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.

Contents

1 Commands

1.1 createRegion, cr

\lock createRegion	
Usage	\lock createRegion [name]
Alternative	\lock cr [name]
Permissions	setManager
Details	After selecting a region with \\pos1 and \\pos2, this command is used to bind a region to a specific name, [name], and grants it lock-ability. Before locks can be acquired on this region, an "entrance" must be set, through use of the \lock setEntrance command discussed below

1.2 deleteRegion, dr, rm

\lock deleteRegion	
Usage	\lock deleteRegion [name]
Alternative	\lock dr [name], \lock rm [name]
Permissions	setManager
Details	Deletes the specified region

1.3 setEntrance, se

\lock setEntrance	
Usage	\lock setEntrance [region] [x] [y] [z]
Alternative	\lock se [name] [x] [y] [z]
Permissions	setManager
Details	Sets the entrance location for this region to ([x],[y],[z]), required before the region can be locked. This is the location players inside the region will be teleported if they are not members of the crew. For this reason, the entrance cannot be inside the region.

1.4 acquire, ac

\lock acquire	
Usage	\lock acquire [region]
Alternative	\lock ac [region]
Permissions	None
Details	Acquires a lock on the region [region]. Can only be achieved if the region is not already locked

1.5 release, rl

\lock release	
Usage	\lock release [region]
Alternative	\lock rl [region]
Permissions	Optional: setManager
Details	Releases the lock on the region [region]. Can only be achieved if the player is the owner of the lock or has setManager permission

1.6   warpTo, wt

\lock warpTo	
Usage	\lock warpTo [region]
Alternative	\lock wt [region]
Permissions	Optional: setManager
Details	Teleports the player to the entrance of the specified region, provided they are a crewman (or have the setManager permission)

1.7   list, li

\lock list	
Usage	\lock list
Alternative	\lock li
Permissions	None
Details	Lists all regions and their locked status. If locked, the owner of the lock will be displayed.

1.8   regionInfo ri

\lock regionInfo	
Usage	\lock regionInfo [region]
Alternative	\lock ri [region]
Permissions	None
Details	Lists information on [region], including name, locked status, entrance location, region location, owner (if there is one) and crewmen (if there are any)

1.9   removePlayer, rp

\lock removePlayer	
Usage	\lock removePlayer [region] [username]
Alternative	\lock rp [region] [username]
Permissions	Optional: setManager
Details	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

1.10   addPlayer, ap

\lock addPlayer	
Usage	\lock addPlayer [region] [username
Alternative	\lock ap [region] [username
Permissions	Optional: setManager
Details	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

1.11 leave, lv

\lock leave	
Usage	\lock leave [region]
Alternative	\lock lv [region]
Permissions	None
Details	Removes oneself from [region]. If the player is the owner of the lock, the lock will be released

1.12 swapOwner, so

\lock swapOwner	
Usage	\lock swapOwner [region] [new-owner]
Alternative	\lock so [region] [new-owner]
Permissions	Optional: setManager
Details	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

1.13 about

\lock about	
Usage	\lock about
Alternative	None
Permissions	None
Details	Display information about the plugin