

USER MANUAL

ShadowOneBlock

One block, eight phases, and two things no other oneblock has.

Break the block and it comes back as something else from the current phase. Phase Draft lets you choose your path instead of riding a rail, and Block Infusion is the one moment the mode stops being a lottery.

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PHASES

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EXCLUSIVES

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DEPENDENCIES

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What it is

■ THE PROBLEM IT SOLVES

Break the block and it comes back as something else from the current phase. Phase Draft lets you choose your path instead of riding a rail, and Block Infusion is the one moment the mode stops being a lottery.

■ 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.

One square, eight phases

Break it and the next tick it comes back as a new material, drawn from the table of the current phase.

Phase Draft

Elsewhere the phases are a rail that is the same for everyone: here you choose, and two islands do not walk the same road.

Block Infusion

The one moment the mode stops being a lottery: you need obsidian and the phase gives netherrack.

Breaking stays vanilla

Drops, Fortune, Silk Touch and statistics work exactly as in the base game.

Its own world, islands on a grid

No natural terrain and no ores generated for chunks nobody will use: less CPU, less disk, less RAM.

The suite's island module

Roles, protections, bank, leaderboards and private dimensions: everything it takes for hundreds of islands to coexist.

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

■ THE FILES IT CREATES

All inside `plugins/ShadowOneBlock/`, 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.

40 COMMANDS	4 PERMISSIONS	3 GROUPS
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Island, block and team

COMMAND	WHAT IT DOES	PERMISSION
<code>/ob help</code>	The list of commands, in chat. It is also what <code>/ob</code> on its own answers to somebody who has no island yet.	—
<code>/ob create</code>	Creates your island: one block in the void, the kit in your bag, the first phase running.	<code>shadowoneblock.island.create</code>
<code>/ob home</code>	Takes you back to your island. It also clears the items on the ground, if you configured it that way. Members.	—
<code>/ob sethome</code>	Moves the island's return point here. Owner, or the SET_HOME role.	—
<code>/ob spawn</code>	Takes you back to the server hub. Always available, island or no island.	—

<code>/ob phases</code>	The block's phases: how far you have got, what comes out now with your island's real odds, and what comes next. Members; synonym <code>/ob phase</code> .	—
<code>/ob draft</code>	Votes for the next phase. It only opens while a vote is running; anybody on the island votes; synonym <code>/ob vote</code> .	—
<code>/ob infuse</code>	Infuses the block to steer what it produces. Owner, or the <code>MANAGE_UPGRADES</code> role; synonym <code>/ob infusion</code> .	—
<code>/ob invite <player></code>	Invites somebody to the island. Owner, or the <code>INVITE_MEMBERS</code> role.	—
<code>/ob accept <player></code>	Accepts the invitation that player sent you.	—
<code>/ob kick <player></code>	Throws a member out. Owner, or the <code>KICK_MEMBERS</code> role.	—
<code>/ob members</code>	The list of members and the handing out of roles. Members.	—
<code>/ob delete</code>	Deletes the island. On its own it asks in chat: <code>/ob delete confirm</code> does it, <code>/ob delete cancel</code> calls it off. There is no undoing it, and there is a wait between one deletion and the next.	—
<code>/ob end</code>	A shortcut to the island's private End. Members. Premium.	—

Economy, leaderboards and conveniences

COMMAND	WHAT IT DOES	PERMISSION
<code>/ob panel</code>	The control panel: every other window is reachable from here. Members.	—
<code>/ob settings</code>	Visits, scoreboard, rules and deletion. Members.	—
<code>/ob rules</code>	The island rules: mobs, PvP, fire, time and weather. Owner, or the <code>MANAGE_SETTINGS</code> role.	—
<code>/ob upgrades</code>	Island upgrades: radius and member limit. Members; synonym <code>/ob upgrade</code> . Premium.	—
<code>/ob perks</code>	The personal, timed perks. Members. Premium.	—
<code>/ob missions</code>	The island's missions and your own. Members. Premium.	—
<code>/ob bank [deposit withdraw <amount>]</code>	The shared purse. With no arguments it opens the window with the history. Members. Premium.	—
<code>/ob generator</code>	The ore generator and its prestiges. Members. Premium.	—
<code>/ob top [level phase bank money likes]</code>	The server leaderboards. With no arguments it opens the one for levels. Premium.	—

<code>/ob visit <player></code>	Visits somebody else's island, if they have left it open to visitors.	—
<code>/ob like [player]</code>	Adds or removes a like. With no name, to the island you are standing on. Premium.	—
<code>/ob chat [message]</code>	The members' private channel. With no message it switches the mode on or off.	—
<code>/ob scoreboard</code>	Shows or hides the sidebar.	—

Administration

COMMAND	WHAT IT DOES	PERMISSION
<code>/ob admin reload</code>	Reloads config, languages, phases, mutations, infusions and menus without a restart.	<code>shadowoneblock.island.reload</code>
<code>/ob admin panel</code>	The admin panel: generator, upgrades and perks editable from the GUI. It answers to <code>/ob admin config</code> as well.	<code>shadowoneblock.island.reload</code>
<code>/ob admin inspect</code>	Inspects and edits the island you are standing on.	<code>shadowoneblock.island.reload</code>
<code>/ob admin setphase <phase-id></code>	Moves the island under your feet to that phase, without touching anything they have built on it. Tab completes the ids.	<code>shadowoneblock.island.reload</code>
<code>/ob admin resetblock</code>	Puts the central block back, if another plugin made it disappear.	<code>shadowoneblock.island.reload</code>
<code>/ob admin confirm</code>	Confirms the action the admin panel has just asked you to confirm.	<code>shadowoneblock.island.reload</code>
<code>/ob admin cancel</code>	Calls that same action off.	<code>shadowoneblock.island.reload</code>
<code>/ob admin pasteschem <file> <world> <x> <y> <z></code>	Pastes a schematic at exact coordinates. It works from the console as well.	<code>shadowoneblock.island.reload</code>
<code>/ob suite</code>	Line by line, what it has hooked from the suite and what happens to whatever is missing. Either staff node is enough, <code>island.admin</code> or <code>island.reload</code> .	<code>shadowoneblock.island.admin</code>
<code>/ob license</code>	Version, limits in force and server fingerprint.	<code>shadowoneblock.admin.license</code>
<code>/ob license claim <code></code>	Turns the purchase code into a working licence.	<code>shadowoneblock.admin.license</code>
<code>/ob license activate <key></code>	Activates a key you already hold.	<code>shadowoneblock.admin.license</code>
<code>/ob license refresh</code>	Re-reads the key from disk and checks again.	<code>shadowoneblock.admin.license</code>

Permissions

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

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowoneblock.island.create</code>	Allows creating an island	Everyone
<code>shadowoneblock.island.admin</code>	Admin commands over any island, and a bypass of the protection	Operators
<code>shadowoneblock.admin.license</code>	See the licence status and activate it	Operators
<code>shadowoneblock.island.reload</code>	Reloads the configuration and opens the admin menus (generator/upgrades/perks) without editing files by hand	Operators

Integrations

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

PLUGIN	WHEN IT MATTERS
ShadowEssentials	Optional
ShadowPermissions	Optional
ShadowRegions	Optional
ShadowEconomy	Optional
ShadowCrazyChest	Optional
ShadowMinions	Optional
WorldEdit	Optional
FastAsyncWorldEdit	Optional
Vault	Optional
PlaceholderAPI	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