

# Paintball

The main documentation page for the ArenaPaintball plugin.

- [Installation](#)
- [Creating an Arena](#)

# Installation

## Requirements

- A Paper server (or other derivative) running 1.19.4 or above
- [BattleArena](#) 4.0.0 or higher

## Downloading

1. Download the [ArenaPaintball](#) plugin
2. Stop your server and place the plugins in your plugins folder
3. Start the server and ArenaPaintball will load

# Creating an Arena

## Map Creation

Map creation follows the same steps as outlined in the BattleArena [Map Creation](#) documentation. For ArenaPaintball, you will use the `/paintball` command to initiate the map creation. No additional steps are needed from this point forward.

## Configuration

The default configuration for Paintball can be found in `plugins/ArenaPaintball/arenas/paintball.yml`. This can be modified in any way. See the [Arena Configuration](#) page for more details.

Additionally, configs for other paintball modes can be found [here](#).

## [Actions](#)

- **give-paintball:** Gives the player a paintball which is configured in the ArenaPaintball config.yml.
  - Syntax: `give-paintball{paintball=<paintball>;amount=[amount]}`