

- ```
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quests.
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to reset progressions
change this mode.
entity_mode: 1

titles that will be displayed
between the values on the placeholders.
id: 6d9h2dm
temporality_initials:
days: "d"
hours: "h"
minutes: "m"
few_seconds: "Few seconds"

# Global Reward
# Will be given when the player has completed all their daily quests.
# The syntax is the same as for quest rewards.
global_reward:
enabled: true
reward_type: COMMAND
commands:
- "/eco give %player% $0000"

If a player has two quests of the same type and with the same item/entity,
choose if they should progress simultaneously
if the first should be completed before the second progresses.
normalised_progression: false

title that will be displayed when a player completes a quest.
ticks: 20 ticks is equal to one second.
placeholders: %player%, %questName%

default number of ticks for the title to fade in.
default number of ticks for the title to stay.
default number of ticks for the title to fade out.
"/eco title %player% the quest %questName% &sl" # 1
```

VERSION 1.3.6-BETA

[illegible]