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.

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