

SetLocker
Minecraft Server Plugin
By Craig Knott (Nargarawr)

Please report any bugs to psyck@nottingham.ac.uk

SetLocker is a simple server plugin I was commissioned to create that allows for exclusivity within regions in Minecraft. The purpose of this plug in is to rent out public spaces to members of a server, through the use of “locking” and “unlocking” the region. Once a region is locked, only the person that acquired the lock may enter it. The owner of the locker can, however, add “crewmen”, players whom can then also access the region. The player can, at any time, pass on ownership of the region to another crewman. Once the player is finished with the region, they may release the lock so other parties can access the region (this will happen automatically if they disconnect from the server, although ownership will pass to another online crewman, if possible). Below is a list of the commands of the plugin, how to use them, and what they do.

1 \lock [action] [p1] [p2]

- \lock createRegion [name] NULL or \lock cr [name] NULL (Requires setManager permission)
After selecting a region with \pos1 and \pos2, this command is used to bind a region to a specific name, [name], and grants it a lock.
- \lock deleteRegion [name] NULL or \lock dr [name] NULL (Requires setManager permission)
Deletes the specified region
- \lock acquire [region] NULL or \lock ac [region] NULL
Acquires a lock on the region [region]. Can only be achieved if the region is not already locked
- \lock release [region] NULL or \lock rl [region] NULL
Releases the lock on the region [region]. Can only be achieved if the player is the owner of the lock (or has setManager permission)
- \lock list NULL NULL or \lock li NULL NULL
Lists all regions and their locked status. If locked, the owner of the locker will be identified.
- \lock regionInfo [region] NULL or \lock ri [region] NULL
Lists information on [region], including name, locked status, owner (if there is one) and crewmen (if there are any)
- \lock addPlayer [region] [username] or \lock ap [region] [username]
Adds a player, [username] to the crew of [region]. Can only be achieved if the player is the owner of the lock (or has setManager permission)
- \lock removePlayer [region] [username] or \lock rp [region] [username]
Removes a player, [username] to the crew of [region]. Can only be achieved if the player is the owner of the lock (or has setManager permission)
- \lock leave [region] NULL or \lock lv [region] NULL
Removes oneself from [region]. If the player is the owner of the lock, the lock will be released
- \lock swapOwner [region] [new-owner] or \lock so [region] [new-owner]
Swaps the owner of [region] to [new-owner]. The old owner loses all ownership privileges by doing this. Can only be achieved if the player is the owner of the lock (or has setManager permission)
- \lock about NULL NULL
Display information about the plugin