

USER MANUAL

ShadowMinions

Little workers that keep producing while the player is away.

Seven trades, not resource blocks: the miner breaks what is in front of it and keeps what that block drops. They level up by working, deposit into a chest, and a thousand of them cost what ten do.

7

TRADES

5

REAL WORLD

10

COMMANDS

10

INTEGRATIONS

0

DEPENDENCIES

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	6

What it is

■ THE PROBLEM IT SOLVES

Seven trades, not resource blocks: the miner breaks what is in front of it and keeps what that block drops. They level up by working, deposit into a chest, and a thousand of them cost what ten do.

■ 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.

Seven trades

Not "the stone minion": the miner breaks what is in front of it and keeps whatever that block drops.

You can see what they are doing

Every minion holds the tool of its trade, and it is the same tool it asks the block for drops with.

Levels and upgrades

It levels up by working, free and slowly: that is what brings a player back the next day to see how far it got.

Produces while you are away

What comes out goes to the storage and stops at the first place that accepts it, even with the player offline.

A thousand cost what ten do

No task per minion: one queue ordered by deadline, split per region on Folia.

Ten integrations

Economy, islands, quests, pass and protections from the suite: when they are there it uses them, when they are missing it works the same.

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

■ THE FILES IT CREATES

All inside `plugins/ShadowMinions/`, 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.

10 COMMANDS	13 PERMISSIONS	1 GROUP
-----------------------	--------------------------	-------------------

Full list

COMMAND	WHAT IT DOES	PERMISSION
<code>/minion</code>	Opens the panel. From the console it prints the help.	<code>shadowminions.gui</code>
<code>/minion help</code>	The list of commands. It answers to ? as well.	—
<code>/minion list [player]</code>	Your own minions, with a teleport. With a name after it, someone else's.	<code>shadowminions.gui</code>
<code>/minion jobs</code>	What every minion can do on this server.	<code>shadowminions.gui</code>
<code>/minion info</code>	Everything known about the minion you are looking at. If it is yours, it opens the panel too.	<code>shadowminions.gui</code>
<code>/minion give <player> <trade> [level] [n]</code>	Gives a minion away. It takes the face of whoever receives it and carries it around.	<code>shadowminions.give</code>
<code>/minion stats</code>	How the plugin is doing: queue, storage, integrations.	<code>shadowminions.admin</code>
<code>/minion reload</code>	Re-reads config, languages and trades, without a restart.	<code>shadowminions.reload</code>
<code>/minion license</code>	Status and activation. Accepts claim, activate and refresh.	<code>shadowminions.admin.license</code>
<code>/smnconfirm <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>shadowminions.place</code>	Place a minion	Everyone
<code>shadowminions.pickup</code>	Pick up one of your own minions	Everyone
<code>shadowminions.gui</code>	Open a minion's panel and the list of your own	Everyone
<code>shadowminions.teleport</code>	Teleport to your own minions from the list	Everyone
<code>shadowminions.skin</code>	Change what your own minions wear on their head (a block from the list)	Everyone
<code>shadowminions.skin.player</code>	Also put any player's face on a minion, by typing a name	Operators
<code>shadowminions.admin</code>	Statistics, and the list of other players' minions	Operators
<code>shadowminions.admin.license</code>	See and activate the licence	Operators
<code>shadowminions.give</code>	Give a minion to a player	Operators
<code>shadowminions.reload</code>	Reload the files	Operators
<code>shadowminions.bypass.protection</code>	Touch and pick up anybody's minions	Nobody
<code>shadowminions.bypass.limit</code>	No minion cap per player	Nobody
<code>shadowminions.*</code> <code>12 CHILDREN</code>	Every permission, administration included	Operators

Integrations

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

PLUGIN	WHEN IT MATTERS
ShadowEconomy	Optional
ShadowRegions	Optional
ShadowCrazyChest	Optional
ShadowSkyBlock	Optional
ShadowControl	Optional
ShadowCustomizer	Optional
ShadowOptimizer	Optional
ShadowQuests	Optional
ShadowBattlePass	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