Spleef

The main documentation page for the ArenaSpleef plugin.

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Installation

Requirements

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

Downloading

1. Download the ArenaCTF plugin
2. Stop your server and place the plugins in your plugins folder
3. Start the server and ArenaSpleef 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 **/spleef** command to initiate the map creation.
2. Once you have created a map, you now need to set the spleef layers. Run **/spleef layer add <map>** to start the process.
   - A wizard will open, asking you to set the layer bounds. Follow the instructions in chat to set the layer bounds.
   - After you have set the layer bounds, you will be asked to set the block type the layer comprises of. Type the block name in chat.
   - After setting the layer bounds and block type, layers will now be placed upon joining the game. Repeat this for each remaining team.
3. If you wish to set a death region, rather than having a player die automatically due to lava or void, you can run **/spleef deathregion <map>** to set a death region. This will ask you to set the bounds of the death region upon execution.

Configuration

The default configuration for Spleef can be found in **plugins/ArenaSpleef/arenas/spleef.yml**. This can be modified in any way. See the **Arena Configuration** page for more details.

Additionally, configs for other spleef modes can be found here.

Actions

- **give-shovel:** Gives the player a spleef shovel which is configured in the ArenaSpleef config.yml.
  - Syntax: give-shovel{shovel=<shovel>}
- **paste-layers:** Pastes the spleef layers into the map.

Commands

Command	Description
/spleef deathregion	Sets the death region for a spleef arena.
/spleef layer add	Adds a layer to a spleef arena.
/spleef layer remove	Removes a layer from a spleef arena.
/spleef layer clear	Clears all layers from a spleef arena.
/spleef layer index	Changes the index of a layer.
/spleef layer list	Lists all layers in a spleef arena.

Permissions

Permission	Command
battlearena.command.spleef.deathregion	/spleef deathregion
battlearena.command.spleef.layer.add	/spleef layer add
battlearena.command.spleef.layer.remove	/spleef layer remove
battlearena.command.spleef.layer.clear	/spleef layer clear
battlearena.command.spleef.layer.index	/spleef layer index
battlearena.command.spleef.layer.list	/spleef layer list