action]</code>	Creates one from the wand's selection.	—
<code>/portal shape <name> circle <radius></code>	A ring where you are looking.	—
<code>/portal shape <name> rect <width> <height></code>	A rectangle where you are looking.	—
<code>/portal build <name></code>	An outline drawn by hand, then closed.	—
<code>/portal link <a> [both]</code>	Whoever walks into a comes out of b. With both, the way back as well.	—
<code>/portal unlink <name></code>	Stops it leading anywhere. The other actions stay.	—
<code>/portal gui <name></code>	That portal's card.	—

<code>/portal block <name> <block></code>	What it is made of.	—
<code>/portal mirror <name> <other off></code>	Looking into it, you see the other end.	—
<code>/portal edit <name> <field> <value></code>	Every other setting, for whoever prefers commands.	—
<code>/portal tp <name></code>	Takes you in front of it.	—
<code>/portal info <name></code>	What is inside it, and the written list.	—
<code>/portal delete <name></code>	Removes it from the file. The blocks stay where they are.	—

World and server

COMMAND	WHAT IT DOES	PERMISSION
<code>/world <sub></code>	Creates, loads, deletes and configures the worlds.	—
<code>/time <value></code>	Changes the time.	—
<code>/weather <type></code>	Changes the weather.	—
<code>/killall [type]</code>	Removes the entities, with a confirmation.	—
<code>/entitycount</code>	Entities by type and the worst chunks.	—
<code>/tps</code>	TPS, MSPT, memory and chunks.	—
<code>/gc</code>	The state of the memory.	—
<code>/spawner <sub></code>	Managing the spawners.	—
<code>/npc <sub></code>	Creates and manages the NPCs.	—
<code>/hologram <sub></code>	Creates and manages the holograms.	—
<code>/particles</code>	Picks your particle effect.	—
<code>/scoreboard</code>	Shows or hides the sidebar.	—
<code>/motd <sub></code>	Preview and upkeep of the server list entry.	—
<code>/cooldowns</code>	Your waits, as they stand.	—
<code>/lang [language]</code>	Picks the language.	—
<code>/shadowessentials <sub></code>	Administration: status, reload, diagnostics, import.	—

Permissions

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

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowessentials.admin.kits</code>	Create, edit and delete the kits	Operators
<code>shadowessentials.admin.migrate</code>	Import the data from another plugin	Operators
<code>shadowessentials.admin.profile</code>	Read a player's technical card: timings, modules, saved data	Operators

<code>shadowessentials.admin.reload</code>	Reload configuration, languages and modules without a restart	Operators
<code>shadowessentials.admin.storage</code>	See and migrate the storage	Operators
<code>shadowessentials.admin.voucher</code>	Create and revoke the redeemable codes	Operators
<code>shadowessentials.afk.exempt</code>	Never get marked away	Operators
<code>shadowessentials.afk.no-kick</code>	Stay connected even while away	Operators
<code>shadowessentials.armorstand.*</code>	Every tool of the armor stand editor	Operators
<code>shadowessentials.armorstand.tool</code>	Select a stand to edit	Everyone
<code>shadowessentials.armorstand.pose</code>	Pose editor and ready-made poses	Everyone
<code>shadowessentials.armorstand.pose.save</code>	Save your own poses (how many: <code>shadowessentials.limit.armorstand-poses.<n></code>)	Everyone
<code>shadowessentials.armorstand.toggle.*</code>	Every switch of a stand	Operators
<code>shadowessentials.armorstand.toggle.<toggle></code>	One single stand toggle (<toggle> = arms, small, glowing...)	Everyone
<code>shadowessentials.armorstand.toggle.arms</code>	Show or hide the arms	Everyone
<code>shadowessentials.armorstand.toggle.base-plate</code>	Show or hide the base plate	Everyone
<code>shadowessentials.armorstand.toggle.small</code>	Make the stand small or normal size	Everyone
<code>shadowessentials.armorstand.toggle.marker</code>	Turn the stand into a marker (no hitbox)	Everyone
<code>shadowessentials.armorstand.toggle.visible</code>	Make the stand visible or invisible	Everyone
<code>shadowessentials.armorstand.toggle.gravity</code>	Turn the stand's gravity on or off	Everyone
<code>shadowessentials.armorstand.toggle.glowing</code>	Make the stand glow	Everyone
<code>shadowessentials.armorstand.toggle.invulnerable</code>	Make the stand invulnerable	Operators
<code>shadowessentials.armorstand.toggle.immovable</code>	Lock the stand in place	Everyone
<code>shadowessentials.armorstand.name</code>	Give the stand a name (colours allowed)	Everyone
<code>shadowessentials.armorstand.equipment</code>	Put and take the items of a stand, and lock its slots	Everyone
<code>shadowessentials.armorstand.move</code>	Move, rotate and carry the stand	Everyone
<code>shadowessentials.armorstand.scale</code>	Change the size of the stand	Everyone
<code>shadowessentials.armorstand.copy</code>	Copy and paste settings between stands	Everyone
<code>shadowessentials.armorstand.copy.equipment</code>	Copy and paste the items too (creates them)	Operators
<code>shadowessentials.armorstand.clone</code>	Clone a stand	Everyone
<code>shadowessentials.armorstand.spawn</code>	Place armor stands from the editor	Everyone
<code>shadowessentials.armorstand.spawn.mannequin</code>	Place mannequins, which are not an item in the game	Operators
<code>shadowessentials.armorstand.mannequin</code>	Skin, pose and description of a mannequin	Everyone
<code>shadowessentials.armorstand.item</code>	Turn a stand into an item ready to place	Everyone

<code>shadowessentials.armorstand.lock</code>	Lock a stand so only its owner can edit it	Everyone
<code>shadowessentials.armorstand.remove</code>	Remove a stand	Everyone
<code>shadowessentials.armorstand.free</code>	Place, clone and make items without paying an armor stand	Operators
<code>shadowessentials.armorstand.bypass</code>	Edit any stand anywhere: protections, locks, disabled worlds	Operators
<code>shadowessentials.bypass.cooldown</code>	No wait between one command and the next	Operators
<code>shadowessentials.bypass.cooldown.<command></code>	No cooldown on that one command	Operators
<code>shadowessentials.bypass.kit-cooldown</code>	Claim a kit without waiting for its interval	Operators
<code>shadowessentials.bypass.kit-cooldown.<kit></code>	No cooldown on that one kit	Operators
<code>shadowessentials.bypass.tp-cooldown</code>	No wait between one teleport and the next	Operators
<code>shadowessentials.bypass.tp-warmup</code>	Leave at once, without the seconds standing still before a teleport	Operators
<code>shadowessentials.chat.bypass-filter</code>	Skips every chat filter	Operators
<code>shadowessentials.chat.colors</code>	Write in chat with the colour codes	Operators
<code>shadowessentials.chat.staff</code>	Reads the staff channel	Operators
<code>shadowessentials.command.<command></code>	Use that command: there is one node per command	Everyone
<code>shadowessentials.command.afk</code>	Marks you away.	Everyone
<code>shadowessentials.command.alts</code>	Accounts sharing the address.	Operators
<code>shadowessentials.command.armorstand</code>	Use /armorstand and the armor stand and mannequin editor	Operators
<code>shadowessentials.command.autopickup</code>	Send items and experience straight to you, without picking them up	Everyone
<code>shadowessentials.command.autopickupxp</code>	The experience only, for whoever would rather see what drops	Everyone
<code>shadowessentials.command.enchant</code>	Enchant what you are holding, at any level	Operators
<code>shadowessentials.command.rename</code>	Rename what you are holding, colours included	Operators
<code>shadowessentials.command.back</code>	Takes you back to where you teleported from.	Operators
<code>shadowessentials.command.ban</code>	A permanent ban.	Operators
<code>shadowessentials.command.broadcast</code>	An announcement to the whole server.	Operators
<code>shadowessentials.command.chat</code>	Changes chat channel.	Everyone
<code>shadowessentials.command.chestorder</code>	Tidy every chest you open, by itself	Everyone
<code>shadowessentials.command.clearinventory</code>	Empties the inventory.	Operators
<code>shadowessentials.command.cooldowns</code>	Your waits, as they stand.	Everyone
<code>shadowessentials.command.cooldowns.other</code>	See another player's waits	Operators
<code>shadowessentials.command.cooldowns.reset</code>	Clear a player's waits	Operators

<code>shadowessentials.command.daily</code>	The daily reward.	Everyone
<code>shadowessentials.command.delhome</code>	Deletes a home.	Everyone
<code>shadowessentials.command.deljail</code>	Deletes a cell.	Operators
<code>shadowessentials.command.delwarp</code>	Deletes a warp.	Operators
<code>shadowessentials.command.elevator</code>	Lists the elevator levels and who can ride them	Operators
<code>shadowessentials.command.enderchest</code>	Opens the ender chest.	Operators
<code>shadowessentials.command.entitycount</code>	Entities by type and the worst chunks.	Operators
<code>shadowessentials.command.feed</code>	Puts the food back.	Operators
<code>shadowessentials.command.firstspawn</code>	Goes to the first-join spawn.	Operators
<code>shadowessentials.command.fly</code>	Switches flight on or off.	Operators
<code>shadowessentials.command.freeze</code>	Freezes whoever you are watching.	Operators
<code>shadowessentials.command.gamemode</code>	Changes the game mode.	Operators
<code>shadowessentials.command.gc</code>	The state of the memory.	Operators
<code>shadowessentials.command.god</code>	Invulnerability.	Operators
<code>shadowessentials.command.hat</code>	Puts what you are holding on your head.	Operators
<code>shadowessentials.command.heal</code>	Puts the health back.	Operators
<code>shadowessentials.command.history</code>	The record of punishments.	Operators
<code>shadowessentials.command.hologram</code>	Creates and manages the holograms.	Operators
<code>shadowessentials.command.home</code>	Goes to one of your homes. With several homes and no name, it goes to the first.	Everyone
<code>shadowessentials.command.homes</code>	Opens the screen with your homes.	Everyone
<code>shadowessentials.command.ignore</code>	Ignores somebody.	Everyone
<code>shadowessentials.command.invsee</code>	Looks inside somebody's inventory.	Operators
<code>shadowessentials.command.jail</code>	Sends them to a cell.	Operators
<code>shadowessentials.command.jails</code>	The cells you configured.	Operators
<code>shadowessentials.command.jailtp</code>	Takes you to a cell.	Operators
<code>shadowessentials.command.kick</code>	Throws them off the server.	Operators
<code>shadowessentials.command.killall</code>	Removes the entities, with a confirmation.	Operators
<code>shadowessentials.command.kit</code>	Claims a kit.	Everyone
<code>shadowessentials.command.kit.give</code>	Hand a kit to another player	Operators
<code>shadowessentials.command.kits</code>	Opens the kits screen.	Everyone
<code>shadowessentials.command.lang</code>	Picks the language.	Everyone
<code>shadowessentials.command.leaderboard</code>	The leaderboards.	Everyone
<code>shadowessentials.command.mail</code>	Offline mail.	Everyone
<code>shadowessentials.command.more</code>	Fills up the stack in your hand.	Operators

<code>shadowessentials.command.motd</code>	Preview and upkeep of the server list entry.	Operators
<code>shadowessentials.command.msg</code>	A private message.	Everyone
<code>shadowessentials.command.mute</code>	A permanent mute.	Operators
<code>shadowessentials.command.nick</code>	Changes the name people see.	Operators
<code>shadowessentials.command.nick.other</code>	Change another player's display name	Operators
<code>shadowessentials.command.npc</code>	Creates and manages the NPCs.	Operators
<code>shadowessentials.command.particles</code>	Picks your particle effect.	Operators
<code>shadowessentials.command.particles.admin</code>	Give and take the particle effects of others	Operators
<code>shadowessentials.command.ping</code>	The ping.	Everyone
<code>shadowessentials.command.portal</code>	Opens the list of portals. One click on one opens its card.	Operators
<code>shadowessentials.command.realname</code>	Tells you the real name behind a nick.	Everyone
<code>shadowessentials.command.redeem</code>	Redeems a code.	Everyone
<code>shadowessentials.command.repair</code>	Repairs the item in your hand, or all of them.	Operators
<code>shadowessentials.command.repair.all</code>	Repair the whole inventory, not just the item in hand	Operators
<code>shadowessentials.command.rtp</code>	A random teleport to a safe spot.	Operators
<code>shadowessentials.command.rules</code>	The rules, on screen or in chat.	Everyone
<code>shadowessentials.command.rules.reload</code>	Re-read the rules from the file	Operators
<code>shadowessentials.command.scoreboard</code>	Shows or hides the sidebar.	Everyone
<code>shadowessentials.command.seen</code>	When they were last seen.	Operators
<code>shadowessentials.command.setfirstspawn</code>	Sets the first-join spawn.	Operators
<code>shadowessentials.command.sethome</code>	Saves where you are standing as a home.	Everyone
<code>shadowessentials.command.setjail</code>	Creates a cell where you are standing.	Operators
<code>shadowessentials.command.setspawn</code>	Sets the spawn.	Operators
<code>shadowessentials.command.setwarp</code>	Creates a warp where you are standing.	Operators
<code>shadowessentials.command.shadowessentials</code>	Administration: status, reload, diagnostics, import.	Operators
<code>shadowessentials.command.socialspy</code>	Shows the staff the private messages.	Operators
<code>shadowessentials.command.spawn</code>	Goes to the spawn.	Everyone
<code>shadowessentials.command.spawn.other</code>	Send another player to the spawn	Operators
<code>shadowessentials.command.spawner</code>	Managing the spawners.	Operators
<code>shadowessentials.command.speed</code>	Flying or running speed.	Operators
<code>shadowessentials.command.staffchat</code>	The staff's own chat.	Operators
<code>shadowessentials.command.suicide</code>	Kills you.	Everyone
<code>shadowessentials.command.team</code>	Creates and runs your team.	Everyone

<code>shadowessentials.command.tempban</code>	A timed ban.	Operators
<code>shadowessentials.command.tempmute</code>	A timed mute.	Operators
<code>shadowessentials.command.time</code>	Changes the time.	Operators
<code>shadowessentials.command.top</code>	Takes you up to the highest block above you.	Operators
<code>shadowessentials.command.tp</code>	A straight teleport.	Operators
<code>shadowessentials.command.tpa</code>	Asks to teleport to somebody.	Everyone
<code>shadowessentials.command.tpaccept</code>	Accepts the most recent request.	Everyone
<code>shadowessentials.command.tpahere</code>	Asks somebody to come to you.	Everyone
<code>shadowessentials.command.tpdeny</code>	Refuses the request.	Everyone
<code>shadowessentials.command.tphere</code>	Brings a player to you.	Operators
<code>shadowessentials.command.tps</code>	TPS, MSPT, memory and chunks.	Operators
<code>shadowessentials.command.trash</code>	Opens a throwaway container.	Operators
<code>shadowessentials.command.vanish</code>	Makes you properly invisible.	Operators
<code>shadowessentials.command.vanish.other</code>	Make another player invisible	Operators
<code>shadowessentials.command.vip</code>	Opens the VIP ranks screen.	Everyone
<code>shadowessentials.command.vip.check</code>	Check a player's VIP rank and how long they have left	Operators
<code>shadowessentials.command.vip.give</code>	Grant a VIP rank	Operators
<code>shadowessentials.command.vip.take</code>	Take a VIP rank away	Operators
<code>shadowessentials.command.warn</code>	A warning, with the ladder applied automatically.	Operators
<code>shadowessentials.command.warp</code>	Goes to a warp.	Everyone
<code>shadowessentials.command.weather</code>	Changes the weather.	Operators
<code>shadowessentials.command.workbench</code>	Opens the crafting table.	Operators
<code>shadowessentials.command.world</code>	Creates, loads, deletes and configures the worlds.	Operators
<code>shadowessentials.command.world.create</code>	Create a new world	Operators
<code>shadowessentials.command.world.delete</code>	Delete a world, behind a confirmation	Operators
<code>shadowessentials.command.world.reset</code>	Regenerate a world from scratch	Operators
<code>shadowessentials.elevator.use</code>	Rides elevator blocks (a level can ask for its own node too)	Everyone
<code>shadowessentials.elevator.bypass</code>	Rides elevators into protected places: skips the protection checks	Operators
<code>shadowessentials.elevator.level.<level></code>	Rides one elevator level; the node is the one written in modules/elevator.yml	Operators
<code>shadowessentials.elevator.level.2</code>	Rides level-2 elevators (shipped example)	Operators
<code>shadowessentials.elevator.level.3</code>	Rides level-3 elevators (shipped example)	Operators

<code>shadowessentials.command.autotool</code>	Switches AutoTool on and off for yourself (/autotool)	Everyone
<code>shadowessentials.autotool.weapons</code>	AutoTool also takes the best weapon after a hit	Everyone
<code>shadowessentials.autotool.inventory</code>	AutoTool takes tools from the whole inventory, not only the hotbar	Operators
<code>shadowessentials.autotool.admin</code>	/autotool test: what AutoTool would pick, without moving anything	Operators
<code>shadowessentials.command.lock</code>	Uses /lock: locks the block you look at, opens its menu, shows whose it is	Everyone
<code>shadowessentials.lock.create</code>	Creates locks: a [Lock] sign, a quick lock, /lock	Everyone
<code>shadowessentials.lock.quick</code>	Locks a container by right-clicking it with a sign in hand	Everyone
<code>shadowessentials.lock.public</code>	Makes own locks public or deposit	Everyone
<code>shadowessentials.lock.groups</code>	Opens own locks to groups: team, island, region, permission groups	Everyone
<code>shadowessentials.lock.flag.explosions</code>	Lets explosions break an own lock	Operators
<code>shadowessentials.lock.inspect</code>	Lists and counts the locks of other players	Operators
<code>shadowessentials.lock.bypass</code>	Uses /lock bypass: opens every lock while on, each opening written in the audit	Operators
<code>shadowessentials.lock.admin</code>	Locks for others or for the server, purges a player's locks, imports from other plugins	Operators
<code>shadowessentials.lock.limit.<n></code>	Raises the lock limit to n (the highest node wins)	Operators
<code>shadowessentials.lock.limit.unlimited</code>	No lock limit	Operators
<code>shadowessentials.lock.group.<name></code>	Belongs to the lock group perm:<name> (a group chosen in modules/lock.yml)	Nobody
<code>shadowessentials.command.skin</code>	Uses /skin: the wardrobe, reset, refresh and info on your own skin	Everyone
<code>shadowessentials.skin.name</code>	Wears the skin of a Mojang account (/skin set <name>)	Everyone
<code>shadowessentials.skin.url</code>	Wears a skin from a link or a file of the server (/skin url), through MineSkin	Operators
<code>shadowessentials.skin.preset</code>	Wears one of the server's preset skins (/skin preset)	Everyone
<code>shadowessentials.skin.other</code>	Changes, resets and inspects the skin of other players	Operators
<code>shadowessentials.skin.admin</code>	Empties the skin cache, copies names in blocked-names	Operators
<code>shadowessentials.skin.bypass-cooldown</code>	Changes skin without waiting the cooldown	Operators
<code>shadowessentials.invsee.override</code>	Open even the protected inventories	Operators

<code>shadowessentials.invsee.protect</code>	Your own inventory cannot be opened with /invsee	Operators
<code>shadowessentials.kit.*</code>	Every kit, including the ones you have not unlocked	Operators
<code>shadowessentials.limit.homes.unlimited</code>	No ceiling on the number of homes	Operators
<code>shadowessentials.limit.armorstand-poses.unlimited</code>	No limit on saved poses	Operators
<code>shadowessentials.mail.sendall</code>	Send one piece of mail to every player at once	Operators
<code>shadowessentials.moderation.exempt</code>	Cannot be punished by the staff	Operators
<code>shadowessentials.moderation.exempt.override</code>	Punish even those who are exempt	Operators
<code>shadowessentials.moderation.notify</code>	Receive the notice of every punishment handed out	Operators
<code>shadowessentials.moderation.shadowmute</code>	Apply a mute only the staff can see	Operators
<code>shadowessentials.nick.bypass.blacklist</code>	Use a nick from the forbidden list	Operators
<code>shadowessentials.nick.bypass.characters</code>	Use characters the nick filter does not accept	Operators
<code>shadowessentials.nick.bypass.impersonate</code>	Use a nick identical to another player's name	Operators
<code>shadowessentials.nick.bypass.length</code>	Go past the maximum nick length	Operators
<code>shadowessentials.nick.bypass.unique</code>	Use a nick somebody else has already taken	Operators
<code>shadowessentials.nick.color</code>	A nick in the sixteen classic colours	Operators
<code>shadowessentials.nick.format</code>	A nick in bold, italic, underlined or struck through	Operators
<code>shadowessentials.nick.gradient</code>	A nick with a gradient from one colour to another	Operators
<code>shadowessentials.nick.hex</code>	A nick in hex colours, all sixteen million of them	Operators
<code>shadowessentials.nick.magic</code>	A nick with the characters that scramble by themselves	Operators
<code>shadowessentials.style.colors</code> 4 CHILDREN	Colours, hex colours and gradients in the nickname and in chat	Operators
<code>shadowessentials.style.magic</code> 3 CHILDREN	Bold, italic, underline, strikethrough and the rolling &k in the nickname and in chat	Operators
<code>shadowessentials.particle.*</code>	Every particle effect	Operators
<code>shadowessentials.sign.break</code>	Break the plugin's signs	Operators
<code>shadowessentials.sign.color</code>	Write on signs in colour	Operators
<code>shadowessentials.social.unignorable</code>	Cannot be ignored	Operators
<code>shadowessentials.spawner.mob.*</code>	Every spawner type	Operators
<code>shadowessentials.spawner.mob.<mob></code>	Pick up spawners of that mob (<mob> = zombie, blaze...)	Operators
<code>shadowessentials.spawner.pickup</code>	Collects spawners	Operators
<code>shadowessentials.spawner.place</code>	Places spawners	Operators

<code>shadowessentials.vanish.auto</code>	Join the server already invisible	Operators
<code>shadowessentials.vanish.see</code>	Sees players who are vanished	Operators
<code>shadowessentials.warp.*</code>	Every warp, the reserved ones included	Operators
<code>shadowessentials.warp.<warp></code>	Use that warp	Operators
<code>shadowessentials.world.fly.bypass</code>	Fly even in the worlds where flight is off	Operators

Integrations

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

PLUGIN	WHEN IT MATTERS
Vault	Optional
PlaceholderAPI	Optional
LuckPerms	Optional
ShadowPermissions	Optional
ShadowEconomy	Optional
Oraxen	Optional
Nexo	Optional
ItemsAdder	Optional
MMOItems	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

This plugin is free: there is nothing to activate and no limit to lift.

■ 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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