VirtualPlayers API

The VirtualPlayers API can be accessed through the **VirtualPlayers** class, by calling **VirtualPlayers.api().**

A **VirtualPlayer** can be created using the **createVirtualPlayer(String)** method. A **VirtualPlayer** extends Bukkit's **Player** class, meaning all functions available to a normal **Player** will be available here. Keep in mind that some methods may not work as intended, since a **VirtualPlayer** is.. well... a virtual player at the end of the day, so functionality like sending block changes or adding them as a passenger to an entity will not work.

Within the **VirtualPlayer** class, you can also run **addObserver(CommandSender)** to observe a virtual player. You can also get a list of all observers by running **getObservers()**.

VirtualPlayers can be removed using the **removeVirtualPlayer(VirtualPlayer)** method in the **VirtualPlayers** API class. You can also retrieve a **VirtualPlayer** by calling **getVirtualPlayer(String)**, taking in the name of the **VirtualPlayer**.

For a full list of methods and classes offered by the API, see the VirtualPlayers **Javadocs**.

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