# Area Protection
# Rising World plug-in
# version 0.9.1

by
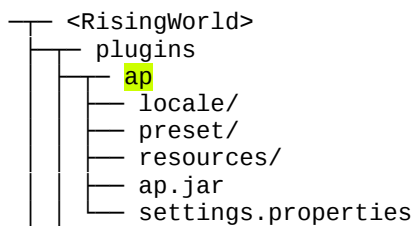
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### Note:

The images of this manual have been prepared while the plug-in was in development and they may differ slightly from the released version.

# Server / World Owner

This part of the manual interests more server owners then players. It covers installing the plug-in, configuring it and importing data from the old LUA area protection plug-in.

## Installation

Expand the ZIP file into the `plugins` folder of the main Rising World folder, obtaining a folder structure like:

```
    ┬── <RisingWorld>
    ├── plugins
    ├── ap
    │   ├── locale/
    │   ├── preset/
    │   ├── resources/
    │   ├── ap.jar
    │   └── settings.properties
```

If the server has the old LUA script for area protection installed:

• you may want to import the areas defined with it: for this, see the "*Importing areas from the old LUA script*" section right below;

• **remove the LUA script: the old script and the new plug-in cannot go together!**

Finally, restart the Rising World server.

## Configuration

The `settings.properties` file contains the configuration settings which can be customised. Each setting is commented: refer to the file itself for details.

## locale/

The `locale/` folder contains the files to internationalise the UI texts. A `readme.txt` file in it explains how to use this feature.

### presets/

The `presets/` folder contains the definitions of some 'common' sets of player rights, i.e. the sets of rights a server owner expects to use more frequently, in a convenient, ready-to-use way. However, actual player rights are not limited to these sets, as the plug-in allows to define specific rights for each player, if needed.

There can be any number of presets; they take memory on the server, though, so it is better to stick to the ones really useful.
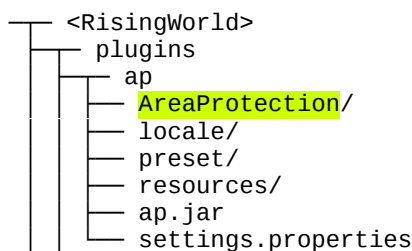
They use a syntax very similar to the the syntax used for the `Groups` of the old LUA script, so that these old Groups can be directly moved into the `presets/` folder replacing the default ones coming with the plug-in itself.

Some of the keywords are not supported and some new are added, to suit the new permission system of the Java plug-in API: the `presets/admin.preset` file details all these changes.

### Importing areas from the old LUA script

Areas and player rights defined with the old LUA script can be imported into this plug-in without recreating them from scratch.

**Before re-starting the server with the new plug-in installed**, move the whole `AreaProtection` folder of the old LUA script into the `ap` own folder created during the installation:

```
┬── <RisingWorld>
│ └─ plugins
│     └─ ap
│     ├── AreaProtection/
│     ├── locale/
│     ├── preset/
│     ├── resources/
│     ├── ap.jar
│     └── settings.properties
```

The folder must be named `AreaProtection`, respecting the calitalisation and without a blank space between the two words.

Then start the Rising World server: the areas and the player rights defined in the old script will be imported.

**Note**: Chests data are NOT imported.

After that, you can remove the `AreaProtection` sub-folder or leave it in place, as it will be no longer used by the plug-in.

In any case, remember to remove the old LUA script from the `scripts` folder: **the old script and the new plug-in cannot coexist**.

# User Manual

This part of the manual describe the plug-in operations.

## Chat Command

There is only one chat command: `/ap` (press `T` to open the chat); it brings this menu up:

- `Show/Hide areas` toggles on/off the display of the defined areas.
- `Edit area` allows to edit any area owned by the player; server admins own all areas, other players own only the areas they have been made owners of by an admin.
- `New area` (admin only) starts the creation of a new area.
- `Delete area` (admins only) deletes an existing area.

## Creating a new area (admin only)

Only server admins can create new areas. To create a new area:

- Bring the main menu up with the `/ap` chat command and select `New area`.
- Follow the on-screen instructions to select the required area; the process is very similar to the old script process. During the selection process, a small window in the left bottom corner displays the centre and the size of the area being selected, to help defining areas of specific extension:
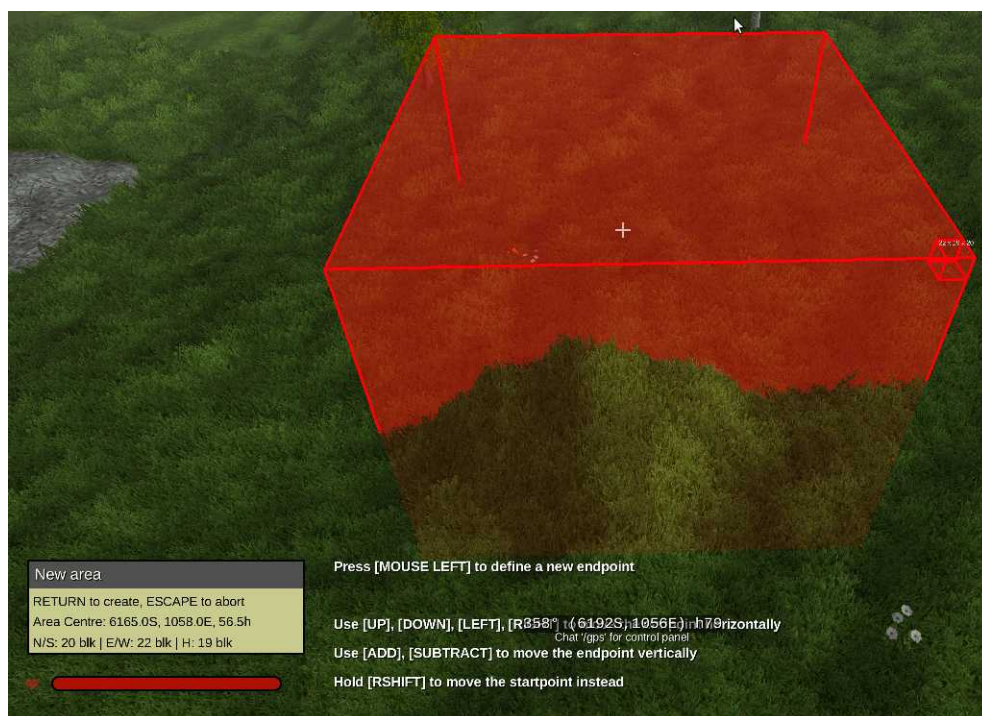


- At any moment, you can press `[RETURN]` to create the area or `[ESCape]` to abort the process.
- Pressing `[RETURN]` displays this dialogue box:
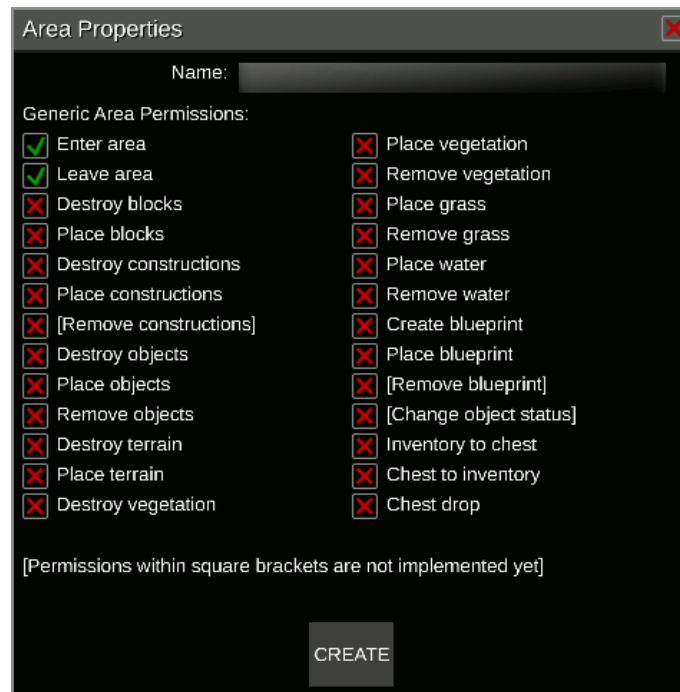
- Click in the `Name` text filed, type a name for the new area and press `[RETURN]` (or click outside of the text field).
- The area is initially created with the default permission: any player can enter the area and leave it, but nothing else. Turn on or off the permissions are required.
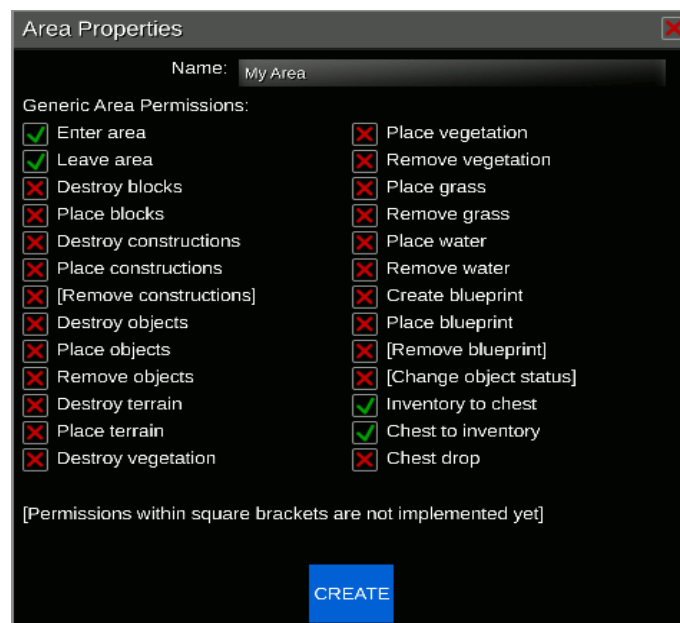


- **Note**: permissions between [square brackets] are not implemented yet, as the Java plug-in API does not support them. They will be implemented when the API will support them.
- Once the default, general permissions of the area are as you want them, press the `CREATE` button and the area will be saved and you'll be back to usual Rising World play.

## Adding players with specific permissions (area owners only)
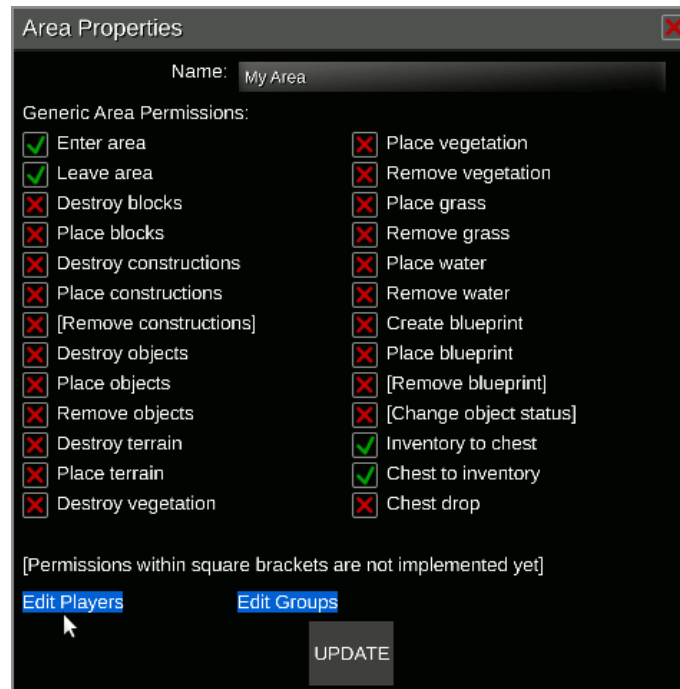
Each player who owns an area (server admins own all areas) can add to the area new players with specific permissions. To add one or more players,:
- Bring the main menu up with the `/ap` chat command and select `Edit area`, which brings the
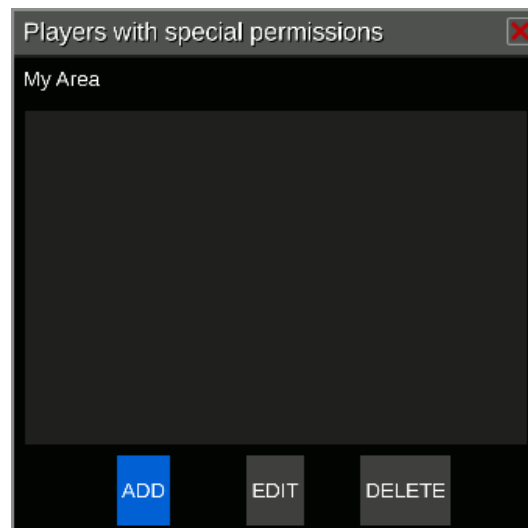
follow dialogue box up, listing all defined areas:
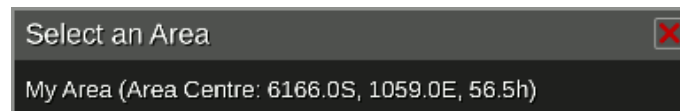


• Select the area you want to edit, by clicking on it; the Area Properties dialogue box appears:
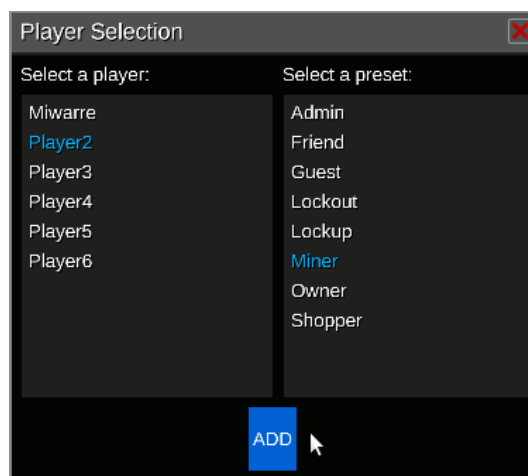


• Here you can change the generic permissions (applying to any player without specific permissions for this area).

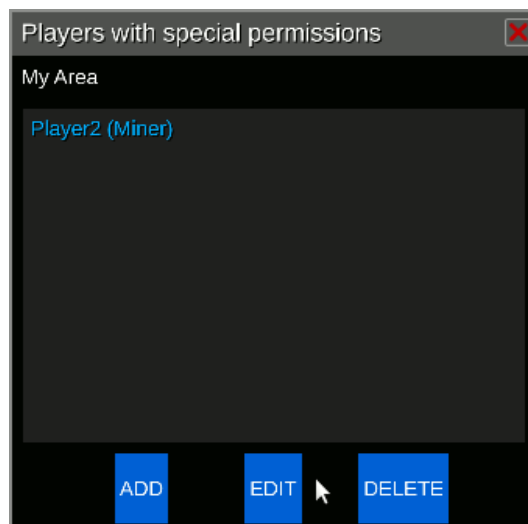• To manage players with specific permssions, click on `Edit Players`:



• The area currently has no player added; to add a new player, click on `ADD`:
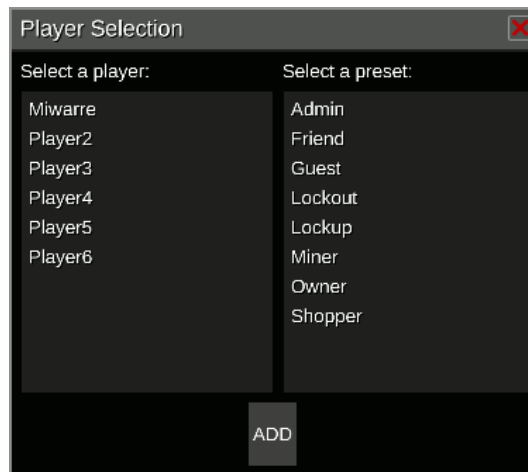
• Select a player **and** a preset (to assign some initial permissions to that player):



• and press `ADD` to return to the player list, with the new player added.

• From there, you can add more players and/or select a player to edit or remove it:



• Editing the area permissions for a player, brings up the player permission dialogue box:
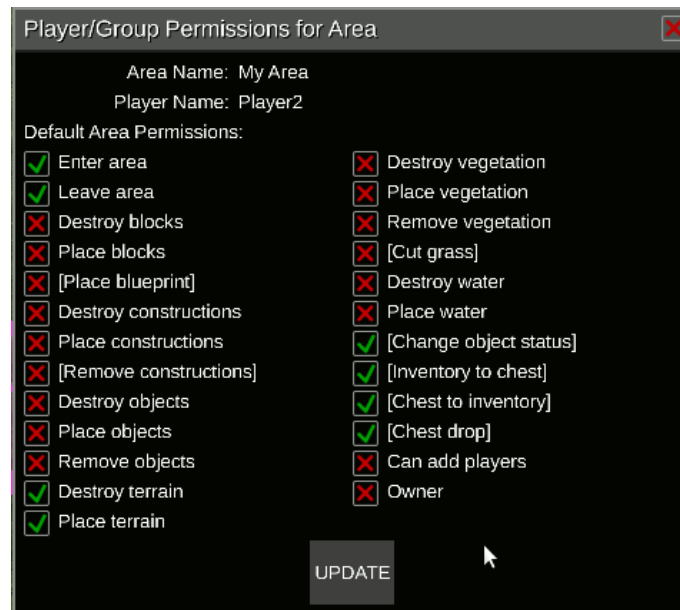
- **Note**: a player who is not a server admin can only edit the permissions which has been granted himself; in other words, in the dialogue box the permissions which he does not has himself are disabled and he cannot grant them to other players.
- **Note**: The "Owner" right can only by managed by admins; even the owner of an area cannot make another player an owner (unless he is an admin himself).

## Adding groups with specific permissions (area owners only)

Each player who owns an area (server admins own all areas) can add to the area specific permissions for groups. The procedure is almost the same as adding players, except that it is started by clicking the `Edit Groups` button in the Area Properties dialogue box, instead of the `Edit Groups` button.

"Groups" refer to the server groups, those defined by the files in the `<server>/permissions/ groups/` folder.

## Permission priority

The permissions actually given to a player are determined in this way:
- If the player has specific permissions for that area, they are used.
- If the player has no specific permissions for that area, but belongs to a group which has, the group permissions are used.
- If the player group has no specific permissions or the player does not belong to any group, the generic permissions for the area are used.

## Permission combining

When a player is inside several overlapping areas, he is granted the *intersection* of the permissions for each area; in other words, he cannot do any action which is forbidden by at least one of the areas he is within, even if the other areas allow it.

# Open Points

## Player location vs. Action location

Differently from the working of the old LUA script and to improve efficiency, an action is permitted or cancelled according to **the point the player is in**, rather than the point of the action itself.

In other words, when a player is very near the border of an area but ouside it, for a short range inside the area, he might be able to carry out an action he has no right for if he can reach the point inside the area without physically entering it himself.

This may be changed in the future.