

USER MANUAL

ShadowSkyBlock

A complete skyblock: world, islands, roles, missions, bank and rankings.

Islands live in their own empty world. Protection denies first. Sixty-three missions, upgrades, block caps, a shared island bank, private Nether and End platforms, and cleanup one piece per tick.

37

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What it is

■ THE PROBLEM IT SOLVES

Islands live in their own empty world. Protection denies first. Sixty-three missions, upgrades, block caps, a shared island bank, private Nether and End platforms, and cleanup one piece per tick.

■ FREE AND PREMIUM

Without a licence the free version runs: up to 25 islands, 30 players online and 4 members per island, with 3 upgrades up to level 3. 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.

A world of its own

Islands do not go in the server world: a dedicated one is generated empty, with no mountains or caves nobody will ever see.

Protection denies first

Any point that does not belong to an island you are part of is forbidden: better to deny by mistake than to leave open by mistake.

Sixty-three missions as standard

With radius upgrades, member limits, five block caps and five multipliers: the progression is already there.

Bank and leaderboards

A shared piggy bank with history and limits, and islands ranked by level, bank, coins or likes.

Private Nether and End

Every island has its own platform in two shared empty worlds, with the return portal built by the plugin.

Cleanup one piece per tick

Items left on the ground and deleted islands disappear without stopping the server.

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

■ THE FILES IT CREATES

All inside `plugins/ShadowSkyBlock/`, 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.

37 COMMANDS	7 PERMISSIONS	4 GROUPS
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The island

COMMAND	WHAT IT DOES	PERMISSION
<code>/is create</code>	Creates your island and takes you there.	<code>shadowskyblock.island.create</code>
<code>/is home</code>	Takes you back to your island.	—
<code>/is go</code>	The same as <code>/is home</code> : two names for one thing, and go is the one people try first.	—
<code>/is sethome</code>	Moves the island's return point here.	—
<code>/is setwarp</code>	Puts the point where visitors arrive here: somewhere other than your home, which stays yours.	—
<code>/is delwarp</code>	Removes the visitors' point: from then on <code>/is</code> visit leads to the island home.	—
<code>/is spawn</code>	Takes you back to the server hub.	—
<code>/is end</code>	Goes to your island's private End.	—
<code>/is invite <player></code>	Invites somebody to the island.	—
<code>/is accept <player></code>	Accepts an invitation you received.	—
<code>/is kick <player></code>	Throws a member out.	—

<code>/is delete</code>	Deletes your island, and there is no undoing it. — On its own it asks in chat: <code>/is delete confirm</code> does it, <code>/is delete cancel</code> calls it off.
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Screens and progression

COMMAND	WHAT IT DOES	PERMISSION
<code>/is panel</code>	The control panel: everything else is reachable from here.	—
<code>/is settings</code>	Island settings: visits, scoreboard, deletion.	—
<code>/is rules</code>	Island rules: mobs, PvP, fire, time, weather.	—
<code>/is members</code>	Members and roles.	—
<code>/is upgrades</code>	The island upgrades; it answers to <code>/is upgrade</code> as well.	—
<code>/is perks</code>	Your own personal perks.	—
<code>/is missions</code>	The island missions.	—
<code>/is generator</code>	Ore generator and prestiges.	—
<code>/is bank [deposit withdraw <amount>]</code>	The island bank, with or without an amount.	—

Community and leaderboards

COMMAND	WHAT IT DOES	PERMISSION
<code>/is visit <player></code>	Goes to see somebody else's island, if they have opened it to visitors.	—
<code>/is like [player]</code>	Adds or removes a like.	—
<code>/is level [player]</code>	Recomputes the level by counting the island's blocks and prints level and points. With no name, your own.	—
<code>/is top [level bank money likes]</code>	The server leaderboards.	—
<code>/is chat [message]</code>	The members' private chat: with a message it sends one, without it turns the mode on.	—
<code>/is scoreboard</code>	Switches the island sidebar on or off.	—
<code>/is help</code>	The list of commands, in chat.	—

Administration

COMMAND	WHAT IT DOES	PERMISSION
<code>/is admin reload</code>	Reloads configuration, language and screens without a restart.	<code>shadowskyblock.island.reload</code>
<code>/is admin panel</code>	Admin panel: generator, upgrades and perks are edited from the inventory.	<code>shadowskyblock.island.reload</code>
<code>/is admin inspect</code>	The card of the island you are standing on.	<code>shadowskyblock.island.reload</code>

<code>/is admin generator</code>	Why the generator does - or does not do - what it does, measured at the spot you are standing on.	<code>shadowskyblock.island.reload</code>
<code>/is admin pasteschem <file> <world> <x> <y> <z></code>	Pastes a schematic at exact coordinates. It works from the console as well.	<code>shadowskyblock.island.reload</code>
<code>/is admin confirm</code>	Confirms the action the admin panel has just asked you to confirm.	<code>shadowskyblock.island.reload</code>
<code>/is admin cancel</code>	Calls that same action off.	<code>shadowskyblock.island.reload</code>
<code>/is suite</code>	What it has hooked from the rest of the suite, line by line. Either staff node is enough, island.admin or island.reload.	<code>shadowskyblock.island.admin</code>
<code>/is license [claim activate refresh]</code>	Licence status and activation.	<code>shadowskyblock.admin.license</code>

Permissions

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

NODE		WHAT IT GRANTS	BY DEFAULT
<code>shadowskyblock.island.create</code>		Allows creating an island	Everyone
<code>shadowskyblock.island.admin</code>		Admin commands over any island, and a bypass of the protection	Operators
<code>shadowskyblock.admin.license</code>		See the licence status and activate it	Operators
<code>shadowskyblock.island.reload</code>		Reloads the configuration and opens the admin menus (generator/upgrades/perks) without editing files by hand	Operators
<code>betterskyblock.island.create</code>	1 CHILDREN	Historic alias of shadowskyblock.island.create	Nobody
<code>betterskyblock.island.admin</code>	1 CHILDREN	Historic alias of shadowskyblock.island.admin	Nobody
<code>betterskyblock.island.reload</code>	1 CHILDREN	Historic alias of shadowskyblock.island.reload	Nobody

Integrations

None of these has to be installed, except the ones marked required: when it is there, ShadowSkyBlock 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