

USER MANUAL

ShadowSpawners

Spawners you can pick up, stack, upgrade and sell.

Silk touch brings the spawner back with its mob inside. Thirty-two stack into one block, three upgrades are bought from its own window, and the shop prices every egg with a value that moves.

32

IN ONE BLOCK

3

UPGRADES

14

COMMANDS

17

PERMISSIONS

0

DEPENDENCIES

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What it is

■ THE PROBLEM IT SOLVES

Silk touch brings the spawner back with its mob inside. Thirty-two stack into one block, three upgrades are bought from its own window, and the shop prices every egg with a value that moves.

■ 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.

Picked up with silk touch

The spawner comes back into your hand with its mob inside, and the chance is decided on three levels, strongest first.

Thirty-two in one block

Two identical spawners placed together become one with a counter, and SHIFT places or breaks the whole stack at once.

Three upgrades

Three and not thirty: they are the three numbers a Minecraft spawner block actually has, bought from its own window.

A shop with moving prices

One egg per mob, buy and resale price in the description, one click for one and SHIFT-click for a handful.

Changing the mob costs

In the base game it is free: here it can cost money or items, and it asks for confirmation before taking anything.

Yields in numbers

The real arithmetic with the formula above it, because a buyer wants to know how much it produces, not that it produces "much more".

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

■ THE FILES IT CREATES

All inside `plugins/ShadowSpawners/`, 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.

14

COMMANDS

17

PERMISSIONS

2

GROUPS

Full list

COMMAND	WHAT IT DOES	PERMISSION
<code>/ssp</code>	Opens the main panel. From the console, or without the permission, it prints the help.	<code>shadowspawners.gui</code>
<code>/ssp help</code>	The list of commands, with the administration lines at the bottom for whoever can use them. It answers to ? as well.	—
<code>/ssp shop</code>	Opens the shop. If it cannot open it says why: switched off in the config, or no economy.	<code>shadowspawners.shop</code>
<code>/ssp list [player]</code>	Your own spawners, with a teleport. With a name after it, someone else's.	<code>shadowspawners.admin</code>

<code>/ssp info</code>	Everything known about the spawner you are looking at, within five blocks: mob, counter, position, the levels of the three upgrades and, if the shop is open, what it is worth.	—
<code>/ssp sell [amount]</code>	Sells the spawners in your hand, after a confirmation. With no number it sells them all.	<code>shadowspawners.shop</code>
<code>/ssp give <player> <mob> [amount]</code>	Gives a spawner to a player. Tab completion suggests the mobs in the price list, not all two hundred in the game.	<code>shadowspawners.give</code>
<code>/ssp stats</code>	How the plugin is doing: registered spawners, storage and pending writes, shop, integrations, the five most common types, the extra cycles queued and the five most traded types.	<code>shadowspawners.admin</code>
<code>/ssp reload</code>	Re-reads config, price list, languages and windows without a restart, and says how many problems it found in the files.	<code>shadowspawners.reload</code>
<code>/ssp license</code>	Version, licence type, status, server fingerprint and the active limits.	<code>shadowspawners.admin.license</code>

The licence, in detail

COMMAND	WHAT IT DOES	PERMISSION
<code>/ssp license claim <code></code>	Asks the activation service for the licence with the code you received when buying, and writes it into the file itself.	<code>shadowspawners.admin.license</code>
<code>/ssp license activate <key></code>	Activates a key you already hold. If it does not work, it says which check failed.	<code>shadowspawners.admin.license</code>
<code>/ssp license refresh</code>	Re-reads the key from disk and checks again, without a restart.	<code>shadowspawners.admin.license</code>
<code>/sspconfirm <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>shadowspawners.harvest</code>	Harvest a spawner by breaking it	Everyone
<code>shadowspawners.place</code>	Place a spawner	Everyone
<code>shadowspawners.egg</code>	Change the mob of a spawner with an egg	Everyone
<code>shadowspawners.gui</code>	Open the menu of a spawner with a right click	Everyone
<code>shadowspawners.shop</code>	Use the spawner shop	Everyone

<code>shadowspawners.upgrade</code>	Buy the upgrades of a spawner	Everyone
<code>shadowspawners.upgrade.speed</code>	Buy the speed upgrade	Everyone
<code>shadowspawners.upgrade.amount</code>	Buy the amount upgrade	Everyone
<code>shadowspawners.upgrade.range</code>	Buy the range upgrade	Everyone
<code>shadowspawners.teleport</code>	Teleport to your own spawners from the list	Everyone
<code>shadowspawners.admin</code>	Statistics, and other people's spawner lists	Operators
<code>shadowspawners.admin.licence</code>	See and activate the licence	Operators
<code>shadowspawners.give</code>	Hand a spawner to a player	Operators
<code>shadowspawners.reload</code>	Reload the files	Operators
<code>shadowspawners.bypass.protection</code>	Break and modify anyone's spawners	Nobody
<code>shadowspawners.bypass.limit</code>	No per-player spawner cap	Nobody
<code>shadowspawners.*</code> 13 CHILDREN	Every permission, administration included	Operators

Integrations

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

PLUGIN	WHEN IT MATTERS
ShadowEconomy	Optional
Vault	Optional
PlaceholderAPI	Optional
ShadowRegions	Optional
ShadowControl	Optional
ShadowCustomizer	Optional
ShadowOptimizer	Optional
WorldGuard	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