

SignShop

A Powerful and Easy to Use Shop Plugin

Quick Reference

for version 2.5

This reference was made to help you understand some of the more advanced features of SignShop. It assumes you already know what the plugin does and how to set up a shop. You can always go to our Bukkit page at: <http://dev.bukkit.org/server-mods/signshop/> to watch tutorial videos, ask questions, leave comments (we love those), or report bugs. Thanks and enjoy the plugin. ~Devinish & wargamer2010

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Config Options

There are a few basic options to modify how SignShop acts globally. You can edit any of these options and use the command **/signshop reload** to reload the configuration.

MaxSellDistance: Maximum distance between a SignShop and chest/lever/etc., in blocks (Infinite/Default = 0)

MaxShopsPerPerson: Maximum number of SignShops allowed per person, not including admin (playerIsOp) shops (Infinite/Default = 0)

TransactionLog: Whether or not to use transaction logging (Default = false)

OPOverride: Allow OP to override permission plugin (Default = true)

AllowVariableAmounts: Allow players to sell partial amounts to signs and get partial money (Default = false)

AllowEnchantedRepair: Allow enchanted items to be repaired with [Repair] signs (Default = true)

AllowUnsafeEnchantments: Enable support for unofficial enchantments (Only to be modified if you know what you are doing. Default = false)

DisableEssentialsSigns: Allows SignShop to warn of sign conflicts with Essentials at startup (Disable to silence the warnings [Not Recommended]. Default = true)

EnableSignStacking: Allow inventories to stack signs in groups of 64 (Default = false)

AllowMultiWorldShops: Allow shops with the chest and sign in different worlds (Default = false)

EnablePermits: Disables shops for owners without the **SignShop.Permits** permission node (Default = false)

PreventVillagerTrade: Allow players to right-click villagers and trade with them (Default = false)

ProtectShopsInCreative: SignShops will not break if punched with redstone in creative mode (Default = true)

fixIncompleteOperations: If commands are detected for a sign in the "commands:" section, SignShop will automatically add the "runCommand" block to the sign name in the "signs:" section (Disable to prevent SignShop from modifying the "signs:" section [Not Recommended]. Default = true)

EnablePriceFromWorth: Must be enabled to use Essentials' worth.yml for prices (by writing "[worth]" on the bottom line of a sign. Default = false)

Languages: Changes default language for SignShop. Signs will be allowed in English and the selected language. (Available languages are: "french", "dutch", "russian", and "english". Note: If you only want to use the sign aliases from Dutch but keep the messages in English you can do "english, dutch".) Please [help us translate](#).

LinkMaterial: The material SignShop uses to link objects together (Default = redstone) [Note: item names or [item numbers](#) are valid]

UpdateMaterial: The material SignShop uses to modify objects, such as updating sign text or changing owners (Default = ink_sack) [Note: item names or [item numbers](#) are valid]

DestroyMaterial: The material SignShop uses to destroy shops if ProtectShopsInCreative = true (Default = gold_axe) [Note: item names or [item numbers](#) are valid]

Blacklisted_items: A list of item names or [item numbers](#) representing items not allowed to be used with SignShop (List different items on a new line like the example for Air: "- 0")

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SignShop Blocks and Custom Signs

To create customized signs, you can add a new sign name in the config.yml under the "signs:" section. Don't forget to also create the appropriate entries in the "messages:" sections. You can add as many or as few of these Blocks as you like to your sign, separated by commas. These Blocks are activated in order from left to right when the sign is used (which is important for a few of them).

takePlayerItems: Takes the items designated during the sign set up from the user

givePlayerItems{ignorefull} OR {oneslot}: Gives the items to the user, optional parameters to ignore full inventories **{ignorefull}** and to require at least one slot of available space in the inventory **{oneslot}**.

takeVariablePlayerItems; Allows the selling of partial and full amounts if **AllowVariableAmounts** is true

takeItemInHand: Takes the items in the user's hand from the player

takePlayerInventory{clearArmor}: Takes all of the items in the user's inventory, optional parameter to clear player armor as well

takeShopItems: Takes the items designated during the sign set up from the shop chest

giveShopItems: Gives the items designated during the sign set up to the shop chest

takePlayerMoney: Takes the amount of currency on the 4th line of the sign from the user

givePlayerMoney: Gives the amount of currency on the 4th line of the sign to the user

takeOwnerMoney: Takes the amount of currency on the 4th line of the sign from the owner of the shop

giveOwnerMoney: Gives the amount of currency on the 4th line of the sign to the owner of the shop

takeTownMoney: Takes the amount of currency on the 4th line of the sign from the Towny town, to which the

owner of the shop belongs

giveTownMoney: Gives the amount of currency on the 4th line of the sign to the Towny town, to which the owner of the shop belongs

setRedstoneOn: Turns (a) redstone lever(s) on

setRedstoneOff: Turns (a) redstone lever(s) off

setRedStoneOnTemp{#}: Turns (a) redstone lever(s) on and then turns it/them off after “#” seconds

toggleRedstone: Flips (a) redstone lever(s) from on to off, or vice-versa

playerIsOp: Makes it so the player needs to by OP or have the **SignShop.Admin.*** Permission node

setDayTime: Sets the time in the current world to the beginning of the day

setNightTime: Sets the time in the current world to beginning of the night

setRaining: Sets the weather in the current world to rain with the chance of thunderstorms

setClearSkies: Sets the weather in the current world to clear

healPlayer: Sets the user's health to full

repairPlayerHeldItem: Sets the item in the user's hand to full durability

enchantItemInHand: Enchants the item the user is holding with the enchantments defined during the sign setup

disenchantItemInHand: Removes any enchantments from the item the user is holding

takePlayerXP{raw}: Takes the amount of experience from the user defined on the 3rd line of the sign, optional parameter to take raw XP instead of XP levels

givePlayerXP{raw}: Gives the amount of experience to the user defined on the 3rd line of the sign, optional parameter to take raw XP instead of XP levels

playJukebox: Looks for records in a chest and plays them in order

runCommand{asUser} OR {asOriginalUser}: Runs commands in the “commands:” section for this sign, optional parameters to make it as if the player using the sign typed the command (Note: the {asUser} optional parameter temporarily gives the player a “*” permission while SignShop runs the command, then removes the permission. Support for the “*” permission is required by your permission plugin for the {asUser} feature. {asOriginalUser} runs the command without any additional permissions, and is the same as if they typed it in chat.)

Special Blocks

ShareSign: A Block only used for [Share] signs

RestrictedSign: A Block only used for [Restricted] signs

These affect the Block that comes immediately after them. The order in which they are placed is important.

Chest{#}: Makes a Block affect only the chest number replacing “#”

RandomItem: Makes a Block select an item at random out of the items designated during the shop setup

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Variables

These are used in the "messages:" "errors:" and "commands:" section to replace a word with a variable. Not all variables can be used in the "errors:" section.

- !items** The items and amounts being bought or sold by the SignShop
- !price** The price listed on the 4th line of the SignShop, after any modifications or multipliers
- !enchancements** The enchantments applied to the item, not including the item itself
- !xp** The amount of experience levels listed on the 3rd line of the SignShop
- !hasxp** The amount of xp a player has
- !chest#** This is like !items, but only in specific chests (replace "#" with the chest number)
- !customer** The person who bought from a SignShop
- !max** Used only in specific error messages to list maximum distances, amounts of things, etc.
- !player** The user of the SignShop, can be used in the "commands:" section to enact commands on players
- !owner** The owner of the SignShop, can be used in the "commands:" section to enact commands on the owner
- !world** The world of the SignShop, can be used in the "commands:" section to enact commands on worlds
- !line#** The writing on the line of the sign corresponding to the "#", used for the "commands:" section
- !x, !y, !z** Used to list coordinates of a shop, mostly for error messages
- !profits** The list of people on lines 2 and 3 of a share sign
- !profitshops** The locations of signs linked to a [Share] sign

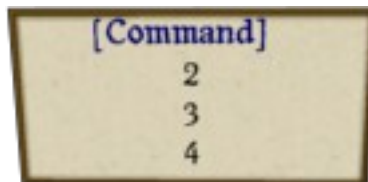
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Using Signs to Run Commands

You may want to have SignShop sell something intangible from another plugin. You can use SignShop to sell a rank, a teleport to a specific place, or maybe you want to make a funny suicide booth involving lightning. As long as you have a plugin that allows you to run the commands you want in console, you can use SignShop to have users pay for the commands! There are 2 ways to do it in SignShop.

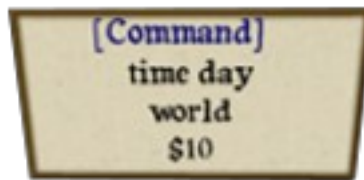
Using a [Command] Sign in SignShop

This is the easiest way to run commands with SignShop is by writing them on a [Command] sign. A command sign is broken into 4 lines.



The top line (line1) has the title, "[Command]", and is there to indicate to SignShop that this sign will run

commands. The remaining lines can be used to type commands. Here is an example of a completed command sign.



In the configuration you will see the following lines.

```

213 - tp !player !owner
214   Command:
215 - \!line2 !line3
216 pricemultipliers:
217   price:

```

In this example the command being run is "time day world". "time day" is taking the place of the variable !line2, and "world" of !line3. The fourth line is the price of using the sign. That is the basic premise of the command sign. You can also use the !line# variables in other sign commands if you like, just **make sure to put a "\" before any "!" when starting a new line** like the Command example has, otherwise Java gets confused and will tell your config.yml to regenerate! If you don't have enough space to type commands on a sign, there is another option.

Setting Up a Custom Sign

Sometimes the 3 available lines on a sign may not be enough. Setting a sign to run multiple commands, or a really long command might be an example of that. Here's how to set up a sign to run the default Bukkit command /tp:

- 1) Create a custom sign by making a new sign under the "signs:" section of the config.yml. We are going to call our sign **TpToOwner**.

```

9   enableSignStacking: true
10  signs:
11    TpToOwner: takePlayerMoney,playerIsOp
12    Buy: takePlayerMoney,takeShopItems,giveOwnerMoney,givePlayerItems
13    Sell: takeVariablePlayerItems,takeOwnerMoney,giveShopItems,givePlayerMoney

```

- 2) You will notice I added the Blocks "takePlayerMoney" and "playerIsOp." I did that to make it so only administrators can make the **TpToOwner** sign, and that anyone who uses the sign will be charged money. You can add whatever Blocks you like, but be careful that you don't accidentally set up signs that anyone can make if they grant infinite items, or run commands in console.

```

68   DeviceLogger: You have setup a device logger that costs !price!
69   confirm:
70     TpToOwner: Teleport to the owner of this SignShop for !price?
71     Buy: Buy !items for !price?
72     Sell: Sell !items for !price?

```

- 3) Make sure to add messages to the config so players know what they are getting!

- 4) Now go to the "commands:" section in your config and type the name of the sign you want to have run commands and underneath it you want to put the command(s) to be executed. Here's what it should look like for **TpToOwner**:

```
199 commands:
200   TpToOwner:
201     - tp !player !owner
202
```

- 5) Note how "commands:" is formatted. The sign name is **indented by 2 spaces** and the command **does not have the "/"** used to send commands in game. In game the command is `/tp Player1 Player2`, but because we want whoever used the sign to teleport to whoever owns the sign we substitute "Player1" with **!player** and "Player2" with **!owner**. And that's all there is to it! This sign will now teleport players to you for whatever price you put on the 4th line.

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Limiting the Number of SignShops

There are several ways to limit the number of shops a player can create. Let's take a look at a few.

The first and most obvious way is using the **MaxShopsPerPerson** setting in the config. This is a global setting that affects all players. There are other ways to limit player shops, but this one takes priority over all of them. You can allow a player to bypass this permission by giving them the permission node **Signshop.IgnoreMax**.

The second way offers more control over individual groups. For this you can use the "limits:" section in the config. You will see two entries already set under "limits:", **DefaultEx** and **MemberEx**. These examples would correspond to the player groups defined in your permissions plugin. Undefined groups here will be ignored. If you want to add your own groups, you can do that just like the examples are set up. If the amount set in "limits:" is higher than the one set by **MaxShopsPerPerson** it will be ignored. "limits:" will not override the global maximum. Again, if you need to bypass these settings for an individual user, you can give them the permission node **Signshop.IgnoreMax**.

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Using Price Multipliers

Price Multipliers are a way to give user groups special buffs or nerfs to specific types of SignShops. Let's look at a few examples. We have 2 user groups defined in the "pricemultipliers:" section: **VIPEx** and **BlacksmithEx**.

```

202
203 pricemultipliers:
204   VIPEx:
205     iBuy: 0.7
206     iSell: 1.2
207   BlacksmithEx:
208     Repair: 0.5

```

Let's first look at **BlacksmithEx**. We can see that "Repair" has a multiplier of 0.5, this means they only pay 50% of the price for [Repair] signs.

Above that, we can see the **VIPEx** group. You will notice that this group gets a 30% discount at [iBuy] signs, and a 20% bonus for selling to [iSell] signs. You can list as many number of signs here as you like. Be careful however, if you give discounts to certain groups for using player shops, and not server shops, the owner of the shop only gets what the discounted group paid.

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Permissions

There are a few basic SignShop permission nodes. The "*" symbol indicates either the name of a sign or a type of block (depending on the permission node). The permission will then affect that sign or type of block. This also works for custom signs. Here are the basic nodes:

Signshop.DenyUse.*

This permission denies usage of signs.

Example: You may wish to deny a group's ability to sell to an infinite shop (i.e. an [iSell] sign), in which case you would give them: **Signshop.DenyUse.iSell**

Signshop.DenyLink.*

This permission denies the linking of shops to certain in-game blocks.

Example: You may wish to deny a group's ability to link their shops to a furnace to prevent automatic smelting, in which case you would give them: **Signshop.DenyLink.Furnace**

List of linkable items: Chest, Sign, Lever, Dispenser, Furnace, Brewingstand, Enchantmenttable, Slab

Signshop.Signs.*

This permission allows players to create signs.

Example: You might want to disallow a group from creating the sign to toggle redstone levers, you can remove that ability by negating it with the following permission node (assuming your permission plugin allows negating permissions): **-Signshop.Signs.Toggle**

Signshop.CopyPaste

This permission allows players to click on signs with black dye to copy information onto an already active

SignShop.

Example: If you want to update the price of an item, create a new sign and put the new price on the bottom line. Leave the other 3 lines blank, then click with **black dye**. You can modify the description, the price, and the type of sign this way. Blank lines are ignored. You cannot, however, change a Device sign to a Buy sign, as the operations are incompatible with one another. You can also allow moderators and admins to edit other players' signs with **Signshop.CopyPaste.Others**

Signshop.Permitt

If the **AllowPermits** setting in the global options is set to true, players must have this node in order for their shops to work.

Example: You can use SignShop and a permission plugin to sell permits allowing users to be merchants. Without a permit, the shop will be disabled and they will need to buy another in order for their shops to continue functioning.

Signshop.ChangeOwner

This permission allows a player to click on another player with redstone to change the owner of a SignShop.

Example: If you would like to set up a player account as a bank, or transfer a store to another player, you would punch them with redstone, then punch the sign you would like to modify. If you do not own the sign that is being modified, you will also need the permission **Signshop.ChangeOwner.Others** to do so.

Signshop.IgnoreMax

This permission bypasses any defined maximum shop settings in the [config](#).

Example: You can make it so normal players can only create something like 10 signs, while donators can create infinite, by giving them **Signshop.IgnoreMax**

Signshop.IgnoreRepair

This permission bypasses AllowEnchantedRepair setting in the [config](#).

Example: You can make it so "Blacksmiths" can repair enchanted items with **Signshop.IgnoreRepair**

Signshop.Admin.*

This permission allows players to create administrative signs (such as shops with infinite items for global shops).

Example: You can use this permission to grant the ability to make signs with the `playerIsOp` tag (defined in the [config](#)). **Signshop.Admin.Heal** allows a player to create a healing station.

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