Parkour

The main documentation page for the ArenaParkour plugin.

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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
/parkour checkpoint add <map>	Adds a checkpoint to a parkour arena.
/parkour checkpoint remove <map> <index>	Removes a checkpoint from a parkour arena.
/parkour checkpoint clear <map>	Clears all the checkpoints from a parkour arena.
/parkour checkpoint index <map> <from> <to>	Changes the index of a checkpoint.
/parkour checkpoint list <map>	Lists all the checkpoints in a parkour arena.
/parkour checkpoint	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