Creating an Arena

Map Creation

1. The first step follows the same steps as outlined in the BattleArena Map Creation documentation. For ArenaCTF, you will use the **/ctf** command to initiate the map creation.
2. Once you have created a map, you now need to set the flag points. Run **/ctf flag set <map> <team>** to start the process.
   - A wizard will open, asking you to set the flag's position in the world. Follow the instructions in chat to set this point.
   - After you have set the flag position, you will be asked to set the capture point. This is the region in which a player must be to capture the flag.
3. After setting the flag position and setting the capture point, flags now be spawned upon joining the game. Repeat this for each remaining team.

Configuration

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

Events

- **on-flag-capture:** Called any time a flag is captured.
- **on-flag-return:** Called any time a flag is returned back to its home base.

Actions

- **place-flags:** Instructs the competition to place the flags into the map.
- **remove-flags:** Instructs the competition to remove the flags from the map.

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