

# Fuji Manual

v2.4.0-dev-69a14859fc

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October 17, 2024

# Contents

<b>1</b>	<b>Concept</b>	<b>1</b>
1.1	Configuration File . . . . .	1
1.1.1	Definition . . . . .	1
1.1.2	Types . . . . .	1
1.2	Module . . . . .	2
1.2.1	Definition . . . . .	2
1.2.2	Properties . . . . .	2
1.2.3	Module Path . . . . .	2
1.2.4	How to enable/disable a module? . . . . .	2
1.3	Job . . . . .	4
1.3.1	Definition . . . . .	4
1.3.2	Cron Expression as Trigger Rule . . . . .	4
1.4	Regex . . . . .	5
1.4.1	Definition . . . . .	5
1.4.2	Reference . . . . .	5
1.5	Placeholder . . . . .	6
1.5.1	Definition . . . . .	6
1.5.2	Example . . . . .	6
1.5.3	Reference . . . . .	6
1.6	Identifier . . . . .	7
1.6.1	Definition . . . . .	7
1.6.2	Example . . . . .	7
1.6.3	How to query all identifiers of a type . . . . .	7
<b>2</b>	<b>Permission</b>	<b>8</b>
2.1	Definition . . . . .	8
2.2	Types . . . . .	8
2.3	What is the permission system used by fuji? . . . . .	9
2.3.1	Explanation . . . . .	9
2.3.2	Set a string permission for a command . . . . .	9
2.4	Reference . . . . .	9
<b>3</b>	<b>Meta</b>	<b>10</b>
3.1	Definition . . . . .	10
3.2	Example . . . . .	10

<b>4</b>	<b>Configuration</b>	<b>11</b>
4.1	Main-Control File	11
4.1.1	Configuration	11
4.2	Module-Control File	13
<b>5</b>	<b>Module</b>	<b>14</b>
5.1	afk	15
5.1.1	Purpose	15
5.1.2	Command	15
5.1.2.1	/afk	15
5.1.3	Configuration	15
5.2	anti_build	16
5.2.1	Purpose	16
5.2.2	Anti Types	16
5.2.3	Exapmle	16
5.3	back	17
5.3.1	Purpose	17
5.3.2	Command	17
5.3.2.1	/back	17
5.3.3	Configuration	17
5.4	chat	18
5.4.1	Purpose	18
5.4.2	Sub-Module	18
5.4.2.1	style	18
5.4.2.1.1	Command	18
5.4.2.1.1.1	/chat	18
5.4.2.1.2	Feature	18
5.4.2.1.3	Placeholder	19
5.4.2.1.4	Configuration	19
5.4.2.2	display	20
5.4.2.2.1	Placeholder	20
5.4.2.2.2	Configuration	20
5.4.2.3	history	21
5.4.2.3.1	Configuration	21
5.4.3	Reference	21
5.5	cleaner	22
5.5.1	Purpose	22
5.5.2	Command	22
5.5.2.1	/cleaner clean	22
5.5.3	Configuration	22
5.6	color	24
5.6.1	Purpose	24
5.6.2	Sub-Module	24
5.6.2.1	Sign	24
5.6.2.2	Anvil	24
5.7	command_alias	25
5.7.1	Purpose	25
5.7.2	Example	25

5.7.3	What's more?	26
5.8	command_attachment	27
5.8.1	Purpose	27
5.8.2	Command	27
5.8.2.1	/command-attachment	27
5.8.3	Example	27
5.9	command_bundle	29
5.9.1	Purpose	29
5.9.2	Command	29
5.9.2.1	/command-bundle	29
5.9.3	Feature	29
5.9.4	Example	30
5.9.5	Reference	30
5.10	command_cooldown	31
5.10.1	Purpose	31
5.10.2	Placeholder	31
5.10.3	Example	31
5.11	command_event	33
5.11.1	Purpose	33
5.11.2	How it works?	33
5.11.3	Example	33
5.12	command_interactive	34
5.12.1	Purpose	34
5.12.2	How it works?	34
5.12.3	Definition	34
5.12.4	Example	34
5.13	command_meta	35
5.13.1	Purpose	35
5.13.2	Sub-Module	35
5.13.2.1	run	35
5.13.2.1.1	Purpose	35
5.13.2.1.2	Command	35
5.13.2.1.2.1	/run	35
5.13.2.1.3	Example	35
5.13.2.2	for_each	36
5.13.2.2.1	Purpose	36
5.13.2.2.2	Command	36
5.13.2.2.2.1	/foreach	36
5.13.2.2.3	Example	36
5.13.2.3	chain	37
5.13.2.3.1	Purpose	37
5.13.2.3.2	Command	37
5.13.2.3.2.1	/chain	37
5.13.2.3.3	Example	37
5.13.2.4	delay	38
5.13.2.4.1	Purpose	38
5.13.2.4.2	Command	38
5.13.2.4.2.1	/delay	38

5.13.2.4.3	Example	38
5.13.2.5	json	39
5.13.2.5.1	Purpose	39
5.13.2.5.2	Command	39
5.13.2.5.2.1	/json	39
5.13.2.5.3	Exaxmple	39
5.13.2.5.4	Reference	39
5.13.2.6	attachment	40
5.13.2.6.1	Purpose	40
5.13.2.6.2	Command	40
5.13.2.6.2.1	/attachment	40
5.13.2.6.3	Example	40
5.13.2.7	shell	41
5.13.2.7.1	Purpose	41
5.13.2.7.2	Configuration	41
5.13.2.7.3	Example	41
5.14	command_permission	42
5.14.1	Purpose	42
5.14.2	Command	42
5.14.2.1	/command-permission	42
5.14.3	How it works?	42
5.14.4	Example	43
5.15	command_rewrite	44
5.15.1	Purpose	44
5.16	command_scheduler	45
5.16.1	Purpose	45
5.16.2	How it works?	45
5.16.3	Command	45
5.16.3.1	/command-scheduler trigger	45
5.16.3.2	/command-scheduler list	45
5.16.4	Example	45
5.17	command_spy	46
5.17.1	Purpose	46
5.17.2	Configuration	46
5.18	command_toolbox	47
5.18.1	Purpose	47
5.18.2	Sub-Module	47
5.18.2.1	/bed	47
5.18.2.2	/extinguish	47
5.18.2.3	/feed	47
5.18.2.4	/fly	47
5.18.2.5	/god	47
5.18.2.6	/hat	47
5.18.2.7	/sit	47
5.18.2.8	/heal	47
5.18.2.9	/lore	47
5.18.2.10	/more	47
5.18.2.11	/ping	47

5.18.2.12	/realname	47
5.18.2.13	/nickname	47
5.18.2.14	/repair	47
5.18.2.15	/reply	47
5.18.2.16	/seen	47
5.18.2.17	/suicide	47
5.18.2.18	/top	47
5.18.2.19	/trashcan	47
5.18.2.20	/tppos	47
5.18.2.20.1	Example	47
5.18.2.21	/warp	48
5.18.2.22	/burn	48
5.18.2.23	/help-op	48
5.18.2.24	/near	48
5.18.2.25	/jump	48
5.18.2.26	/compass	48
5.18.2.27	/glow	48
5.18.2.28	/freeze	48
5.19	command_warmup	49
5.19.1	Purpose	49
5.19.2	Example	49
5.20	deathlog	52
5.20.1	Purpose	52
5.20.2	Command	52
5.20.3	Example	52
5.21	disabler	53
5.21.1	Purpose	53
5.21.2	Sub-Module	53
5.21.2.1	chat_speed_disabler	53
5.21.2.2	move_speed_disabler	53
5.21.2.3	move_wronlgy_disabler	53
5.21.2.4	max_player_disabler	53
5.22	echo	54
5.22.1	Sub-Module	54
5.22.1.1	/send-message	54
5.22.1.2	/send-broadcast	54
5.22.1.3	/send-actionbar	54
5.22.1.4	/send-title	54
5.22.1.5	/send-toast	55
5.22.1.6	/send-chat	55
5.22.1.7	/send-bossbar	55
5.22.1.8	/send-custom	56
5.23	fuji	58
5.23.1	Purpose	58
5.23.2	Command	58
5.23.2.1	/fuji reload	58
5.23.2.2	/fuji about	58
5.23.2.3	/fuji inspect modules	58

5.23.2.4	/fuji inspect server-commands	58
5.23.2.5	/fuji inspect fuji-commands	58
5.23.2.6	/fuji inspect argument-types	58
5.23.2.7	/fuji inspect configurations	58
5.24	functional	59
5.24.1	Purpose	59
5.24.2	Sub-Module	59
5.24.2.1	/workbench	59
5.24.2.2	/enchantment	59
5.24.2.3	/grindstone	59
5.24.2.4	/stonecutter	59
5.24.2.5	/anvil	59
5.24.2.6	/cartography	59
5.24.2.7	/enderchest	59
5.24.2.8	/smithing	59
5.24.2.9	/loom	59
5.25	gameplay	60
5.25.1	Sub-Module	60
5.25.1.1	multi_obsidian_platform	60
5.25.1.1.1	Purpose	60
5.25.1.1.2	Configuration	60
5.25.1.2	carpet	61
5.25.1.2.1	Sub-Module	61
5.25.1.2.1.1	fake_player_manager	61
5.25.1.2.1.1.1	Purpose	61
5.25.1.2.1.1.2	Command	61
5.25.1.2.1.1.3	Configuration	61
5.25.1.2.1.2	better_info	62
5.25.1.2.1.2.1	Purpose	62
5.26	head	63
5.26.1	Purpose	63
5.26.2	Command	63
5.26.2.1	/head	63
5.26.3	Configuration	63
5.27	home	64
5.27.1	Purpose	64
5.27.2	Command	64
5.27.2.1	/home	64
5.27.3	Meta	64
5.28	kit	65
5.28.1	Purpose	65
5.28.2	Concept	65
5.28.3	Command	65
5.28.3.1	/kit editor	65
5.28.3.2	/kit give	65
5.28.4	Example	65
5.29	language	67
5.29.1	Purpose	67

5.29.2	Feature	67
5.29.3	Difference	67
5.30	motd	68
5.30.1	Purpose	68
5.30.2	Example	68
5.30.3	Reference	68
5.31	multiplier	69
5.31.1	Purpose	69
5.31.2	Supported Numeric Types	69
5.31.3	Example	69
5.32	nametag	70
5.32.1	Purpose	70
5.32.2	Configuration	70
5.32.3	Example	70
5.33	placeholder	71
5.33.1	Purpose	71
5.33.2	Command	71
5.33.2.1	/placeholder	71
5.33.3	Placeholder	71
5.33.4	What's more?	72
5.34	predicate	73
5.34.1	Purpose	73
5.34.2	Definition	73
5.34.3	How it works?	73
5.34.4	Example	73
5.35	profiler	74
5.35.1	Purpose	74
5.35.2	Command	74
5.35.2.1	/profiler	74
5.36	pvp	75
5.36.1	Purpose	75
5.36.2	Command	75
5.36.2.1	/pvp	75
5.37	rtp	76
5.37.1	Purpose	76
5.37.2	Feature	76
5.37.3	Command	76
5.37.3.1	/rtp	76
5.37.3.1.1	Argument	76
5.37.4	Configuration	76
5.37.5	What's more?	76
5.38	skin	77
5.38.1	Purpose	77
5.38.2	Command	77
5.38.2.1	/skin	77
5.38.3	Configuration	77
5.38.4	Example	77
5.39	system_message	78



5.39.1	Purpose	78
5.39.2	How it works?	78
5.39.3	Example	79
5.40	tab_list	80
5.40.1	Purpose	80
5.40.2	Configuration	80
5.40.3	Sub-Module	80
5.40.3.1	sort	81
5.40.3.1.1	Purpose	81
5.40.3.1.2	How it works	81
5.40.3.1.3	Example	81
5.40.3.1.4	Sub-Module	81
5.40.3.1.4.1	sync_game_profile	81
5.40.3.1.4.1.1	Purpose	81
5.40.3.2	faker	82
5.40.3.2.1	Purpose	82
5.41	teleport_warmup	83
5.41.1	Purpose	83
5.41.2	Configuration	83
5.42	temp_ban	84
5.42.1	Purpose	84
5.42.2	Command	84
5.42.2.1	/temp-ban	84
5.42.3	Example	84
5.43	tester	85
5.43.1	Purpose	85
5.43.2	Command	85
5.43.2.1	/tester	85
5.44	top_chunks	86
5.44.1	Purpose	86
5.44.2	Command	86
5.44.2.1	/chunks	86
5.44.3	Configuration	86
5.45	tpa	87
5.45.1	Purpose	87
5.45.2	Command	87
5.45.2.1	/tpa	87
5.45.2.2	/tpahere	87
5.45.2.3	/tpaaccept	87
5.45.2.4	/tpadeny	87
5.45.2.5	/tpacancel	87
5.45.3	Configuration	87
5.46	view	88
5.46.1	Purpose	88
5.46.2	Command	88
5.46.2.1	/view inv	88
5.46.2.2	/view ender	88
5.47	whitelist	89

5.47.1	Purpose . . . . .	89
5.48	works . . . . .	90
5.48.1	Purpose . . . . .	90
5.48.2	Concept . . . . .	90
5.48.3	Command . . . . .	90
5.48.4	Configuration . . . . .	90
5.49	world . . . . .	91
5.49.1	Purpose . . . . .	91
5.49.2	Command . . . . .	91
5.49.2.1	/world . . . . .	91
5.49.3	Concept . . . . .	91
5.49.4	Configuration . . . . .	92
5.49.5	Example . . . . .	92
5.50	world_downloader . . . . .	93
5.50.1	Purpose . . . . .	93
5.50.2	Command . . . . .	93
5.50.2.1	/download . . . . .	93
5.50.3	Configuration . . . . .	93
<b>6</b>	<b>Q&amp;A . . . . .</b>	<b>94</b>
6.1	Where is the configuration files? . . . . .	94
6.2	What is .json file? . . . . .	94
6.3	How can I edit a configuration file? . . . . .	94
6.4	What is .dat file? . . . . .	94
6.5	How to update fuji to a new version? . . . . .	95
6.5.1	Backup the data . . . . .	95
6.5.2	Test the new version in your test-environment . . . . .	95
6.5.3	Apply the changes to production-environment . . . . .	95
6.6	Fuji conflits with one of my mods. . . . .	95
6.7	Can I ask the forge or neoforge support? . . . . .	95
6.8	How can I report bugs or suggest new features? . . . . .	95
<b>7</b>	<b>Transformer . . . . .</b>	<b>96</b>
7.1	Command Transformer . . . . .	96
7.2	Command Generator . . . . .	98
<b>8</b>	<b>Development . . . . .</b>	<b>99</b>
8.1	Setup the development environment . . . . .	99
<b>9</b>	<b>Suggestion . . . . .</b>	<b>100</b>
9.1	Suggestion on server-side mods . . . . .	100
9.1.1	Explanation . . . . .	100
9.1.2	Server-side mode list . . . . .	101

# Chapter 1

## Concept

### 1.1 Configuration File

#### 1.1.1 Definition

All files inside `config/fuji` directory are named `configuration file`

#### 1.1.2 Types

**Note:** The types of configuration files

**1. Control File** A `control file` is used to control behaviours.

**1.1. Main-Control File** The **main-control file** refers to the `config/fuji/config.json` file, which is used to enable/disable a module.

**1.2. Module-Control File** Some modules will have their own control file, which is used to control the behaviour of the module.

**2. User-Data File** User-data files are used to store the data generated by the user.

## 1.2 Module

### 1.2.1 Definition

A module is used to provide a specific purpose.

#### Example: The purpose of modules

1. **ChatModule** provides chat-format customization.
2. **TpaModule** provides `/tpa` command.

### 1.2.2 Properties

The properties of a module are as follows:

1. **Can be disabled** You can disable a module completely in `main-control` file by setting the value of its `enable` key to `false`.
2. **Can work standalone** The code of a module is self-contained, there is no symbol reference to other modules.

### 1.2.3 Module Path

A module is identified by a unique module path.

#### Example: What a module-path looks like?

The module path of the module `tpa` is `tpa`.  
The module path of the module `history` whose parent module is `chat`, is `chat.history`.  
You will see a list of `enabled` modules identified by their `module path` at the server-startup process.

A module can have sub-module.

The relationship between `parent-module` and `sub-module` is relative, and there is nothing special about `sub-module`.

### 1.2.4 How to enable/disable a module?

You can enable/disable a module in `config/fuji/config.json` by setting the value of its `enable` key to `true/false`.

A `module` will be enabled if the following conditions are met:

1. The value of `common.debug.disable_all_modules` is `false`.
2. The required dependency mods are installed.
3. Its `parent-module` is `enabled`.
4. The value of its `enable` key is `true`.

**Example: How to enable a sub-module?**

To make the module `chat.display` enabled, you need to enable `chat` module first.

## 1.3 Job

### 1.3.1 Definition

A job is some things will be done repeatedly.

### 1.3.2 Cron Expression as Trigger Rule

A language named cron language is used to define when a job should be triggered.

**Tip:** Don't write cron expression by hand. Use generator!

A cron expression looks like `0 * * ? * *`, means trigger the job every minute.  
You can use the generator to generate a cron expression: <https://www.freeformatter.com/cron-expression-generator-quartz.html>

## 1.4 Regex

### 1.4.1 Definition

Regex is a language used to define the pattern of strings.

Some modules that use `regex`:

See [command\\_warmup](#)

See [command\\_rewrite](#)

See [command\\_cooldown](#)

See [teleport\\_warmup](#)

See [cleaner](#)

### 1.4.2 Reference

1. <https://regexr.com/>
2. <https://regex101.com/>

## 1.5 Placeholder

### 1.5.1 Definition

A `placeholder` is a string which will be replaced based on context.

**Tip:** What is the placeholder api in fabric platform?

There is a plugin named `PlaceholderAPI` in bukkit platform.  
Also, there is a mod named `Text Placeholder API` in fabric platform.  
They are different projects, but provides the same purpose.

### 1.5.2 Example

**Example:** Replace player name by context

The placeholder `%player:name%` will be replaced by the name of the contextual player.

### 1.5.3 Reference

1. <https://placeholders.pb4.eu/user/default-placeholders/>
2. <https://placeholders.pb4.eu/user/mod-placeholders/>



## 1.6 Identifier

### 1.6.1 Definition

An identifier is a string to name an object in minecraft.

### 1.6.2 Example

Example: The identifier of items

The identifier of apple is "minecraft:apple".  
The identifier of diamond is "minecraft:diamond".

Example: The identifier of entities

The identifier of zombie is "minecraft:zombie".

### 1.6.3 How to query all identifiers of a type

Example: Query all identifiers of entity

```
/summon ...
```

Example: Query all identifiers of block

```
/setblock ...
```

Example: Query all identifiers of item

```
/give ...
```

## Chapter 2

# Permission

### 2.1 Definition

A **permission** is used to decide whether a **player** can do something or not.

### 2.2 Types

To make the discussion clearer, we define the types of **permission** as follows:

1. **level permission** A permission level is a non-negative number used in vanilla minecraft. The higher number means the higher authority.
2. **string permission** Usually, a **string permission** is introduced by a **permission plugin**, such as luckperms.

## 2.3 What is the permission system used by fuji?

### 2.3.1 Explanation

Fuji use the mojang's vanilla permission system, which is based on level permission.

As a convention, most of the commands registered by fuji, requires level permission to be 0 to use. Only a few of the commands require the level permission to be 4 to use.

**Tip:** Modify the default requirement of all commands registered by fuji

See [Configuration](#)

### 2.3.2 Set a string permission for a command

By default, fuji only use the level permission as the requirement of a command. However, if you want to use string permission for a command, you can use `command_permission` module, which is used to override the requirement of an existing command.

**Example:** Allow players to use `/seed` command

The command `/seed` provided by mojang requires level permission to be 3 to use. If you want to allow players to use `/seed` command, but you don't want to grant op for them. Then in this situation, you can grant the string permission for them: `/lp group default permission set fuji.permission.seed true`, which means that: set the requirement of command `/seed` to string permission `fuji.permission.seed`.

**Example:** Dis-allow players to use `/list` command

The command `/list` provided by mojang required level permission to be 0 to use. If you want to dis-allow players to use `/list` command, but because this command requires no string permission to use, so it's impossible to ban it via luckperms. In this situation, you can grant a string permission: `/lp group default permission set fuji.permission.list false` for them, which means that: set the requirement of command `/list` to string permission `fuji.permission.list`.

**Example:** Unset the override of requirement of the command

To undo the operation in the first example, just issue `/lp group default permission unset fuji.permission.seed`

## 2.4 Reference

1. [https://minecraft.fandom.com/wiki/Permission\\_level](https://minecraft.fandom.com/wiki/Permission_level)

## Chapter 3

# Meta

### 3.1 Definition

A meta is a key-value pair.

**Note:**

Note that meta is introduced by luckperms mod, there is no meta in vanilla minecraft.

### 3.2 Example

Example: Set a meta for a group.

The home module supports the meta `fuji.home.home_limit`, which controls how many homes a player can create. To set the max homes limits to 3: `/lp group default meta set fuji.home.home_limit 3`

Example: Query all metas for a group.

```
/lp group default info
```

## Chapter 4

# Configuration

### 4.1 Main-Control File

#### 4.1.1 Configuration

**core** The core options inside `config/fuji/config.json` will influence all modules.

##### debug

**disable\_all\_modules** Used to test the compatibility between fuji and other mods.

**log\_debug\_messages** Whether to log the debug level messages into the console. Use this only for debug purpose, or it will cause console spam.

**backup** Fuji will back up the `config/fuji` directory automatically before it loads any module.

**max\_slots** How many backup should we keep?

**skip** The list of `path resolver` to skip in backup.  
Insert `modules/head` means skip the folder `config/fuji/modules/head`.

##### language

**default\_language** The default language to use.

**Tip:** Enable multi-language support for fuji

See [language](#)

##### permission

**all\_commands\_require\_level\_4\_permission\_to\_use\_by\_default** By default, most of commands registered by fuji requires level 0 permission to use. (e.g. `/afk`, `/home`, `/warp`). Some commands requires level 4 to use. (e.g. `/fly`, `/god`, `/more`). Enable this option will cause all commands registered by fuji require level 4 permission to use.

**quartz** Fuji use `quartz` library as scheduler, all the [Job](#) are managed by quartz. Quartz library use a language called `cron language` to define when to trigger a job.

**logger\_level** The logger level for quartz. The logger level from high to low are: OFF, FATAL, ERROR, WARN, INFO, DEBUG, TRACE, ALL.

**Example: Enable all logs for quartz**

Set the value to **ALL** to display all the messages from quartz. It's recommended to set at least **WARN** level, to avoid **console spam**.

## 4.2 Module-Control File

You can read more about `module-control` file for each module in [Module](#)

**Tip:** Use `/fuji reload` command to hot reload the configuration files.

The `/fuji reload` command is provided by `fuji` module. See [fuji](#)

## Chapter 5

## Module



## 5.1 afk

### 5.1.1 Purpose

This module provides afk detection, afk event, afk name customization and afk effects.

### 5.1.2 Command

#### 5.1.2.1 /afk

### 5.1.3 Configuration

**format** The **tab list name** format when a player is afk

**afk\_checker**

**cron** The cron to define how the afk\_checker is triggered.

**afk\_event** Execute commands on afk events.

Example: Kick a player if he enters afk state

```
"on_enter_afk": [  
  "send-broadcast <gold>Player %player:name% is now afk",  
  "kick %player:name% You are kicked beacause of afk."  
]
```

**event** Afk effects are applied if a player enters afk state.

**invulnerable** Immune to all damage?

**targetable** Can be targeted by a hostile entity?

**moveable** Can be moved if in afk state?

## 5.2 anti\_build

### 5.2.1 Purpose

This module allows you to ban the interaction with some item/block/entity.

### 5.2.2 Anti Types

The types supported by this module are as follows:

1. break\_block
2. place\_block
3. interact\_item
4. interact\_block
5. interact\_entity

**Tip: Query identifiers**

See [How to query all identifiers of a type](#)

### 5.2.3 Exapmle

**Example: Ban TNT**

add minecraft:tnt into place\_block list

**Example: Ban TNT but allow a specific player to use**

```
/lp user <player> permission set fuji.anti_build.place_block.bypass.minecraft:tnt
```

## 5.3 back

### 5.3.1 Purpose

This module allows player to teleport back to **last teleport point** or **death point**.

### 5.3.2 Command

#### 5.3.2.1 /back

### 5.3.3 Configuration

**ignore\_distance** If the player's teleportation destination is close enough, we ignore this teleportation.

## 5.4 chat

### 5.4.1 Purpose

This module provides chat related customization.

### 5.4.2 Sub-Module

#### 5.4.2.1 style

Customize the server chat format and per-player chat format.

##### 5.4.2.1.1 Command

5.4.2.1.1.1 `/chat`

##### 5.4.2.1.2 Feature

1. You can create your own `regex transformer` to replace `chat message` sent by players.
2. You can insert any `placeholder` like `%world:name%`
3. You can insert player's prefix and suffix. Just insert `%fuji:player_prefix%` and `%fuji:player_suffix%`.
4. You can insert `"item"`, `"inv"` and `"ender"` to display your item, inventory and ender-chest.
5. You can insert `"Steve"` to mention another player named Steve.
6. You can insert `"pos"` to show the position.
7. You can use `markdown language` to define simple format.
8. You can use `mini-message language` to define complex format.
9. Besides the `server chat format`, each player can also set their per-player chat format.
10. This module doesn't **cancel** the vanilla chat events, so it can work with other chat related mods.

#### Tip: Write complex style using mini-language

You can use `mini-language` to write complex text.

See more:

1. <https://docs.advntr.dev/minimessage/format.html>
2. <https://placeholders.pb4.eu/user/quicktext>

#### 5.4.2.1.3 Placeholder

1. `%fuji:pos%` player current position
2. `%fuji:player_prefix%` player prefix
3. `%fuji:player_suffix%` player suffix

##### Note: Set prefix and suffix for players

Luckperms is required to set `prefix` and `suffix`.

After you installed `luckperms` mod, just issue `/lp group default meta setprefix <yellow>[awesome]` to assign prefix.

Don't forget to change the format in chat module, and issue `/fuji reload`

#### 5.4.2.1.4 Configuration

**format** The server chat format for all players.

**rewrite** The `regex` language list used to **rewrite** the player chat message.

You can use regex language to transform player's chat input (only chat message, no command usage).

**mention\_player** If you insert **Steve** in chat message, then the player named Steve will get audio mention.

**sound** The type of **sound** used to notify the mentioned player.

##### Tip: Query all identifiers of sound

```
/playsound ...
```

**volume**

**pitch**

**repeat\_count** The sound repeat count.

**interval\_ms** The interval between each repeat.

**spy** Log chat information into server-console.

### 5.4.2.2 display

#### 5.4.2.2.1 Placeholder

1. `%fuji:item%` display player's main-hand item.
2. `%fuji:inv%` display player's inventory.
3. `%fuji:ender%` display player's ender-chest.

#### 5.4.2.2.2 Configuration

**expiration\_duration\_s** For each display data, how long should we save in the memory. Note that if a player shares its inventory items, then fuji will save a copy of his inventory data in the memory.

### 5.4.2.3 history

New joined players can see the historical chat messages.

#### 5.4.2.3.1 Configuration

**buffer\_size** How many chat messages should we save, so that we can send for a new-joined player.

### 5.4.3 Reference

1. [Text Placeholder API - default placeholders](#)
2. [Luckperms - prefix, suffix and meta](#)

## 5.5 cleaner

### 5.5.1 Purpose

This module provides the entity cleaner to remove specified entities automatically.

**Note: Only use this module to clean some edge-case entity**

Since the vanilla minecraft also has a cleaner to remove the item stack in the ground, so it's recommended to only use this module to clean some weak-loading entities, like: the sand item stack ...

### 5.5.2 Command

#### 5.5.2.1 `/cleaner clean`

**Note: The cleaner will keep silent if cleans nothing**

If the cleaner cleans nothing, then it will keep silent.(Which means you will not see any message in console, or in-game chat)

**Tip: See what is cleaned in cleaner broadcast.**

Hover your mouse on the cleaner broadcast, you can see what has been removed.

### 5.5.3 Configuration

**cron** The cron used to define the job to trigger `/cleaner clean`.

**key2age** The key is translatable key, which you can query in `en_us.json` language file in minecraft 1.21.

The translatable key of entity starts with `entity.minecraft`.

The translatable key of item starts with `item.minecraft` and `block.minecraft`.

The age is the existence time of the entity, the unit of age is game tick, which means  $20 \text{ age} = 20 \text{ ticks} = 1 \text{ second}$ .

The cleaner will only remove the entities whose translatable key equals key, and age greater equals the defined age, and the entity must not in the ignore list.

**Example: Clean the sand-block entity lives longer than 60sec**

```
"block.minecraft.sand": 1200
```

**ignore** Entities match the ignore list will not be cleaned.

**ignore\_item\_entity** Should we ignore all item entity.

**ignore\_living\_entity** Should we ignore all living entity?

If you want the cleaner to remove monster or animals, you should enable this option.



**ignore\_named\_entity** Should we ignore named entity.(With name tag, or name changed by anvil.)

**ignore\_entity\_with\_vehicle** Like entity riding in some other entity, e.g. minecraft, pig or spider

**ignore\_entity\_with\_passengers**

**ignore\_glowing\_entity**

**ignore\_leashed\_entity**

**Note: The built-in safety rule**

The cleaner will **always ignore** the following types:

1. player
2. any block attached entity (e.g. leash\_knot)
3. any vehicle entity (e.g. minecart, boat ...)

## 5.6 color

### 5.6.1 Purpose

This module provides colorize for things.

### 5.6.2 Sub-Module

#### 5.6.2.1 Sign

Colorize the sign.

Example: Write colorful text in sign

```
<red>This is the first line  
<rb>The second line  
<bold>The third line  
<i>The last line
```

#### 5.6.2.2 Anvil

Colorize the anvil.

## 5.7 command\_alias

### 5.7.1 Purpose

This module allows you to define command alias, which redirect to the existing command node.

**Note:** A command node is identified by path

See also: <https://minecraft.fandom.com/wiki/Commands>

### 5.7.2 Example

#### Example: Shorten a existing command

The configuration create a command alias from `/r` to `/reply`

```
{
  "from": [
    "r"
  ],
  "to": [
    "reply"
  ]
}
```

#### Example: Shorten a existing command

The configuration create a command alias from `/sudo` to `/run as fake-op`

```
{
  "from": [
    "sudo"
  ],
  "to": [
    "run",
    "as",
    "fake-op"
  ]
}
```

### 5.7.3 What's more?

**Tip: How can I define complex commands?**

As you can see, the `command alias` module only support to **redirect** a simple command into another simple command. In other words, you can only use this module to create **alias** to a **existing command node**. Also, it's not allow to define **variable** inside a **command alias**.

If you want to define complex commands, use [command\\_bundle](#) module.

## 5.8 command\_attachment

### 5.8.1 Purpose

This module allows you to attach commands into itemstack.

### 5.8.2 Command

#### 5.8.2.1 /command-attachment

**Note: The same item-stack shares the-same instance**

If you hold stick \* 64 in your main-hand, then all the sticks share the same attached commands.

### 5.8.3 Example

Example: Make a magic-stick which heals the player on clicked.

Hold a stick item in your main hand.

```
/command-attachment attach-item-one heal
```

Example: Make a magic-stick which gives one diamond on left clicked with use limit 3 and gives one gold\_ingot on right clicked with use limit 5.

Hold a stick item in your main hand.

```
/command-attachment attach-item-one --maxUseTimes 3 --interactType LEFT give  
%player:name% minecraft:diamond 1  
/command-attachment attach-item-one --maxUseTimes 5 --interactType RIGHT  
give %player:name% minecraft:gold_ingot 1
```

Example: Make a magic-stick which gives one apple on clicked with use limit 3 without destroying the item.

Hold a stick item in your main hand.

```
/command-attachment attach-item-one --maxUseTimes 3 --destroyItem false give  
%player:name% minecraft:apple 1
```

Example: Query the attached commands in the mainhand item.

```
/command-attachment query-item
```

Example: Let an entity says hello on right click

```
/command-attachment attach-entity-one <entity-id> say hello %player:name%
```

Example: Say hello if you stepped on a specific block

```
/command-attachment attach-block-one 0 0 0 --interactType STEP_ON say hello  
%player:name%
```

Example: Make a portal on a specific block

```
/command-attachment attach-block-one 0 0 0 --interactType STEP_ON tpportals  
--targetPlayer %player:name% --dimension minecraft:the_end --x 0 --y 66 --z  
0 %player:name%
```

## 5.9 `command_bundle`

### 5.9.1 Purpose

This module allows you to create bundle commands, input one command, output many commands.

### 5.9.2 Command

#### 5.9.2.1 `/command-bundle`

The root command of this module.

### 5.9.3 Feature

1. a user-friendly DSL to create new custom commands easily, with the interoperation of `variables`, `placeholders` and `selectors`.
2. support complex `command argument type`: `required argument`, `literal argument` and even the `optional argument` with a default value.
3. a powerful type-system to ensure the `type-safe` input, with fully command suggestion.

**Tip:** To query all type strings

```
/fuji inspect argument-types
```

4. register and un-register commands on the fly, without the server restart!

**Example:** Reload the bundle commands

Each time you modify the configuration file, you should issue `/fuji reload`, this will unregister all bundle commands in the server, and register the bundle commands defined in the file into the server.

Also, you can use the `/command-bundle un-register` and `/command-bundle register` manually.

### 5.9.4 Example

#### Example: Combine commands into one command

```
{
  "requirement": {
    "level": 0,
    "string": null
  },
  "pattern": "composite-heal",
  "bundle": [
    "say before heal %player:name%",
    "run as fake-op %player:name% particle minecraft:heart ~ ~2 ~",
    "run as player %player:name% heal",
    "say after heal %player:name%"
  ]
}
```

#### Example: Transform a command

```
{
  "requirement": {
    "level": 4,
    "string": null
  },
  "pattern": "warn <player player-arg> <greedy greedy-arg>",
  "bundle": [
    "run as player %player:name% send-message $player-arg <red>You are",
    ↪ warned: $greedy-arg"
  ]
}
```

**Tip:** Assign a string permission for a bundle command

See [Permission](#)

### 5.9.5 Reference

1. <https://www.gamergeeks.net/apps/minecraft/particle-command-generator>
2. <https://learn.microsoft.com/en-us/minecraft/creator/documents/particleeffects?view=minecraft-bedrock-stable>



## 5.10 command\_cooldown

### 5.10.1 Purpose

This module provides:

1. **unnamed cooldown** : per command cooldown after the `command` execution
2. **named cooldown** : support to associate a named cooldown with commands.

**Tip: How to write regex language?**

See: [Regex](#)

### 5.10.2 Placeholder

1. `%fuji:command_cooldown_left_time <named-cooldown>%` the left time for specified named cooldown
2. `%fuji:command_cooldown_left_usage <named-cooldown>%` the left usage for specified named cooldown

### 5.10.3 Example

**Example: Create a named cooldown**

```
/command-cooldown create example 3000
```

**Example: Test a named cooldown**

```
/command-cooldown test example <player> --onFailed "say false  
%fuji:command_cooldown_left_time 1%/%fuji:command_cooldown_left_usage 1%"  
say true
```

**Example: Reset a named cooldown for a player**

Note that this will only reset the `timestamp` associated with the player, the `usage` associated with the player will not be reset.

```
/command-cooldown reset example <player>
```

**Example: Create a named cooldown with 3 max usage and 15 sec cooldown**

```
/command-cooldown create example 15000 --maxUsage 3
```

**Example: Create a named global cooldown for all players**

A named global cooldown means that, all players shares the same cooldown, instead of per-player.

```
/command-cooldown create example 3000 --global true
```

**Example: Create a non-persistent named cooldown**

A non-persistent named cooldown means that, the `timestamp` associated with a player will not be persisted into the storage. That's to say, a server restart will forget all `timestamp`, but the `usage` associated with a player will always be persisted.

```
/command-cooldown create example 999999999999 --persistent false
```

Taken this example, it means that each time the server restarted, the cooldown will be available only once.

## 5.11 `command_event`

### 5.11.1 Purpose

Execute commands on specific events.

### 5.11.2 How it works?

When an event occurs, this module will execute commands as `console` with the `contextual player`. The `contextual player` will be used to parse placeholders.

### 5.11.3 Example

Example: Welcome the new-bie player

```
"on_player_first_joined": {  
  "command_list": [  
    "send-broadcast <light_purple>Welcome new player %player:name% to join  
    ↪ us!",  
    "kit give %player:name% <kit-name>",  
    "run as fake-op %player:name% rtp",  
    "delay 10 spawnpoint %player:name%"  
  ]  
},
```

## 5.12 `command_interactive`

### 5.12.1 Purpose

This module allows you to write commands in **sign block**.

### 5.12.2 How it works?

When a player **right click** a **sign block**, this module will check if the sign block contains the character `"/"`. If contains, then we **treat** as the player issue the command followed by the character.

### 5.12.3 Definition

A **sign block** that contains the character `"/"` is named an **interactive sign block**.

**Note:** How can i edit an interactive sign block?

You need to press **shift + right click** to edit an interactive sign.

### 5.12.4 Example

**Example: Basic usage**

```
/say hi %player:name%  
line 2 empty  
line 3 empty  
line 4 empty
```

**Example: Add a prefix description text**

```
prefix /say first  
/say the second  
/say hi %player:name%  
/say the last command
```

**Example: Concat commands between lines**

```
prefix /say this is  
the first /say and the  
second  
line 4 empty
```

## 5.13 command\_meta

### 5.13.1 Purpose

This module provides commands to operate on commands.

### 5.13.2 Sub-Module

#### 5.13.2.1 run

##### 5.13.2.1.1 Purpose

This module provides `/run` command, which can run a command with context.

##### 5.13.2.1.2 Command

###### 5.13.2.1.2.1 `/run`

##### 5.13.2.1.3 Example

Example: Give random diamonds to online players

```
/run as console give @a minecraft:diamond %fuji:random 8 32%
```

Example: Give online players random diamonds

```
/run as console foreach give %fuji:escape player:name% minecraft:diamond  
%fuji:escape fuji:random 8 32 1%
```

Example: Execute a command as a player

```
/run as player <player> back
```

Example: Execute a command as fake-op

```
/run as fake-op <player> give %player:name% minecraft:apple 1
```

### 5.13.2.2 for\_each

#### 5.13.2.2.1 Purpose

This module provides /foreach command. If a command is only targeted for single player, you can use /foreach to apply it for each player online.

#### 5.13.2.2.2 Command

##### 5.13.2.2.2.1 /foreach

#### 5.13.2.2.3 Example

Example: Say hello to online players

```
/foreach say hello %player:name%
```

#### Tip: Escape the placeholder properly

If you use foreach in scheduler module, then you should escape (Write %fuji:escape player:name% instead of %player:name%) the placeholder.

It's because the command-scheduler module will try to parse the placeholder, and you need to escape the placeholder, so that the placeholder can be parsed by /foreach command.

Here is an example about escape the foreach command in scheduler command list: /foreach give %fuji:escape player:name% minecraft:diamond 16

### 5.13.2.3 chain

#### 5.13.2.3.1 Purpose

A chain command allows you to run another 2 commands, the first is any command, and the second is the chain command.

#### Note: The return value of a command

In vanilla minecraft, the return value of command, is an integer:

1. `<0` failed
2. `=0` passed
3. `>0` success

#### 5.13.2.3.2 Command

##### 5.13.2.3.2.1 `/chain`

#### 5.13.2.3.3 Example

Example: A nested chain.

```
/chain say 1 chain say 2 chain say 3
```

Example: A breakable chain.

```
/chain bad command here chain say 2
```

Example: Use chain command with predicate command

```
/run as player <player> chain test-level-perm %player:name% 4 chain say  
value is true
```

#### 5.13.2.4 delay

##### 5.13.2.4.1 Purpose

Delay command allows you to execute a command in specified seconds.

**Note:** Delay command is only used for short term job

The command `/delay` is only used to perform short-term job, and will not be persisted on server shutdown. If you want to define long-term job, using [command\\_scheduler](#)

##### 5.13.2.4.2 Command

###### 5.13.2.4.2.1 /delay

##### 5.13.2.4.3 Example

Example: A basic usage

```
/delay 3 say three seconds passed
```

Example: A nested delay

```
/delay 1 delay 2 delay 3 say 6 seconds passed.
```



### 5.13.2.5 json

#### 5.13.2.5.1 Purpose

Provides a unified json editor.

#### 5.13.2.5.2 Command

##### 5.13.2.5.2.1 /json

#### 5.13.2.5.3 Exaxmple

Example: Read a key

```
/json read "config/fuji/config.json" "$.core.quartz.logger_level"
```

Example: List keys

```
/json read "config/fuji/config.json" "$.modules.keys()"
```

Example: Set a key

```
/json write "config/fuji/config.json" "$.core.quartz.logger_level" STRING  
INFO"
```

#### 5.13.2.5.4 Reference

1. <https://goessner.net/articles/JsonPath/>

### 5.13.2.6 attachment

#### 5.13.2.6.1 Purpose

Provides a unified attachment facility, which can attach any data to any object.

#### 5.13.2.6.2 Command

##### 5.13.2.6.2.1 /attachment

#### 5.13.2.6.3 Example

Example: Set a attachment

```
/attachment set news today hello world
```

Example: Get a attachment

```
/attachment get news today
```

### 5.13.2.7 shell

#### 5.13.2.7.1 Purpose

This module provides `/shell` command, which executes the command line in the host shell.

**Danger: This is a dangerous module**

This module is a powerful and dangerous module, not recommended to enable it.

#### 5.13.2.7.2 Configuration

**enable\_warning** A precautionary option to prevent this module is enabled.

**security** The security options for this module.

**only\_allow\_console** Only allow the console to execute `/shell` command.

**allowed\_player\_names** Only allow the specified players to execute `/shell` command.

#### 5.13.2.7.3 Example

Example: Create a file using placeholder

```
/shell touch %player:name%.dangerous
```

Example: Execute a program in the host os

```
/shell emacs
```

Example: Possible to download a virus from Internet and execute it!

```
/shell ...
```

## 5.14 command\_permission

### 5.14.1 Purpose

This module provides the customization of the requirement of all commands.

### 5.14.2 Command

#### 5.14.2.1 /command-permission

### 5.14.3 How it works?

The vanilla minecraft use a command system named brigadier.

All the commands are registered, parsed and executed by brigadier.

In this system, all commands are build into a **tree structure**, that is to say, all commands are a direct or in-direct child of the **root command node**.

#### Example: What is the path of a specific command node?

For example, the command `/gamemode creative Steve` is composed by 3 command node:

1. `"gamemode"` = a literal whose name is `"gamemode"`
2. `"creative"` = an argument whose type is `gamemode`, its name is `"gamemode"` and its value is `"creative"`
3. `"Steve"` = an argument whose type is `player`, its name is `"target"`, and its value is `"Steve"`

We say that the command path of `/gamemode creative Steve`, is `["gamemode", "gamemode", "target"]`.

#### Tip: How to query the name of an argument

You can issue `/help gamemode` which will display the name of arguments. Or you can issue `/fuji inspect server-commands` to query the command path of all commands registered in the server.

Also, each **command node** has its **requirement**, which is a **predicate** to check if the **command source** can use the command node.

#### Tip: Query the command path of a command.

```
/lp group default permission set fuji.permission...
or /command-permission
or /fuji inspect server-commands
```

#### 5.14.4 Example

Example: Allow everyone to use `/gamemode` command

```
/lp group default permission set fuji.permission.gamemode true
```

**Tip: Allow the client-side to use gamemode switcher menu**

After you assign the `/gamemode` command permission for players, the client-side also requires to install a mod to bypass the client-side permission checking: <https://modrinth.com/mod/switcher>

Example: Allow everyone to use `/gamemode` command except the player Alice

```
/lp group default permission set fuji.permission.gamemode true  
/lp user Alice permission set fuji.permission.gamemode false
```

Example: Only allow everyone to use `/gamemode spectator`

It's impossible to assign a single gamemode, since the command path of `/gamemode creative` and `/gamemode spectator` are both `"gamemode.gamemode"`.

Notice that the first `"gamemode"` in the command path, means the literal argument `"gamemode"`.

The second `"gamemode"` in the command path, means an argument, whose type is `gamemode`. This gamemode argument contains all the 4 gamemodes: adventure, creative, spectator and survival. That's the real reason why we can't assign a single gamemode for the command `/gamemode`.

If you really want to assign only 1 single gamemode for everyone, you can use `command_bundle` to create a new command, which only switch the gamemode of player into spectator.

Example: More examples

See [Permission](#)

## 5.15 `command_rewrite`

### 5.15.1 Purpose

This module allows you to use regex language to rewrite the command line a player issued.

## 5.16 `command_scheduler`

### 5.16.1 Purpose

Define jobs using cron expression to execute commands.

### 5.16.2 How it works?

A `Job` is defined by crons, with conditions like `left times`.

A job will be triggered if current time meets any of its cron expressions.

A `commands` will be chosen randomly from the `commands list` of the job and executed if the following conditions are met:

1. The `enable` of the job is `true`
2. The `left times` of the job  $\geq 0$

The commands will be executed as console.

### 5.16.3 Command

#### 5.16.3.1 `/command-scheduler trigger`

Immediately trigger a job.

#### 5.16.3.2 `/command-scheduler list`

List all defined jobs.

### 5.16.4 Example

Example: Define a job that executes commands 32 times on every minute

```
{
  "name": "example_job",
  "enable": true,
  "left_times": 32,
  "crons": [
    "0 * * ? * * *"
  ],
  "commands_list": [
    [
      "say 1 minute passed"
    ],
    [
      "say 60 seconds passed"
    ]
  ]
}
```

## 5.17 `command_spy`

### 5.17.1 Purpose

Log command execution event into the console.

### 5.17.2 Configuration

**ignore** Ignore the command that matches regex.

**spy\_on\_console** should we spy the command execution of the console?



## 5.18 command\_toolbox

### 5.18.1 Purpose

This module provides some simple commands. (misc commands)

### 5.18.2 Sub-Module

5.18.2.1 /bed

5.18.2.2 /extinguish

5.18.2.3 /feed

5.18.2.4 /fly

5.18.2.5 /god

5.18.2.6 /hat

5.18.2.7 /sit

5.18.2.8 /heal

5.18.2.9 /lore

Example: Set lore for item in mainhand

```
/lore set <rainbow>the first line<newline><bold><green>the second
```

5.18.2.10 /more

5.18.2.11 /ping

5.18.2.12 /realname

5.18.2.13 /nickname

5.18.2.14 /repair

5.18.2.15 /reply

5.18.2.16 /seen

5.18.2.17 /suicide

5.18.2.18 /top

5.18.2.19 /trashcan

5.18.2.20 /tppos

5.18.2.20.1 Example

Example: Teleport to offline location of a player

```
/tppos offline <player>
```

Example: Specify another player as the target player

```
/tppos --targetPlayer <player>
```

Example: Use fixed teleport mode

When any of the following args is specified, the `/tppos` command will do a fixed teleport.

```
/tppos --x 32 --y 64 --z 128 --yaw 60 --pitch 90 --dimension  
minecraft:overworld
```

Example: Use random teleport mode

The `/tppos` command will do a random teleport if not doing a fixed teleport.

```
/tppos --centerX 0 --centerZ 0 --circle true --minRange 512 --maxRange 2048  
--minY 32 --maxY 128 --maxTryTimes 8 --dimension minecraft:overworld
```

5.18.2.21 `/warp`

5.18.2.22 `/burn`

5.18.2.23 `/help-op`

5.18.2.24 `/near`

5.18.2.25 `/jump`

5.18.2.26 `/compass`

5.18.2.27 `/glow`

5.18.2.28 `/freeze`

## 5.19 command\_warmup

### 5.19.1 Purpose

This module adds a cooldown before command execution.

**Note:** The difference between command warmup and command cooldown

command warmup is before command execution, while command cooldown is after that.

### 5.19.2 Example

Example: Set warmup for all commands

```
{
  "command": {
    "regex": ".+",
    "ms": 3000
  },
  "interruptible": {
    "enable": true,
    "interrupt_distance": 3.0,
    "interrupt_on_damaged": true,
    "interrupt_in_combat": true
  }
}
```

Example: Set warmup for all commands except the `/back` command with a special setup

Since the rules are matched from up to down in order, you can just put the special case above.

```
[
  {
    "command": {
      "regex": "back",
      "ms": 10000
    },
    "interruptible": {
      "enable": true,
      "interrupt_distance": 3.0,
      "interrupt_on_damaged": true,
      "interrupt_in_combat": true
    }
  },
  {
    "command": {
      "regex": ".+",
      "ms": 3000
    },
    "interruptible": {
      "enable": true,
      "interrupt_distance": 3.0,
      "interrupt_on_damaged": true,
      "interrupt_in_combat": true
    }
  }
]
```

**Example: Set warmup for all commands except the `/back` command**

Use negative lookahead to exclude a string that starts with `"back"`.

```
{
  "command": {
    "regex": "(?!back).+",
    "ms": 3000
  },
  "interruptible": {
    "enable": true,
    "interrupt_distance": 3.0,
    "interrupt_on_damaged": true,
    "interrupt_in_combat": true
  }
}
```

**Example: Share the same setup for multiple commands**

Use the `or` clause to share the same setup.

```
{
  "command": {
    "regex": "(back)|(heal)|(feed)",
    "ms": 3000
  },
  "interruptible": {
    "enable": true,
    "interrupt_distance": 3.0,
    "interrupt_on_damaged": true,
    "interrupt_in_combat": true
  }
},
,
```

## 5.20 deathlog

### 5.20.1 Purpose

This module logs the inventory on player death.

### 5.20.2 Command

1. /deathlog

### 5.20.3 Example

Example: Query the logs for a player

```
/deathlog view <player>
```

**Tip:** The death log index number is clickable

You can click the number to quickly restore the logged inventory to your inventory.

Example: Restore a death log from a player for a player

```
/deathlog restore <player> 0 <player>
```

## 5.21 disabler

### 5.21.1 Purpose

This module provides **disablers** to disable checkers inside **vanilla minecraft**.

### 5.21.2 Sub-Module

#### 5.21.2.1 chat\_speed\_disabler

Disable **Kicked for spamming**.

#### 5.21.2.2 move\_speed\_disabler

Disable **player moved too quickly** and **vehicle moved too quickly**.

#### 5.21.2.3 move\_wronlgy\_disabler

Disable **player moved wrongly**.

**Warning: The movement anti-cheat inside vanilla minecraft is bad**

Inside the vanilla minecraft server, there is a checker used to check if the player moves correctly. However, this checker usually makes wrong detection, and force setback the player, which makes the client-side gameplay feel lagged.

#### 5.21.2.4 max\_player\_disabler

Disable the max players limit of the server.

## 5.22 echo

This module provides commands to send echo to players.

**Note:** Many other modules require this module

Other modules may generate a default configuration including the commands provided by echo module. If the echo module is disabled, then these echo commands will not exist, causing a command syntax error while executing these commands.

### 5.22.1 Sub-Module

#### 5.22.1.1 /send-message

Example: Say hello to a player

```
/send-message <player> Hello %player:name%
```

#### 5.22.1.2 /send-broadcast

Example: Say hello to all players

```
/send-broadcast Hello %player:name%
```

#### 5.22.1.3 /send-actionbar

Example: Say hello to a player

```
/send-actionbar <player> Hello %player:name%
```

#### 5.22.1.4 /send-title

Example: Send title to a player

```
/send-title <player> --mainTitle "<rainbow>Hello" --subTitle "<blue>World"  
--fadeInTicks 60 --stayTicks 60 --fadeOutTicks 60
```

Example: Send title to online players

```
/foreach send-title %player:name% --mainTitle "<rainbow>Hello %player:name%"
```



**5.22.1.5** /send-toast

Example: Send toast to a player

```
/send-toast <player> --icon minecraft:golden_carrot <rb>eat this carrot
```

**5.22.1.6** /send-chat

Example: Send chat as a player

```
/send-chat Steve i am steve.
```

Example: Send chat as a player for online players

```
/foreach send-chat %player:name% i am %player:name%
```

**5.22.1.7** /send-bossbar

Example: A simple exapmle

```
/send-bossbar <player> Hello World
```

Example: All in one exapmle

```
/send-bossbar <player> --stepType BACKWARD --totalMs 5000 --color PURPLE  
--style NOTCHED_6 --notifyMeOnComplete true --commandList "say the  
player %player:name% is healed|heal %player:name%" <rb>Healing is coming  
[elapsed_time]/[total_time]/[left_time]
```

## 5.22.1.8 /send-custom

## Example: Create a custom text

Create a plain text file named `"guide"` in `config/fuji/modules/echo/send_custom/custom-text/guide` with content:

```
<blue>===== custom text =====
Hello <orange>%player:name%</orange>, you are in
↳ <orange>%world:name%</orange> now.

<hover:show_text:'you see me!>Hover me</hover>

<click:run_command:'/back'>click me to run `/back` command</click>

<u><i><click:change_page:'3'>click me to the third page (this only works
↳ inside a book)</click></i></u>

<newpage><blue>This is the second page!

<click:suggest_command:'/back'>click me to suggest /back command (This
↳ doesn't work inside a book)</click>

<insert:'hello'>shift + click me to insert "hello" (This doesn't work inside
↳ a book)</insert>

<click:open_url:'https://placeholders.pb4.eu/user/text-format/'>click me to
↳ open the url</click>

<newpage>This is the third page!

<bold><click:change_page:'1'>click me to the first page</click></bold>

<orange>You can press `<keybind:'key.jump'>` key to jump!</orange>

<gradient:red:green:blue>This is gradient text.</gradient>

<rb>The rainbow text</rb>

<newpage>The end.
```

## Example: Send custom text as a book

```
/send-custom as-book <player> guide --author "alice" --title "<rb>The Guide"
--giveBook true --openBook true
```

Example: Send custom text as a message

```
/send-custom as-message <player> guide
```

## 5.23 fuji

### 5.23.1 Purpose

This module provides the command `/fuji`, which includes some operations on fuji itself.

### 5.23.2 Command

#### 5.23.2.1 `/fuji reload`

Reload all configuration files and all modules.

**Note: Module itself can't be hot reloaded**

After you enable or disable a module, you must **restart** the server.

#### 5.23.2.2 `/fuji about`

Open a gui to display the about, including the mod version and contributor list.

#### 5.23.2.3 `/fuji inspect modules`

Inspect all the enabled/disabled modules.

#### 5.23.2.4 `/fuji inspect server-commands`

Inspect all the registered commands in the server.

#### 5.23.2.5 `/fuji inspect fuji-commands`

Inspect all the commands registered by fuji mod.

**Note: This will not show the requirement override from command permission module**

The required level permission and required string permission are the default value set by fuji. If you are using `command_permission` module, then this gui will not show the overridden requirement of a command.

#### 5.23.2.6 `/fuji inspect argument-types`

Inspect all the registered argument types.

#### 5.23.2.7 `/fuji inspect configurations`

Inspect all the loaded configuration files.

## 5.24 functional

### 5.24.1 Purpose

This module allows players to open a virtual gui of functional-block.

### 5.24.2 Sub-Module

**5.24.2.1** /workbench

**5.24.2.2** /enchantment

**5.24.2.3** /grindstone

**5.24.2.4** /stonecutter

**5.24.2.5** /anvil

**5.24.2.6** /cartography

**5.24.2.7** /enderchest

**5.24.2.8** /smithing

**5.24.2.9** /loom

## 5.25 gameplay

### 5.25.1 Sub-Module

#### 5.25.1.1 multi\_obsidian\_platform

##### 5.25.1.1.1 Purpose

This module makes every **ender portal frame** generates its own **obsidian platform** (Up to 128 in survival-mode).

You can even use creative-mode to build more ender portal frame and more obsidian platform.

**Note: All the obsidian platforms are vanilla-respect**

All the extra obsidian platforms have the same behaviour as the vanilla one which locates in (100,50,0).

##### 5.25.1.1.2 Configuration

**factor** The coordination-conversion factor between overworld and the\_end. In vanilla minecraft, the factor between overworld and the\_nether is 8.

**5.25.1.2 carpet****5.25.1.2.1 Sub-Module****5.25.1.2.1.1 fake\_player\_manager****5.25.1.2.1.1.1 Purpose**

Enable this module requires carpet-fabric mod installed. This module provides some management for fake-player.

**5.25.1.2.1.1.2 Command**

1. `/player who` query the owner of the fake-player
2. `/player renew` renew all of your fake-players

**5.25.1.2.1.1.3 Configuration**

**caps\_limit\_rule** How many fake-player can each player spawn (in different time)?

The tuple means (day\_of\_week, minutes\_of\_the\_day, max\_fake\_player\_per\_player).

The range of day\_of\_week is [1,7].

The range of minutes\_of\_the\_day is [0, 1440].

For example: (1, 0, 2) means if the days\_of\_week  $\geq 1$ , and minutes\_of\_the\_day  $\geq 0$ , then the max\_fake\_player\_per\_player now is 2.

Besides, you can add multi rules, the rules are checked from up to down.

The first rule that matches current time will be used to decide the max\_fake\_player\_per\_player.

You can issue `/player who` to see the owner of the fake-player.

Only the owner can operates the fake-player. (Op can bypass this limit)

**renew\_duration\_ms** How long should we renew when a player issue `/player renew` The command `/player renew` allows the player to manually renew all of his fake-player. If a fake-player don't gets renew, then it will expired and get killed. Use-case: to avoid some long-term alive fake-player.

**transform\_name** The rule to transform the name of fake-player. Use-case: add prefix or suffix for fake-player.

**use\_local\_random\_skins\_for\_fake\_player** Should we use local skin for fake-player? Enable this can prevent fetching skins from mojang official server each time the fake-player is spawned. This is mainly used in some network situation if the network to mojang official server is bad.

**5.25.1.2.1.2 better\_info**

**5.25.1.2.1.2.1 Purpose**

Add nbt query for /info block command. Add the command /info entity.



## 5.26 head

### 5.26.1 Purpose

This module allows players to buy decorative heads from a head-database.

### 5.26.2 Command

#### 5.26.2.1 /head

### 5.26.3 Configuration

**economy\_type** Can be ITEM or FREE

**cost\_type** This option is used when economy type is ITEM, to specify which item as the currency.

**cost\_amount** This option is used when economy type is ITEM, to specify the amount of currency to buy a head.

## 5.27 home

### 5.27.1 Purpose

This module allows players to set a teleportation point as their home.

### 5.27.2 Command

#### 5.27.2.1 /home

### 5.27.3 Meta

1. **fuji.home.home\_limit** The home number per player limit.

## 5.28 kit

### 5.28.1 Purpose

This module allows you to make kits.

### 5.28.2 Concept

A **kit** is a set of itemstack.

### 5.28.3 Command

#### 5.28.3.1 `/kit editor`

Open the kit editor gui.

#### 5.28.3.2 `/kit give`

Give a kit to a player.

### 5.28.4 Example

#### Example: Create a kit

Use `/kit editor` to create a kit.

##### Note: The item slot position will keep

The item put inside the kit will keep its original position, so you can put armors in the right position.

#### Example: Give a kit to a player

`/kit give <player> <kit-name>`

##### Note: The giving function behaviour

1. try to insert the item in the specified slot
2. try to insert the item in any slot
3. drop the item in the ground with the player as its thrower

**Example: Associate a cooldown to a kit**

To associate a cooldown with commands: see [command\\_cooldown](#)

Create a named cooldown with 60sec cooldown and infinite usage: `/command-cooldown create example-kit-cooldown 60000`

Test the named cooldown, giving the kit to the player if the test is success: `/command-cooldown test example-kit-cooldown <player> --onFailed "send-message %player:name% wait a moment" kit give %player:name% example-kit|send-message %player:name% kit received.`

Now, create a new command using [command\\_bundle](#) module to execute the test command

**Example: The config to create a new command for cooldown test command to give a kit if the test is success**

```
{
  "requirement": {
    "level": 0,
    "string": null
  },
  "pattern": "claim-example-kit",
  "bundle": [
    "command-cooldown test example-kit-cooldown %player:name%
    ↪ --onFailed 'send-message %player:name% wait a moment
    ↪ (%fuji:command_cooldown_left_time example-kit-cooldown% ms) '
    ↪ kit give %player:name% example-kit|send-message %player:name%
    ↪ kit received."
  ]
}
```

**Example: Claim a specific kit automatically for online players**

You can use [command\\_scheduler](#) module to execute the `/claim-example-kit` for online players automatically every minute.

**Example: Give a kit to newbie player automatically**

See [command\\_event](#)

## 5.29 language

### 5.29.1 Purpose

This module provides client-side multi-language support.

**Note: What is client-side language?**

When the client joins a server, it will send its client options, including the client-side language value. The server can send messages in language used by the client later.

### 5.29.2 Feature

1. **Client-Side Respect** The client-side language will be respected if possible.
2. **Lazy-load** Only load the necessary language into the memory.

### 5.29.3 Difference

Disabled: All the players use the `default_language`.

Enabled: Fuji will **try** to respect the player's client-side language, if the server-side supports.

## 5.30 motd

### 5.30.1 Purpose

This module provides motd customization.

### 5.30.2 Example

#### Example: Configure server icons

You can put 64x64 pixels `.PNG` `images` into the directory `config/fuji/modules/motd/icon`, this module will pick up a random image as the icon of the server to respond the server status request.

#### Example: Configure random motd text

You can write multiple `motd text` in the configuration, the `motd text` will be chosen randomly.

### 5.30.3 Reference

1. <https://colorize.fun/en/minecraft>

## 5.31 multiplier

### 5.31.1 Purpose

This module provides some **numeric multiplier**.

### 5.31.2 Supported Numeric Types

1. **damage** damage to player
2. **experience** experience a player gained

### 5.31.3 Example

Example: Double the damage from zombie to a player

```
/lp group default meta set fuji.multiplier.damage.minecraft:zombie 2
```

Example: Cancel the fall damage

```
/lp group default meta set fuji.multiplier.damage.minecraft:fall 0
```

Example: Double all damage to a player

```
/lp group default meta set fuji.multiplier.damage.all 2
```

Example: Double all experience a player gained

```
/lp group default meta set fuji.multiplier.experience.all 2
```

Example: Half all damage to a player

```
/lp group default meta set fuji.multiplier.damage.all 0.5
```

## 5.32 nametag

### 5.32.1 Purpose

This module provides nametag customization.

### 5.32.2 Configuration

**update\_cron** The cron used for the job to **update** the properties of **display entity**.

**style** Define the style for the nametag **display entity**.

**render** Define the nametag render behaviour.

**Note:** The explanation of each field in style and render

You can refer to the minecraft wiki about **display entity**: <https://minecraft.wiki/w/Display>

### 5.32.3 Example

Example: Set background to blue color

```
"background": -16776961
```

Example: Set half transparency

```
"text_opacity": 128
```

Example: Scale the size of text into double

```
"scale": {  
  "x": 2.0,  
  "y": 2.0,  
  "z": 2.0  
},
```



## 5.33 placeholder

### 5.33.1 Purpose

This module provides more `placeholder` for `Text Placeholder API` mod.

### 5.33.2 Command

#### 5.33.2.1 `/placeholder`

### 5.33.3 Placeholder

1. `%fuji:player_mined%` sum of mined blocks of a player
2. `%fuji:server_mined%` sum of mined blocks of a server
3. `%fuji:player_placed%` sum of placed blocks of a player
4. `%fuji:server_placed%` sum of placed blocks of a server
5. `%fuji:player_killed%` sum of killed entities of a player
6. `%fuji:server_killed%` sum of killed entities of a server
7. `%fuji:player_moved%` sum of moved distance of a player
8. `%fuji:server_moved%` sum of moved distance of a server
9. `%fuji:player_playtime%` sum of playtime of a player
10. `%fuji:server_playtime%` sum of playtime of a server
11. `%fuji:health_bar%` the health bar of a player
12. `%fuji:rotate hello%` rotate the string **hello**
13. `%fuji:has_permission%` check luckperms permission
14. `%fuji:has_meta%` get luckperms meta
15. `%fuji:random_player%` get a random online player
16. `%fuji:random 1 5%` get a random number from 1 to 5
17. `%fuji:escape%` escape a placeholder from the parser. An optional number argument is used as the levels to escape.
18. `%fuji:protect%` protect a string from the parser.
19. `%fuji:date%` get current date.

An optional string argument is used to set the **date formatter**, for example, `%fuji:date HH:MM%`.

See also: <https://docs.oracle.com/javase/8/docs/api/java/text/SimpleDateFormat.html>

#### 5.33.4 What's more?

**Tip:** Use placeholder in language file

It's allowed to write placeholders in language file.

**Note:** Some other mods that provide more placeholders

<https://placeholders.pb4.eu/user/mod-placeholders/>

## 5.34 predicate

### 5.34.1 Purpose

This module provides `predicate` commands.

### 5.34.2 Definition

A command that suffixes with the character `"?"` is named `predicate` command.  
e.g. The `/has-perm?` command.

### 5.34.3 How it works?

The `return` value is represented in an `integer` provided by vanilla minecraft command return layer.  
This command will return 1 if test is success, and -1 if test is failed.

See more: <https://minecraft.fandom.com/wiki/Commands/return>

### 5.34.4 Example

Example: Test a condition and then run a command

See more in [chain](#)

```
/run as player <player> chain has-perm? %player:name% 4 chain say value is true
```

## 5.35 profiler

### 5.35.1 Purpose

This module shows server health status, such as os, vm, cpu, ram, tps, mspt and gc.

**Warning:**

Enable this module requires spark mod installed.

### 5.35.2 Command

#### 5.35.2.1 /profiler

## **5.36 pvp**

### **5.36.1 Purpose**

This module provide pvp state toggle.

### **5.36.2 Command**

#### **5.36.2.1 /pvp**

## 5.37 rtp

### 5.37.1 Purpose

Provides random teleportation.

### 5.37.2 Feature

1. Per dimension configurable.
2. Ignore fluid blocks, such as water and lava.
3. Ignore powered snow.

### 5.37.3 Command

#### 5.37.3.1 /rtp

##### 5.37.3.1.1 Argument

1. **--dimension** target dimension

### 5.37.4 Configuration

**setup** Teleport setup per dimension. Dimensions that are not in the list will be disabled to rtp.

### 5.37.5 What's more?

#### Tip: Improve the performance on rtp

It's highly recommended to pre-gen the world chunks. To gen a new chunk during rtp requires about 2-10 seconds. If a chunk is pre-gen, then it will be fast.

## 5.38 skin

### 5.38.1 Purpose

This module provides skin customization.

### 5.38.2 Command

#### 5.38.2.1 /skin

### 5.38.3 Configuration

**default\_skins** The default skin used for player who has no skin set.

### 5.38.4 Example

Example: Set a skin from mojang

```
/skin set mojang dream
```

Example: Set a skin from url

```
/skin set web slim "https://s.namemc.com/i/bd53d152d0cd91d0.png"
```

Example: Use default skins

```
/skin use-default-skins
```

Example: Use online skin

```
/skin use-online-skin
```

## 5.39 system\_message

### 5.39.1 Purpose

This module provides **system message** customization.

### 5.39.2 How it works?

The server will send **translatable text** to the client, by default, the client will display the translatable text in the language used in client-side. This module will hijack the pre-define **translatable text** in the server-side, and sends the client a **customized text** directly. As a loss of this approach, the client will always receive the customized text defined in the server, instead of the **translatable text** defined in the client.

#### Note: What is translatable text?

For example:

1. player join and leave server message
2. player advancement message
3. player death message
4. player command feedback
5. player whitelist message

#### Note: How to query the translatable text?

See [mojang's official language file](#), all keys inside the file are for **translatable text**. Note that, some keys in the file are client-side only translatable text, which means that the server will never send this type of translatable text to the client.

#### Warning: Possible conflicting with StyledChat

If you are using this module with **StyledChat** mod installed, you need to remove the conflicting **language keys** in **key2value** configuration.

See also: <https://github.com/sakurawald/fuji/issues/65>



## 5.39.3 Example

Example: Custom the player join and leave message.

```
"system_message": {
  "enable": true,
  "key2value": {
    "multiplayer.player.joined": "<rainbow>+ %s",
    "multiplayer.player.left": "<dark_gray>%s leeeeeeeft the game"
  }
},
```

Example: Custom a specific death message.

```
"system_message": {
  "enable": true,
  "key2value": {
    "death.attack.explosion.player": "<rainbow>%1$s boooooooooom because of
    ↳ %2$s"
  }
},
```

Example: Custom messages used in screen.

```
"system_message": {
  "enable": true,
  "key2value": {
    "multiplayer.disconnect.server_shutdown": "Server closeeeeeeeeed",
    "multiplayer.disconnect.not_whitelisted": "<rainbow>Please apply a
    ↳ whitelist first!"
  }
},
```

Example: Custom the vanilla command feedback.

```
"system_message": {
  "enable": true,
  "key2value": {
    "commands.seed.success": "<rainbow> Seeeeeeeeeeeed: %s"
  }
},
```

## 5.40 `tab_list`

### 5.40.1 Purpose

This module provides tab list customization.

### 5.40.2 Configuration

**`update_cron`** The cron used for the job to update the tab list.

**`style`** The style for tab list.

### 5.40.3 Sub-Module

### 5.40.3.1 sort

#### 5.40.3.1.1 Purpose

If enable this module, the `player names` in `tab list` will be sorted by `weight`.

The default weight is 0, the range of weight is  $[0, 675]$ , which means you can set at most 676 sort groups.

#### 5.40.3.1.2 How it works

The tab list sort method is client-side decided. So the workaround is to send virtual-player entry to the client-side, and hide the real player in client-side's tablist.

In this case, the client-side will find that, all command target selector will display the virtual-player. And you can see the virtual-player in client-side's Player Reporting UI.

**Note: The virtual player has no performance issue**

The virtual-player is just an entry listed in tab list, when the client ask the server tab list, the server lie with the virtual-player list.

There is not a real player entity in the server side, so no extra performance problem.

The sync method is event-based, and cached, so the performance is good.

#### 5.40.3.1.3 Example

**Example: Set a weight in a group**

Issue the command `/lp group default meta set fuji.tab_list.sort.weight 1`

After you set a new weight, you should issue `/fuji reload` or re-connect to refresh the tab-list.

#### 5.40.3.1.4 Sub-Module

##### 5.40.3.1.4.1 sync\_game\_profile

###### 5.40.3.1.4.1.1 Purpose

Whether to copy the game profile from real-player to virtual-player.

### **5.40.3.2 faker**

#### **5.40.3.2.1 Purpose**

This module is used to send random fake data to client.

## 5.41 teleport\_warmup

### 5.41.1 Purpose

This module adds a warmup cooldown before player-teleportation.

### 5.41.2 Configuration

**warmup\_second** The second to wait before the teleportation.

**interruptible** Should we interrupt this teleporation if some conditions meet?

**dimension** Per dimension configuration.

**blacklist** Only apply teleport warmup in the following dimensions.

**Warning: Dimensions that created by other mods may have special behaviour**

Some other mods will add extra dimension (like, the mod the-bumblezone-fabric). Their dimension portal may work in a different way, so this module may not be compatible with these mods.  
In the default options, we only allow this module works in the vanilla minecraft dimensions.

## 5.42 temp\_ban

### 5.42.1 Purpose

This module provides temp-ban.

### 5.42.2 Command

#### 5.42.2.1 /temp-ban

### 5.42.3 Example

Example:

```
/temp-ban player <player> 1s2m3h4d5w6M7y bad boy
```

## 5.43 tester

### 5.43.1 Purpose

This module is only used for development. If you are a developer, you can register new commands into this module for test-purpose.

### 5.43.2 Command

#### 5.43.2.1 /tester

**Warning:**

You should not use this module at the production-environment, because it almost does nothing useful.

## 5.44 top\_chunks

### 5.44.1 Purpose

This module compute a **laggy score** for all loaded chunks, and return the topN lagged chunks. Higher score means more lagged.

### 5.44.2 Command

#### 5.44.2.1 /chunks

### 5.44.3 Configuration

**top** The top chunks to show in **/chunks** command

**nearest\_distance** For a chunk, how much the radius used to search the nearest player around the chunk.

**hide\_location** Should we hide the chunk-position for a lagged-chunk? Hide chunk location to avoid grief or privacy purpose.

**type2score** The dict to define how lagged a type(entity/entity\_block) should be.  
For example:

#### Example: What is the meaning of type2score field?

The configuration means that if there are 15 zombies inside a chunk, then the chunk gets score  $15 * 4 = 60$ . Any other types not specified in type2score will use the score defined for type **default**.

```
"type2score": {  
  "entity.minecraft.zombie": 4,  
  "default": 1  
}
```



## 5.45 tpa

### 5.45.1 Purpose

This module provides teleport request for players.

### 5.45.2 Command

**5.45.2.1** /tpa

**5.45.2.2** /tpahere

**5.45.2.3** /tpaaccept

**5.45.2.4** /tpadeny

**5.45.2.5** /tpacancel

### 5.45.3 Configuration

**timeout** Tpa request expiration duration, unit is second.

**mention\_player** See [5.4.2.1.4](#)

## **5.46 view**

### **5.46.1 Purpose**

This module provides the player slot editor.

### **5.46.2 Command**

**5.46.2.1** `/view inv`

**5.46.2.2** `/view ender`

## 5.47 whitelist

### 5.47.1 Purpose

This module makes the mojang vanilla whitelist system only compares the **username** and **ignore UUID**.

**Warning: Only enable this module in offline-mode server**

If you are hosting a online-mode server, you will never need to enable this module.

## 5.48 works

### 5.48.1 Purpose

This module provides a bill-board gui for players to show their **works**.

### 5.48.2 Concept

A **work** is a **teleporation point**.

The types of work are as follows:

1. **Non-Production-Work** the project don't produce any resource (e.g. bone, string, coal).
2. **Production-Work** the project produce some resource.

**Note: The main difference between non-production work and production-work**

For a production-work, fuji provides the **production sample** to count the **hopper** and **minecart-hopper**

**Tip: About the production counter**

1. You can use the production counter provided by production work to sample the output.
2. This module works with carpet-fabric's hopper counter. You can use both of them at the same time.
3. The hopper counter provided by this module will not destroy the item.

### 5.48.3 Command

1. `/works`

### 5.48.4 Configuration

**sample\_time\_ms** For a production-work, how long should we sample it?

**sample\_distance\_limit** For a production-work, how large the radius should we considered as the work's production.

**sample\_counter\_top\_n** For a production-work, we only display the topN output items.

## 5.49 world

### 5.49.1 Purpose

Provides a unified world management.

### 5.49.2 Command

#### 5.49.2.1 /world

### 5.49.3 Concept

**Note: What is the difference between world, dimension and dimension type?**

Well, in the early stage of minecraft, a **world** only support **single-dimension**, which means 1 world only contains 1 dimension.

But now, 1 world supports multi dimension. Sometimes, you will see **world** and **dimension** means the same thing.

But clearer, we say: 1 world can contain 1 or more dimension, and each dimension has its **dimension type**.

Usually, you can say a mod adds extra dimension type and **creates an extra dimension** with that dimension type instead of **creating extra world**.

See also: [https://minecraft.wiki/w/Dimension\\_definition](https://minecraft.wiki/w/Dimension_definition)

See also: [https://minecraft.wiki/w/Dimension\\_type](https://minecraft.wiki/w/Dimension_type)

**Note: The dimension and dimension types in vanilla minecraft**

In vanilla minecraft, 1 world contains 3 dimensions:

1. minecraft:overworld
2. minecraft:the\_nether
3. minecraft:the\_end

You can see the dimensions of a world in **world/level.dat** file.

A dimension type is used to create dimensions, the vanilla minecraft has the following dimension type:

1. minecraft:overworld
2. minecraft:overworld\_caves
3. minecraft:the\_nether
4. minecraft:the\_end

The file **server.properties** is used for **the only and default world**.

#### 5.49.4 Configuration

**blacklist** The dimensions in the blacklist will not be operated by this module. Use blacklist to avoid mis-operation.

#### 5.49.5 Example

Example: Create an extra the\_nether dimension

```
/world create my_nether minecraft:the_nether
```

Example: Delete the extra dimension

```
/world delete fuji:my_nether
```

Example: Reset the extra dimension with random seed

```
/world reset fuji:my_nether
```

Example: Specify a seed for an extra dimension.

```
/world create my_nether --seed 1234567890 minecraft:the_nether  
/world reset --useTheSameSeed true fuji:my_nether
```

**Tip:** Make a resource-world that automatically reset every day

You can use `command_scheduler` module to execute `/world reset` command automatically.

## 5.50 world\_downloader

### 5.50.1 Purpose

This module allows a player to download nearby chunks.

### 5.50.2 Command

#### 5.50.2.1 /download

### 5.50.3 Configuration

**url\_format** The url format used to broadcast.

**port** The port used for downloader http-service.

**bytes\_per\_second\_limit** Max download speed for each connection.

**context\_cache\_size** Max download request saved in the memory.

# Chapter 6

## Q&A

### 6.1 Where is the configuration files?

As a convention, all the files are placed in `config/fuji/` directory.

### 6.2 What is .json file?

A json file is a text file, whose name normally ends with `.json`.

### 6.3 How can I edit a configuration file?

To ensure the `readable` and `transparent`, most of the files are saved as `pure text format`. You can open them with a `text editor`.

**Tip:** Use a modern text editor.

Some files may have a large number of lines, so it's highly recommended to use a `modern` text editor, which can highlight symbols and reveal the structure of the file, such as:

1. `Visual Studio Code`
2. `Visual Studio Code - Web Online Editor`
3. `Vim`
4. `Emacs`
5. `Sublime Text`

### 6.4 What is .dat file?

The file whose name ends with `.dat` are the `vanilla minecraft NBT format file`. To open such a file, you need to use a `NBT Editor`, such as `NBTEditor`.



## 6.5 How to update fuji to a new version?

### 6.5.1 Backup the data

Back up the config/fuji directory.

### 6.5.2 Test the new version in your test-environment

Put the new version of fuji into mods/ directory, start the server, and adjust the configuration to what you want.

**Warning: Don't test new changes directly in your production-environment**

It's highly recommended to setup a test-environment for a network-maintainer, so that you can test and tweak installed mods into what you want, and avoid un-expected situations.

### 6.5.3 Apply the changes to production-environment

Now, it's ready to apply the changes to your production-environment.

## 6.6 Fuji conflits with one of my mods.

You can disable the conflicting module. If possible, create an issue at [fuji issue page](#), so that we can solve this later.

## 6.7 Can I ask the forge or neoforge support?

We have no plan for forge or neoforge platform. However, you can try running this mod via **sinytra-connector** mod. It's tested the mod works in the following environment (104/104 modules works):

Loader: NeoForge v21.0.167 **for** Minecraft 1.21

Mods:

- connector-2.0.0-beta.1+1.21-full
- forgified-fabric-api-0.101.2+2.0.10+1.21
- fuji-1.6.3-release-1914a82a84

## 6.8 How can I report bugs or suggest new features?

You can create an issue at [fuji issue page](#)

## Chapter 7

# Transformer

### 7.1 Command Transformer

The following commands can be transformed:

1. `/blockcycling` = `/give <player> minecraft:debug_stick`
2. `/blockinfo` = use the command `/info block` provided by `carpet` mod.
3. `/blocknbt` = `/data get block`
4. `/entityinfo` = `/data get entity`
5. `/entitynbt` = `/data get entity`
6. `/customrecipe` = `recipe editor`
7. `/exp` = `/experience`
8. `/gm`, `/gms`, `/gms` = `/gamemode`
9. `/findbiome` = `/locate biome`
10. `/tempfly` = use `luckperms temporal permission`
11. `/flyspeed` = `/attribute <player> minecraft:generic.flying_speed`
12. `/walkspeed` = `/attribute <player> minecraft:movement_speed`
13. `/maxhealth` = `/attribute <player> minecraft:generic.max_health`
14. `/groundclean` = `/kill @e[type=...]`
15. `/spawner` = interact `spawner block` with `spawn egg`
16. `/spawnmob` = `/summon`
17. `/shoot` = `/summon` with `motion`
18. `/smite`, `/thunder` = `/summon minecraft:lightning_bolt`

- 19. `/stats`, `/statsedit` = all stats files are located in `world/stats`
- 20. `/tree` = use `tree brush` from `world-edit` mod
- 21. `/unbreakable` = `/enchant <player> minecraft:unbreaking`
- 22. `/item_maker` = `/give`
- 23. `/replaceblock` = `/setblock`
- 24. `chunks loading/unloading commands` = These commands will not bring performance improvements.
- 25. `/note` = `/attachment get note`
- 26. `/...all` = `/foreach ...`
- 27. `/cuff` = use `anti-build` module with `string` permission
- 28. `/cheque` = use `command-attachment` module to make magic item

**Tip:** Use `command bundle` module to create transformed commands

See [command\\_bundle](#)

## 7.2 Command Generator

You can generate complex and powerful commands using:

1. <https://www.digminecraft.com/generators/>
2. <https://minecraft.tools/en/public-gallery.php>

## Chapter 8

# Development

### 8.1 Setup the development environment

1. Clone the source:

```
git clone https://github.com/sakurawald/fuji.git
```

2. Change the working-directory:

```
cd fuji
```

3. Compile the source:

```
./gradlew build
```

## Chapter 9

# Suggestion

### 9.1 Suggestion on server-side mods

#### 9.1.1 Explanation

Here is some mods that existing and recommended to use, which can make your life easier in fabric server-side crafting.

Note that fuji doesn't require these mods installed to work, and some of these mods have the same functionality as fuji.

If you want to taste something different, and if some of the mods provides a better experience than fuji, then you can just disable the module in fuji, and go use it.

**Tip: Decide according to your situation**

The suggestion is personal, you should make decision according to your preference.

### 9.1.2 Server-side mode list

1. blue map
2. anti xray
3. vanilla permission
4. vanish
5. world-edit
6. sleep warp
7. essential commands
8. missions
9. luckperms
10. tab
11. armor stand editor
12. ban hammer
13. image2map
14. styled chat
15. styled nickname
16. styled player list
17. styled sidebar
18. universal graves
19. universal shop
20. gopl
21. head index
22. inv view
23. ledger
24. skin restorer
25. husk homes
26. krypton
27. sit
28. lithium

29. `carpet`
30. `mod viewer`
31. `mini motd`
32. `spark`
33. `ouch`
34. `chunky`
35. `taterzens`
36. `villager config`