## Many Many Commands

## Description

A mod that give a lot of usefull commands like /homes, /warps, /back

The basics about Homes!

Players can create their own personal warps (called Homes) which they can teleport at any time with a command.

You can configure rules like a cooldown or the number maximum of homes for certains players.

By default all player will be member of a «playerGroup» called «DEFAULT» and this same group is part of a group of rules called «SHORT» (the number maximum of home is 3 and the cooldown is 10 second).

The basics about Warps!

You also will be able to configure points on your map (called Warps) to which players can teleport with a command.

You can also make certain warps accessible only to certain players. By default, new created warps are member of a «warpGroup» called «DEFAULT» and all players are members of this «wargroup».

The /back command

Every time a player is teleporting with /homes teleport or /warps teleport, the location where it was just before is saved. It can then teleport it back with the command /back

## Configurations

When you start the server, and there is no configuration files already present, the mod will create them with default values. You can find the files in the manymanycommands folder, itself present in the config folder of your server

This file will contain the list of players who have connected to the server. It

players-config.json5

will be empty at the beginning.

It will also contain later informations about the homes of the players

warps.json5
This file will contain the list of warps. To create a warp: /warp create <name>

This file will contain a list of group. Groups allow you to assign specific rules

rules-config.json5

to players. For example the default group which is called **SHORT** and of which all players will be members by default.

Group allow you to define the following things

 $maxHomes \rightarrow the maximum number of homes$ 

cooldown → the time between two usage of /homes teleport <home name> command

standStill → the time a player have to wait without moving before he can get teleported to his home

extensionName → Names of some extension to use (Experience, TheMoney, etc.)
groupBonusName → The name of a bonus group. See below «bonus-config.json5»

bonus-config.json5

This file will contain a list of bonus group. There is one by default called

« DEFAULT » that give resistance effect for 10 seconds after a teleportation

## For now, commands are raw and dont have aliases. Also there are command that require permission level 4 (mean it's for OP player). Command that require permission level 0 is for anyone

Commands

/homes list

description: Print a list of all created homes for the player who typed the

/homes teleport <home name>
description: Teleport the player who typed the command to his home

permission level: 0

permission level: 0

command

/homes delete <home name>

permission level: 0

/homes create <home name>

description: Create a home for the player who typed the command permission level: 0

description: Delete specified home for the player who typed the command

description: Create a home for the player who typed the command with specific coordinates

permission level: 4

permission level: 4

/homes player <player name> create <home name>

description: Create a home for the player that has been specified in the command

/homes create <home name> <x> <y> <z> <yaw> <pitch>

/homes player <player name> create <home name> <x> <y> <z> <yaw> <pitch>
 description: Create a home for the player that has been specified in the
 command with specific coordinates

permission level: 4

/homes player <player name> delete <home name>

description: Delete a home for the player that has been specified in the

description: Teleport the player who typed the command to the home of the

permission level: 4

the command

command

/homes player <player name> teleport <home name>

player specified in the command permission level: 4

/homes player <player name> list <home name>
 description: Print a list of all created homes for the player specified in

permission level: 4