

# Parkour

The main documentation page for the ArenaParkour plugin.

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

# Installation

## Requirements

- A Paper server (or other derivative) running 1.19.4 or above
- [BattleArena](#) 4.0.1 or higher

## Downloading

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

# Creating an Arena

## Map Creation

1. The first step follows the same steps as outlined in the BattleArena [Map Creation](#) documentation. For ArenaSpleef, you will use the **/parkour** command to initiate the map creation.
2. Once you have created a map, you now need to set the parkour checkpoints. Run **/parkour checkpoint add** to start the process.
  - A wizard will open, asking you to set the checkpoint position. Follow the instructions in chat to set the checkpoint position.
  - The first checkpoint position will become the start of the parkour, with every subsequent checkpoint becoming the "end" position.
  - After setting the checkpoints, you may need to run **/battlearena reload** to reload the checkpoints, and the parkour will start.

## Configuration

The default configuration for Parkour can be found in **plugins/ArenaParkour/arenas/parkour.yml**. This can be modified in any way. See the [Arena Configuration](#) page for more details.

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

# Commands

Command	Description
<code>/parkour checkpoint add &lt;map&gt;</code>	Adds a checkpoint to a parkour arena.
<code>/parkour checkpoint remove &lt;map&gt; &lt;index&gt;</code>	Removes a checkpoint from a parkour arena.
<code>/parkour checkpoint clear &lt;map&gt;</code>	Clears all the checkpoints from a parkour arena.
<code>/parkour checkpoint index &lt;map&gt; &lt;from&gt; &lt;to&gt;</code>	Changes the index of a checkpoint.
<code>/parkour checkpoint list &lt;map&gt;</code>	Lists all the checkpoints in a parkour arena.
<code>/parkour checkpoint</code>	Teleports you to the last checkpoint you were on in a parkour.

# Permissions

Permission	Command
battlearena.command.parkour.checkpoint.add	/parkour checkpoint add
battlearena.command.parkour.checkpoint.remove	/parkour checkpoint remove
battlearena.command.parkour.checkpoint.clear	/parkour checkpoint clear
battlearena.command.parkour.checkpoint.index	/parkour checkpoint index
battlearena.command.parkour.checkpoint.list	/parkour checkpoint list
battlearena.command.parkour.checkpoint	/parkour checkpoint