

USER MANUAL

ShadowQuests

Daily missions, eighty objective types, an editor you drive in game.

Sixty-nine missions ready on day one. Filters turn eighty types into thousands of possible missions, groups hand them out on a cycle, and nineteen reward types are claimed from a menu.

69

MISSIONS

80

OBJECTIVES

19

REWARD TYPES

29

COMMANDS

0

DEPENDENCIES

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What it is

■ THE PROBLEM IT SOLVES

Sixty-nine missions ready on day one. Filters turn eighty types into thousands of possible missions, groups hand them out on a cycle, and nineteen reward types are claimed from a menu.

■ FREE AND PREMIUM

Without a licence the free version runs: up to 10 missions, with groups, chains, filters and the in-game editor. 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.

Eighty objective types

Split into eight categories, and the list is browsed in game: one click drops the identifier straight into chat.

Filters do the work

"Mine 200 stone" and "below y zero, in the Nether, with Silk Touch" are the same type with two different filters.

Groups, cycles and chains

It is not the player who goes looking for missions: it is the group that hands them out, daily or one after another.

Nineteen reward types

A reward is claimed, and the moment you claim it is the moment you open the menu and start another one.

In-game editor

Name, icon - even "the one in my hand" - objectives with their filters, rewards, requirements, chain and the NPC who hands it over.

Sixty-nine missions ready

Playable on day one, without opening a file.

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

■ THE FILES IT CREATES

All inside `plugins/ShadowQuests/`, 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.

29 COMMANDS	4 PERMISSIONS	4 GROUPS
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The player command

COMMAND	WHAT IT DOES	PERMISSION
<code>/quest</code>	Opens the quest window. From the console it prints the help.	<code>shadowquests.use</code>
<code>/quest list</code>	The quests in progress, in chat, with the bar and the state of each.	<code>shadowquests.use</code>
<code>/quest info <id></code>	One quest in detail: description, objectives, progress, rewards.	<code>shadowquests.use</code>
<code>/quest start <id></code>	Accepts a quest that does not start on its own.	<code>shadowquests.use</code>
<code>/quest abandon <id></code>	Drops a quest; the progress stays where it is. It asks for confirmation.	<code>shadowquests.use</code>
<code>/quest claim [id]</code>	Claims the reward of a quest, or of every finished one if you leave the id out.	<code>shadowquests.use</code>
<code>/quest chains</code>	Opens the chains screen.	<code>shadowquests.use</code>
<code>/quest lang [language]</code>	Picks the language, or auto to follow the client's.	<code>shadowquests.use</code>
<code>/quest help</code>	The list above, in chat. It answers to ? as well.	<code>shadowquests.use</code>

The licence

COMMAND	WHAT IT DOES	PERMISSION

<code>/quest license</code>	Version, status, limits in force, licence and the fingerprint of this server. The key is always shown masked.	<code>shadowquests.admin.license</code>
<code>/quest license claim <code></code>	Asks the activation service for the licence using the purchase code. This is the normal way.	<code>shadowquests.admin.license</code>
<code>/quest license activate <key></code>	Activates a key you already hold.	<code>shadowquests.admin.license</code>
<code>/quest license refresh</code>	Re-reads the key from disk and checks again.	<code>shadowquests.admin.license</code>

The staff command

COMMAND	WHAT IT DOES	PERMISSION
<code>/sqa help</code>	The list below, in chat. It answers to ? as well.	<code>shadowquests.admin</code>
<code>/sqa editor</code>	Opens the in-game editor. If it is switched off in the config, it says so.	<code>shadowquests.admin</code>
<code>/sqa reload</code>	Re-reads configuration, languages, menus and quests, and prints how long it took and how many problems it found.	<code>shadowquests.admin</code>
<code>/sqa info</code>	Plugin state: quests and groups loaded, storage, synchronisation, cycles, listeners on, licence, integrations, players followed, periodic jobs.	<code>shadowquests.admin</code>
<code>/sqa check</code>	Looks for quests nobody could finish: prerequisites that do not exist, hidden quests with no unlock, quests with no reward, empty groups, NPCs that are not there.	<code>shadowquests.admin</code>
<code>/sqa quests</code>	The loaded quests, group by group, with their period and the file they came from.	<code>shadowquests.admin</code>
<code>/sqa types</code>	The objective types by category. To a player it opens a screen; from the console it writes them out, because there the text can be read back in the log.	<code>shadowquests.admin</code>
<code>/sqa give <player> <id></code>	Assigns a quest to somebody.	<code>shadowquests.admin</code>
<code>/sqa complete <player> <id></code>	Completes it through the same code path as the game, so it hands over rewards and chain unlocks too.	<code>shadowquests.admin</code>
<code>/sqa progress <player> <type> <n> [name]</code>	Advances an objective type by n. It is for testing a quest without playing it.	<code>shadowquests.admin</code>
<code>/sqa reset <player></code>	Resets all of their quests. It asks for confirmation.	<code>shadowquests.admin</code>
<code>/sqa resetcycle <group></code>	Reshuffles a group for every player. It asks for confirmation.	<code>shadowquests.admin</code>
<code>/sqa npc</code>	Who hands over what, with the state of the NPCs.	<code>shadowquests.admin</code>
<code>/sqa npc bind <npc> <id></code>	Attaches a quest to a character.	<code>shadowquests.admin</code>
<code>/sqa npc unbind <npc> <id></code>	Takes it away again.	<code>shadowquests.admin</code>

Confirmations

COMMAND	WHAT IT DOES	PERMISSION
<code>/sqanswer <token> <yes no></code>	Not typed: it is what the two buttons run.	—

Permissions

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

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowquests.use</code>	Open the quests and use /quest	Everyone
<code>shadowquests.admin</code>	Every administration command and the in-game editor	Operators
<code>shadowquests.admin.license</code>	See and activate the plugin licence	Operators
<code>shadowquests.bypass.limits</code>	No anti-AFK or anti-farm limit	Operators

Integrations

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

PLUGIN	WHEN IT MATTERS
ShadowEssentials	Optional
ShadowEconomy	Optional
ShadowPermissions	Optional
ShadowRegions	Optional
ShadowSkyBlock	Optional
ShadowBattlePass	Optional
ShadowCrazyChest	Optional
ShadowCommand	Optional
ShadowGames	Optional
ShadowCustomizer	Optional
ShadowControl	Optional
Vault	Optional
LuckPerms	Optional
PlaceholderAPI	Optional
WorldGuard	Optional

Oraxen	Optional
Nexo	Optional
ItemsAdder	Optional
MMOItems	Optional
MythicMobs	Optional
CrazyCrates	Optional
Votifier	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