Getting Started

VirtualPlayers comes with an API which can be used by developers. Follow the steps below to add the API as a dependency.

Adding the BattlePlugins Repository

Gradle (Kotlin DSL)

```
repositories {
    maven("https://repo.battleplugins.org/releases")
    maven("https://repo.battleplugins.org/snapshots")
}
```

Gradle (Groovy)

```
repositories {
    maven {
        url "https://repo.battleplugins.org/releases"
    }
    maven {
        url "https://repo.battleplugins.org/snapshots"
    }
}
```

Maven

```
<repositories>
  <repository>
    <id>battleplugins-releases</id>
    <name>BattlePlugins Releases</name>
    <url>https://repo.battleplugins.org/releases</url>
  </repository>
  <repository>
    <id>battleplugins-snapshots</id>
    <name>BattlePlugins Snapshots</name>
    <url>https://repo.battleplugins.org/snapshots</url>
  </repository>
```

```
</repositories>
```

Adding the Dependency

Gradle (Kotlin DSL)

```
dependencies {
    compileOnly("org.battleplugins.virtualplayers:api:3.0.0")
}
```

Gradle (Groovy)

```
dependencies {
    compileOnly "org.battleplugins.virtualplayers:api:3.0.0"
}
```

Maven

```
<dependencies>
  <dependency>
    <groupId>org.battleplugins.virtualplayers</groupId>
    <artifactId>api</artifactId>
    <version>3.0.0</version>
    <scope>provided</scope>
  </dependency>
</dependencies>
```

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