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.

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