



SandFall

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Configuration

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
```

History Source

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Facts

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Author

 **austinpilz**

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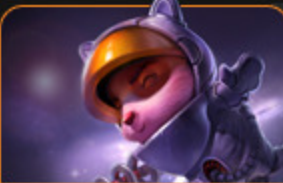


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