Command System

/as Open Sigil Menu

/as help Sends player list of commands and descriptions

/as reload reload configs

/as give sigil <id> [tier] Give sigil shard

/as list sigils Opens pagination gui with all sigils in debug form

/as socket <id> [tier] Socket sigil to held item

/as unsocket Open unsocket gui

/as progress View sigil xp progress

/bind[s] Opens binds gui

/activatebind <id> Activate bind

Options:

Primary Colors:

- Positive: &a
- Negative: &c
- Neutral: &3

Secondary Colors:

- Informative/Descriptive: &3
- Selective: &7(unselected) and &a(selected)
- Note: &7&i

Lore Preferences:

- Human readable
- Indent by 2 spaces
- Never match name color on first or second line of lore

GUI KEY:

_ = dark gray stained glass pane named "&8Arcane Sigils"

() = condition or function

[] = item

{} = Cycle between options

X = Back Button (Return to %last gui name%.) [Red Dye]

^ = Has click event that needs to be specified

& = Page left/right [Arrow]

as prefix: referencing this symbol

% = Page n / max (Lists total items in lore) [paper]

Sigils (previously Build Menu)

1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
X	&	_	_	%	_	C	A	&

1^ = Sigil Lister (List all sigils) [%sigil material%]

A = Filter Sigils [Compass] {NONE,RARITY,MAX_TIER,ALPHABETICAL_ID}

C^ = Create new sigil

1^ = Open Editor for clicked sigil

C^ = Open Sign GUI to get new sigil id then add to #1^ Return to Sigils

Edit Sigil %sigil name%

_	_	_	D	P	R	_	_	_
_	_	A	_	_	_	B	_	_
X	S	L	_	_	_	_	ET	E

S = Save sigil to yaml [paper]

L = Change file-name (changes name of yaml to save to. Opens signGUI to get new name) [book and quill]

E = Toggle Exclusivity [diamond if exclusive, coal if regular]

ET = Switch Sigil Type (if #E is diamond, then show, else don't show. Can not have signals if Ability, cannot have Ability if signals.) [Ender Pearl if signals Eye of Ender if Ability]

P = Preview Sigil (effects and parameters of effects, tier preview 1->max tier and what gets scaled) [%sigil material%]

R = Rename Sigil (left click rename name, right click rename ID) [nametag]

D = Change description [book]

B^ = Modify Signals/Abilities (open new menu Signal/Effect Config) [fire charge if signal, wind charge if ability]

A = Modify Sigil (opens Sigil Config) [emerald]

A^ = If Signals, opens Signal Config menu. If Abilities, opens Ability Config menu

B^ = Ability does not need a config, as a sigil only has one ability. Effects are applied straight to Ability.

Signal Config

C	_	_	_	_	_	_	_	_
_	1	1	1	1	1	1	1	_
X	_	_	D	A	_	_	_	_

C = Clear Signals [tnt]

D = Delete Signal (Click to toggle on delete signal. Click a signal to delete. Click #D again to untoggle delete signal) [red dye]

A = Add Signal (Open GUI to pick signal type. Add signal to #1^) [green dye]

1^ = List of all signals saved on sigil (Lists all effect under signal. Clicking opens Effect Config) [%signal type material%]

1^ = Lore should share parameters of each effect attached to signal. E.g.

%effect%

 %parameter 1 ID%: %value%

%parameter 2 ID%: %value%

%effect%

 %parameter 1 ID%: %value%

Etc. . .

Effect Config

C	_	_	_	_	_	_	_	_
_	1	1	1	1	1	1	1	_
X	_	_	D	A	_	_	_	_

C = Clear Effects [tnt]

D = Delete Effect (Click to toggle on delete effect. Click a effect to delete. Click #D again to untoggle delete effect) [red dye]

A^ = Add Effect (Open GUI to pick effect type. Select parameters, then add to #1) [green dye]

1 = List of all effects saved on ability/signal (Lists all parameters under effect. Clicking opens parameter config) [%effect type material%]

A^ = Open Effect Selector menu

Effect Selector

1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
X	&	_	_	%	_	_	_	&

1^ = Effects lister (list all effects) [%effect material%]

1^ = clicking on any #1 opens the parameters specific to that effect. Once parameters are accepted, save and head back to Effect Config

Sigil Config

_	_	_	_	_	_	_	_	_
_	D	_	_	S	_	_	T	_
X	_	_	_	_	_	_	_	_

D = Item display (opens item selector) [chest]

S = Socketable Items (opens socketable item selector) [iron sword]

T = opens tier config (don't change current code for this, this is good)[exp bottle]

Item Selector

_	_	_	_	_	_	_	_	_
_	1	1	1	1	1	1	1	_
X	_	_	_	_	_	_	_	_

1 = 7 options to pick from for item display (selected one should be glowing) {amethyst shard, emerald, nether star, amethyst cluster, echo shard, prismarine crystal}

Socketable item Selector

_	_	_	_	_	_	_	_	_
_	Helmet	Chestplate	Leggings	Boots	Sword	Axe	Bow	_
X	_	_	_	Pickaxe	_	_	_	_

Can have multiple selections