# Spigot uChests 1.5.1

Give players uChests with randomly enchanted items, but they must search for the chest key

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**AustinPilz**

AustinPilz submitted a new resource:

uChests - Give players uChests with randomly enchanted items, but they must search for the chest key

> ***About***
>
> - *Unusual Chests are chests that contain randomly generated items, with enchantments and rarities. Generate as many Unusual Chests as you desire, but you'll need to find the right material to act as a key in order to open the chest. Give Unusual Chests as rewards to your players, and watch them scour your server to find keys to get their loot.*
>
> *How It Works*
>
> *Chests*
>
> *Click to expand...*

Read more about this resource...

AustinPilz, Jul 14, 2015 #1

**AustinPilz**

AustinPilz updated uChests with a new update entry:

1.3 - Memory and API

> *uChests 1.3 update brings API access to uChests and provides dramatic memory improvements. Now uChests runs much smoother with almost no load on server memory resources!*

Read the rest of this update entry...

AustinPilz, Nov 23, 2015 #2

**AustinPilz**

AustinPilz updated uChests with a new update entry:

Developer API

> *This update brings the uChests developer API - you can now hook your plugin into uChests to easily send uChests as rewards / etc. You can read more about the developer API here*

Read the rest of this update entry...

AustinPilz, Nov 24, 2015 #3

**Colezz**

Question. In the config can u make it so chest randomly generate in the wilderness? You probably can but my mind just went blank. xD

Colezz, Nov 25, 2015 #4

**AustinPilz**

> Colezz said: ↑
>
> *Question. In the config can u make it so chest randomly generate in the wilderness? You probably can but my mind just went blank. xD*

The goal of uChests is to be able to give people uChests or give players the ability to request uChests. I've updated it to 1.4 which allows API access for other plugins. To answer your question, no, you can't have them randomly generate in the wilderness. It's not that type of plugin

AustinPilz, Nov 25, 2015 #5

**Colezz**

Ok thanks for the reply.

Colezz, Nov 25, 2015 #6

**AustinPilz**

> Colezz said: ↑
>
> *Ok thanks for the reply.*

If you have any other feature ideas, please let me know! I'm always looking to improve my plugins in any way possible

AustinPilz, Nov 29, 2015 #7

**Colezz**

@AustinPilz Willl do 😉

Colezz, Nov 30, 2015 #8

**Colezz**

@AustinPilz I have a new plugin idea hopefully it can be free called hacker mode basically just random Teleport etc search on Google maybe. Again just a suggestion 😉

Colezz, Nov 30, 2015 #9

**AustinPilz**

> Colezz said: ↑
>
> *@AustinPilz I have a new plugin idea hopefully it can be free called hacker mode basically just random Teleport etc search on Google maybe. Again just a suggestion 😉*

A plugin like that doesn't already exist. I can see what I can do about creating one. What features should it have?

AustinPilz, Nov 30, 2015 #10

**Colezz**

I'll give you a YouTube video and maybe you can get some ideas. @AustinPilz

Colezz, Nov 30, 2015 #11

Agree x 1

**AustinPilz**

AustinPilz updated uChests with a new update entry:

1.5 - Speed Improvements

> ***uChests 1.5***
>
> - *Updated for 1.8 with various speed improvements and security fixes*
> - *API updated to support external plugins to send players uChests*

Read the rest of this update entry...

AustinPilz, Dec 27, 2015 #12

**RetroPhilAT**

> AustinPilz said: ↑
>
> *AustinPilz submitted a new resource:*
>
> *uChests - Give players uChests with randomly enchanted items, but they must search for the chest key*
>
> *Read more about this resource...*

Thx for the Developer API

RetroPhilAT, Dec 27, 2015 #13

**RetroPhilAT**

> Colezz said: ↑
>
> *I'll give you a YouTube video and maybe you can get some ideas. @AustinPilz*
>
>
> 
>
> *Click to expand...*

I Like this

RetroPhilAT, Dec 27, 2015 #14

**AustinPilz**

> PhilPlaysYT said: ↑
>
> *Thx for the Developer API*

Of course! I hope to see some plugins implement it in the future! It'd be great for rewards from games

AustinPilz, Dec 27, 2015 #15

**AustinPilz**

AustinPilz updated uChests with a new update entry:

uChests 1.5.1

> ** Updated for Minecraft 1.10*
> ** Added automatic Spigot update checker*
>
> *Requires ProtocolLib in order to function. uChests documentation has moved to the uChests GitHub Wiki*

Read the rest of this update entry...

AustinPilz, Aug 13, 2016 #16

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