

# LightningStrikes by Hydriuk

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This plugin allows to send lightning strikes, the real ones from the game.

## 1. Commands

1. `/strike`
2. `/striking`

## 2. Notes

## Commands

### `/strike`

- **Syntax:** `[<player>] [-damage | -d]`
- **Description:** Spawn a lightning strike at the position you are looking at.
- **Parameters:**
  - `[<player>]` (Player name): **Optional**. Will spawn the lightning strike on this player instead of where you are looking at.
  - `[-damage | -d]` (Flag): **Optional**. If you add this flag in the command, the lightning strike will deal damage.

### `/striking`

- **Alias:** `/striker`
- **Syntax:** `[<player>] <amount> <radius> [<minDelay> <maxDelay>] [-damage | -d] [-random | -r | -circle | -c] [-ground | -g]`
- **Description:** Spawn multiple lightning strikes around a ring.
- **Parameters:**
  - `[<player>]` (Player name): **Optional**. Name of the player on which to execute the command.
  - `<amount>` (Number): **Required**. Number of lightning strikes to spawn.
  - `<radius>` (Number): **Required**. Radius of the circle over which to spawn lightning strikes.
  - `[<minDelay> <maxDelay>]` (Number Number): **Optional**. Set the minimum and maximum delay between two consecutive strikes. A random value between these two will be chosen.
  - `[-damage | -d]` (Flag): **Optional**. If you add this flag in the command, the lightning strike will deal damage.
  - `[-random | -r]` (Flag): **Optional**. If you set this flag, the lightning strikes will have random positions.
  - `[-circle | -c]` (Flag): **Optional**. If you set this flag, the lightning strikes will be randomly spawned inside the given radius instead of at its bounds.
  - `[-ground | -g]` (Flag): **Optional**. If you set this flag, the lightning strikes will be spawned at ground level instead of at the highest structure point.

## Notes

### Warning

If you send too many lightning strikes at once, players will be kicked.

This can happen at 4000+ lightning strikes with a millisecond delay or with 1000+ lightning strikes with no delay for example.

These values depend on your server, it could happen at different values.

If you send enough lightning strikes with the `-damage` flag, you can kill players and destroy structures, barricades and resources.

The following command will spawn a single lightning strike randomly in a 200m range and deal damage :

```
/striker 1 200 -d -c
```