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Autorun 1.4

Autorun allows server admins to automatically run commands when a player joins a server

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28.9 KB .jar

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About

Autorun allows server admins to automatically run commands when a player joins a server, either just once or a specified number of times. The commands can be configured to run for a specific player, or have it run on all player joins. The commands can be configured to run from the user, or from the console. It is an extremely lightweight, easy, yet powerful plugin used to run commands on player join.

Player vs All

- Player commands will run for a specific user only when they log into the server
- All commands will run for all users that log into the server

Execution Levels

- **Player** - Execute autorun command as if player executed it themselves
- **OP** - Execute autorun command as if player with OP permissions executed the command
- **Console** - Execute autorun command as if it were typed directly into the console. The epitome of permissions, only to be used wisely

UUID

Autorun is 100% UUID compliant, using player's UUID's for identification, rather than their usernames. When Mojang allows players to begin changing their usernames, Autorun commands will still execute for the same player, regardless of username changes, as all data is stored with their UUID's.

Setup, Config & Commands

- [Permissions](#)
- [Commands](#)
- [Configuration](#)
- [Setup Guide](#)

Stats & Updates

- Autorun implements a update checker to automatically check Bukkit for updates. [More Information](#)
- Autorun implements metric reporting to report information about plugin usage to mcstats.org [More Information](#)
- Autorun notifies you if the developer joins your server. You can easily disable this in global.yml

More Information

- Please visit [AutoRun's Bukkit Page](#) for more plugin information

Developer Server

You can visit my server with all of my plugins at [play.pilzbros.com](#)

Recent Updates

1.4 - [Security Update](#) Dec 27, 2015

Recent Reviews



Mr.Midnight ★★★★★ Version: 1.3

Great idea! Can't wait to use it for EVERYTHING <3. Thank you for going through the time and effort to make this plugin :). I don't fully understand how this type of plugin can be UUID compliant tho, would commands be like /tp (UUID instead of username) or what? Truly curious :3 Anyways for my constructive opinion (Spigot requires) Maybe add timed commands aswell :) thanks!

Nov 24, 2015



Author's Response

It's UUID compliant as when you specify commands for a username to be run, it is saved in the database as UUID so if a user changes their username after the command has been stored in autorun, there will be no interruptions :)

SPONSORS



INFORMATION

Author:	AustinPilz
Total Downloads:	989
First Release:	Nov 23, 2015
Last Update:	Dec 27, 2015
Category:	Tools and Utilities
All-Time Rating:	★★★★★ 1 rating

Find more info at [dev.bukkit.org...](#)

VERSION 1.4

Released:	Dec 27, 2015
Downloads:	878
Version Rating:	★★★★★ 0 ratings

Ask Questions / Get Support

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Replies: 9, Latest: Feb 9, 2018

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