http://dev.bukkit.org/bukkit-plugins/sandfall/pages/configuration/

Go

1 capture
9 Sep 2014

AUG SEP OCT
09
2013 2014 2015

About this capture

Bukkit Plugins   Authors   Wiki   Knowledge Base   Store   Paste   Back to Bukkit

Sign in   Register new account

BUKKIT DEV

SandFall

Search...

Configuration

History   Source

Config Settings

- You can easily change values of SandFall by editing them in the **global.yml** file located in the SandFall folder.
- In the event another plugin is using the selection tool, the tool you'll need to use to define the arena, you can change it by changing to the ID of any other tool

Config Explanations

General

- CheckForUpdates - true/false - will allow SandFall to check Bukkit for new updates
- NotifyOnNewUpdates - true/false - will notify you if SandFall finds a new update
- MetricReporting - true/false - will allow SandFall to submit metrics

Setup

- SelectionTool - Default is golden shovel (284). Use this to right click blocks during arena setup

Game Play

- WaitingTime: 5 - seconds SandFall will countdown before an arena game begins
- HealthLevel: 1 - health out of 20 that a player will have when they enter SandFall
- FoodLevel: 1 - food out of 20 that a player will have when they enter SandFall
- FireQuantity: 100 - amount of fire a player will have in their inventory when they enter SandFall
- InGameCommands: false - allow players to use commands while playing SandFall. (Admins are exempt) (Recommended false)
- Teleporting: false - allow players to teleport commands while playing SandFall. (Admins are exempt) (Recommended false)
- RealtimeSignStats: true - allow for arena signs to be updated with live stats (Leave this true)

Admin

SFCommandAlias: true - along with commands being **/sandfall** and **/sandfalladmin**, when enabled this also enables **/sf** and **/sfa**

Example Config

```
CheckForUpdates: true
NotifyOnNewUpdates: true
MetricReporting: true
Setup:
    SelectionTool: 284
Gameplay:
    WaitingTime: 5
    HealthLevel: 1
    FoodLevel: 1
    FireQuantity: 60
    InGameCommands: false
    Teleporting: false
    RealtimeSignStats: true
GamePlay:
    InGameCommands: false
    Teleporting: false
Messages:
    InGame:
        WaitingMessage: SandFall will begin after the countdown finishes
        GameBeginMessage: SandFall game starts, now!
        QuitMessage: You quit SandFall, thanks for playing!
        KickMessage: You have been kicked from SandFall!
        DeathMessage: You died, thanks for playing SandFall!
        WinMessage: Congratulations! You won SandFall!
        ReloadMessage: A server reload has forced you out of SandFall
        GameAlreadyOngoing: A round of SandFall is already in progress, you can
    Etc:
        CommandsDisabled: Commands are disabled during SandFall gameplay
NotifyOnPluginCreatorJoin: false
Admin:
    SFCommandAlias: true
```

Facts

Date created
    Jan 24, 2014

Last updated
    Feb 05, 2014

Author

austinpilz

Back to Top