



Read forum faster on mobile. Get the Free Tapatalk app?



FREE - on Google Play

VIEW



Log in or Sign up

Home

Forums

Rules

Docs

About Us

Get CraftBukkit

BukkitDev

Get Plugins

Members

Staff

Search Forums

What's New?

Search...

Home

Forums

Bukkit

Plugin Development

Resources

[Util] YMLFactory - Easily build and access new YML files!

Discussion in 'Resources' started by Compressions, Jan 12, 2014.

Thread Status: **Not open for further replies.**



Offline

Compressions

My BukkitDev Profile
My Plugins (4)

If you're like me, you're always needing to make a new YML file and access it programmatically. I would have to write ~50 brand new lines of code every time and I got tired of it, so I built a class to easily create and access new YML files.

GitHub Gist: <https://gist.github.com/bm/8392170>

Using the class is extremely easy and requires little to no knowledge of the code behind the accessor method. Just follow the simple steps below!

Usage

With this example, we'll say we want to build a data.yml file to store long-term logs/information.

1. Add YMLFactory.java to your project.
2. In the path you store your plugin.yml, create a file called data.yml
3. In any part of your project, you can utilize the class like so:

Code:

```
YML yml = YMLFactory.buildYML("data", main);  
// "data" - name of yml file(do not include file format appendage)  
// main = instance of the main class of your plugin(the one that extends JavaPlug
```

You're done! From there you can access any of the methods you could with JavaPlugin's native configuration.

Essentially, the YML object will act as a wrapper for custom FileConfiguration objects.

Methods

getConfig() - FileConfiguration - gets configuration object of config file

Code:

```
FileConfiguration config = yml.getConfig();
```

saveConfig() - void - saves current configuration object to its respective file

Code:

```
yml.saveConfig();
```

reloadConfig() - void - loads configuration object and file from its respective file path