SetLocker
Minecraft Server Plugin
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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 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 (Require 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 removeRegion [name] NULL (Require setManager permission)
  Deletes the specified region

- \lock acquire [region] NULL
  Acquires a lock on the region [region]. Can only be achieved if the region is not already locked

- \lock release [region] NULL
  Releases the lock on the region [region]. Can only be achieved if the player is the owner of the lock

- \lock list NULL NULL
  Lists all regions and their locked status. If locked, the owner of the locker will be identified.

- \lock regionInfo [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]
  Adds a player, [username] to the crew of [region]. Can only be achieved if the player is the owner of the lock

- \lock removePlayer [region] [username]
  Removes a player, [username] to the crew of [region]. Can only be achieved if the player is the owner of the lock

- \lock leave [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]
  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

- \lock about NULL NULL
  Display information about the plugin