

USER MANUAL

ShadowRegions

Protect a place in three steps, with the rules written in plain words.

Five area shapes, 124 rules split into eight browsable categories,
selection with an axe and particles showing the edges while you work.
From YAML per world to MySQL with one line.

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RULES

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AREA SHAPES

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DEPENDENCIES

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What it is

■ THE PROBLEM IT SOLVES

Five area shapes, 124 rules split into eight browsable categories, selection with an axe and particles showing the edges while you work. From YAML per world to MySQL with one line.

■ 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.

Five area shapes

Cuboid, polygon with as many vertices as you like, sphere, cylinder - elliptical too - and the whole world: not just two opposite corners.

A hundred and twenty-four rules

Split into eight browsable categories, each with its own icon and its own description in plain words.

Selection with an axe

/rg wand: one hit on a corner, right click on the opposite one, and particles show the edges while you work.

Creation in three steps

Area, name, zone type, each with its own tick: the Create button stays grey while something is missing, and says what.

Search in your own words

Type explosions and you get the right rules, even though the rule itself is named in English like everything you type.

From files to MySQL

YAML per world with atomic writes; with credentials it moves to MySQL or MariaDB, and /rg storage migrate pours one format into the other.

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.

■ THE FILES IT CREATES

All inside `plugins/ShadowRegions/`, 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.

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COMMANDS

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PERMISSIONS

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GROUPS

Panel and screens

COMMAND	WHAT IT DOES	PERMISSION
<code>/rg help</code>	The list of commands you are allowed to use.	—
<code>/rg gui [region]</code>	Opens the main panel.	<code>shadowregions.gui</code>
<code>/rg edit <region></code>	The area editor, drawn in particles.	<code>shadowregions.gui</code>
<code>/rg flags [region]</code>	The rules menu.	<code>shadowregions.gui</code>

Selecting the area

COMMAND	WHAT IT DOES	PERMISSION
<code>/rg wand</code>	Hands you the selection axe.	<code>shadowregions.wand</code>
<code>/rg pos1 [x y z]</code>	First corner.	<code>shadowregions.wand</code>
<code>/rg pos2 [x y z]</code>	Second corner.	<code>shadowregions.wand</code>
<code>/rg sel</code> <code>[clear gui mode poly sphere cylinder we]</code>	The current selection, and changing its shape.	<code>shadowregions.wand</code>

<code>/rg size</code>	Measurements and volume.	<code>shadowregions.wand</code>
<code>/rg expand <n vert> [dir]</code>	Widens the selection.	<code>shadowregions.wand</code>
<code>/rg contract <n> [dir]</code>	Narrows the selection.	<code>shadowregions.wand</code>
<code>/rg shift <n> [dir]</code>	Moves the selection.	<code>shadowregions.wand</code>
<code>/rg select <region></code>	Loads the area of a region that already exists.	<code>shadowregions.wand</code>
<code>/rg undo</code>	Undoes the last change to the area.	—

Creating and editing

COMMAND	WHAT IT DOES	PERMISSION
<code>/rg define <name> [owner...]</code>	Creates a region; with -g, the global one.	<code>shadowregions.define</code>
<code>/rg claim <name></code>	Creates a region within your own limits.	<code>shadowregions.claim</code>
<code>/rg redefine <region></code>	Replaces the area with the selection.	<code>shadowregions.redefine.*</code>
<code>/rg rename <region> <new-name></code>	Renames it.	<code>shadowregions.rename.*</code>
<code>/rg remove <region> [-f]</code>	Deletes it.	<code>shadowregions.remove.*</code>
<code>/rg copy <from> <to></code>	Copies rules and people.	<code>shadowregions.copy</code>
<code>/rg setpriority <region> <n></code>	Who wins when two regions overlap.	<code>shadowregions.priority.*</code>
<code>/rg setparent <region> [parent]</code>	Which region this one sits inside.	<code>shadowregions.parent.*</code>

Who can build

COMMAND	WHAT IT DOES	PERMISSION
<code>/rg addowner <region> <who...></code>	Adds owners, g:group included.	<code>shadowregions.owner.*</code>
<code>/rg removeowner <region> <who...></code>	Removes owners.	<code>shadowregions.owner.*</code>
<code>/rg addmember <region> <who...></code>	Adds members.	<code>shadowregions.member.*</code>
<code>/rg removemember <region> <who...></code>	Removes members.	<code>shadowregions.member.*</code>

Rules and presets

COMMAND	WHAT IT DOES	PERMISSION
<code>/rg flag <region> <flag> [value] [-g group]</code>	Sets a rule or takes it away.	<code>shadowregions.flag.*</code>
<code>/rg flaginfo <flag></code>	The card of one rule: type, factory value, permission.	<code>shadowregions.info</code>
<code>/rg preset <region> <preset></code>	Applies a ready-made preset.	<code>shadowregions.preset</code>
<code>/rg presets</code>	The list of presets.	<code>shadowregions.preset</code>

Information

COMMAND	WHAT IT DOES	PERMISSION
<code>/rg info [region]</code>	The region's full card.	<code>shadowregions.info</code>
<code>/rg list [world] [page]</code>	The list of regions.	<code>shadowregions.info</code>

<code>/rg here</code>	Which regions you are standing in right now.	<code>shadowregions.info</code>
<code>/rg near [radius]</code>	Regions nearby.	<code>shadowregions.info</code>
<code>/rg count [player]</code>	How many regions they own.	<code>shadowregions.info</code>
<code>/rg stats [region]</code>	Usage statistics.	<code>shadowregions.info</code>
<code>/rg overlap [world]</code>	Finds the overlaps.	<code>shadowregions.status</code>
<code>/rg tp <region></code>	Teleport.	<code>shadowregions.teleport.own</code>
<code>/rg show [region]</code>	Switches the particle borders on.	<code>shadowregions.show</code>

Selling and renting

COMMAND	WHAT IT DOES	PERMISSION
<code>/rg buy [region]</code>	Buys a region that is for sale.	<code>shadowregions.claim</code>
<code>/rg rent [region]</code>	Rents one, or renews the rent.	<code>shadowregions.claim</code>
<code>/rg sell <region> <price></code>	Puts it up for sale.	<code>shadowregions.flag.*</code>
<code>/rg unsell <region></code>	Takes it off the market.	<code>shadowregions.flag.*</code>
<code>/rg setrent <region> <price> <period></code>	Puts it up for rent.	<code>shadowregions.flag.*</code>
<code>/rg lease <region> <duration never></code>	The region's expiry.	<code>shadowregions.admin</code>

Automation and watching

COMMAND	WHAT IT DOES	PERMISSION
<code>/rg condition <region> <add list remove clear></code>	Rules that switch themselves on.	<code>shadowregions.flag.*</code>
<code>/rg inspect [region]</code>	The latest changes to the blocks.	<code>shadowregions.rollback</code>
<code>/rg rollback <region> <duration> [player]</code>	Puts the blocks back.	<code>shadowregions.rollback</code>
<code>/rg history <region></code>	The history of changes to the region.	<code>shadowregions.history</code>
<code>/rg bypass [player]</code>	Switches the master key on and off.	<code>shadowregions.bypass.toggle</code>

Administration

COMMAND	WHAT IT DOES	PERMISSION
<code>/rg reload</code>	Reloads configuration, languages and menus.	<code>shadowregions.reload</code>
<code>/rg save</code>	Writes to disk or database right now.	<code>shadowregions.save</code>
<code>/rg status</code>	Diagnostics: storage, cache, timings, integrations.	<code>shadowregions.status</code>
<code>/rg storage <status migrate></code>	The state of the storage, and migrating it.	<code>shadowregions.storage</code>
<code>/rg import worldguard [world] [--dry-run]</code>	Import, from GriefPrevention and RedProtect as well.	<code>shadowregions.import</code>
<code>/rg debug <flags index></code>	The internals of the index and of the rules.	<code>shadowregions.status</code>

Coming from another plugin

COMMAND	WHAT IT DOES	PERMISSION
<code>/rg import worldguard [world]</code>	WorldGuard.	—
<code>/rg import griefprevention</code>	GriefPrevention.	—
<code>/rg import redprotect</code>	RedProtect.	—

Permissions

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

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowregions.command</code>	Use <code>/rg</code>	Everyone
<code>shadowregions.info</code>	Look at regions: info, here, list, near, count, stats, flaginfo	Everyone
<code>shadowregions.claim</code>	Claim a region within the configured limits, and buy or rent one	Everyone
<code>shadowregions.gui</code>	Open the graphical panels	Operators
<code>shadowregions.wand</code>	Receive and use the selection wand	Operators
<code>shadowregions.show</code>	Toggle the particle outline	Operators
<code>shadowregions.list.others</code>	See regions owned by other players	Operators
<code>shadowregions.teleport.own</code>	<code>/rg tp</code> to your own regions	Operators
<code>shadowregions.teleport.all</code>	<code>/rg tp</code> to any region	Operators
<code>shadowregions.define</code>	Create regions, including the global one with <code>-g</code>	Operators
<code>shadowregions.copy</code>	Copy flags and members onto another region	Operators
<code>shadowregions.preset</code>	Apply flag presets	Operators
<code>shadowregions.redefine.own</code>	May change the shape of regions you own	Operators
<code>shadowregions.redefine.member</code>	May change the shape of regions you are a member of	Operators
<code>shadowregions.redefine.all</code>	May change the shape of any region	Operators
<code>shadowregions.rename.own</code>	May rename regions you own	Operators
<code>shadowregions.rename.member</code>	May rename regions you are a member of	Operators
<code>shadowregions.rename.all</code>	May rename any region	Operators
<code>shadowregions.remove.own</code>	May delete regions you own	Operators
<code>shadowregions.remove.member</code>	May delete regions you are a member of	Operators
<code>shadowregions.remove.all</code>	May delete any region	Operators
<code>shadowregions.priority.own</code>	May change the priority of regions you own	Operators

<code>shadowregions.priority.member</code>	May change the priority of regions you are a member of	Operators
<code>shadowregions.priority.all</code>	May change the priority of any region	Operators
<code>shadowregions.parent.own</code>	May change the parent of regions you own	Operators
<code>shadowregions.parent.member</code>	May change the parent of regions you are a member of	Operators
<code>shadowregions.parent.all</code>	May change the parent of any region	Operators
<code>shadowregions.flag.own</code>	May change the flags of regions you own	Operators
<code>shadowregions.flag.member</code>	May change the flags of regions you are a member of	Operators
<code>shadowregions.owner.own</code>	May add and remove owners on regions you own	Operators
<code>shadowregions.owner.member</code>	May add and remove owners on regions you are a member of	Operators
<code>shadowregions.owner.all</code>	May add and remove owners on any region	Operators
<code>shadowregions.member.own</code>	May add and remove members on regions you own	Operators
<code>shadowregions.member.member</code>	May add and remove members on regions you are a member of	Operators
<code>shadowregions.member.all</code>	May add and remove members on any region	Operators
<code>shadowregions.flag.all</code>	Change every flag, on any region	Operators
<code>shadowregions.flag</code>	Root of the per flag nodes: shadowregions.flag.<flag name>	Operators
<code>shadowregions.flag.enter-command</code>	Set the commands run when somebody enters	Operators
<code>shadowregions.flag.exit-command</code>	Set the commands run when somebody leaves	Operators
<code>shadowregions.flag.game-mode</code>	Force a game mode inside the region	Operators
<code>shadowregions.flag.teleport</code>	Set where /rg tp lands	Operators
<code>shadowregions.flag.spawn</code>	Set where somebody who died there respawns	Operators
<code>shadowregions.flag.teleport-on-entry</code>	Set where somebody entering the region is sent	Operators
<code>shadowregions.flag.teleport-on-exit</code>	Set where somebody leaving the region is sent	Operators
<code>shadowregions.flag.join-location</code>	Set where somebody logging in inside the region is sent	Operators
<code>shadowregions.flag.chunk-unload</code>	Keep the chunks of a region loaded (chunk-unload deny)	Operators
<code>shadowregions.bypass</code>	Ignore every region protection, everywhere	Operators
<code>shadowregions.bypass.toggle</code>	/rg bypass, to turn the pass key on and off	Operators
<code>shadowregions.notify</code>	Receive region enter/exit and blacklist notifications	Operators
<code>shadowregions.blacklist.bypass</code>	Ignore the blacklist	Operators
<code>shadowregions.rollback</code>	Inspect and roll back block changes inside regions	Operators

<code>shadowregions.sign.create</code>	Create sale and rent signs	Operators
<code>shadowregions.limits.bypass</code>	No limit on the number or the volume of regions	Operators
<code>shadowregions.limits.regions</code>	Root of the numeric nodes: shadowregions.limits.regions.<n>	Nobody
<code>shadowregions.limits.volume</code>	Root of the numeric nodes: shadowregions.limits.volume.<n>	Nobody
<code>shadowregions.admin</code>	Every administrative command, and every action on every region	Operators
<code>shadowregions.reload</code>	/rg reload	Operators
<code>shadowregions.save</code>	/rg save	Operators
<code>shadowregions.status</code>	/rg status, /rg debug and /rg overlap	Operators
<code>shadowregions.storage</code>	/rg storage	Operators
<code>shadowregions.import</code>	/rg import	Operators
<code>shadowregions.history</code>	/rg history	Operators

Integrations

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

PLUGIN	WHEN IT MATTERS
ShadowEssentials	Optional
ShadowPermissions	Optional
Vault	Optional
LuckPerms	Optional
PlaceholderAPI	Optional
WorldGuard	Optional
dynmap	Optional
GriefPrevention	Optional
RedProtect	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

Build. Empower. Dominate.

shadowmc.net