Classes

BattleArena comes pre-installed with a classes module that lets you configure classes for an arena.

Configuring the Module

This module can be enabled by adding **classes** to the **modules** section of your Arena Configuration.

Classes Configuration

This module adds a **classes.yml** to BattleArena, which can be found in **plugins/BattleArena/classes.yml**. Here is an example of a class included inside of the classes YML file:

```
classes:
  warrior:
    name: Warrior # The name of the class
    # The items included in the class
    items:
      - iron_sword
      - cooked_beef{amount=16}
      - golden_apple{amount=2}
    # What the player will be given in their armor/offhand slots
    equipment:
      helmet: iron_helmet
      chestplate: iron_chestplate
      leggings: iron_leggings
      boots: iron_boots
      offhand: shield
```

Additionally, if you wish to restrict certain classes by arena, the classes.yml file includes a **require-permission** option (default: true), which means the player must have the "battlearena.classes.equip.<class>" permission.

Arena Configuration

By default, this feature is used in the built-in arena.yml, and is configured to let you "select" a class while in a waiting or countdown phase, with the class being equipped once the game enters the

ingame phase. The options used are documented below.

Options

Option	Description	Syntax
class-equipping	Whether class equipping is enabled using the /<arena> equip <class> command.	class-equipping={enabled=<true|false>}
class-equip-only-selects	Whether class equipping only "selects" a class, and must be applied in the arena by using the **equip-class** option.	class-equip-only-selects={enabled=<true|false>}

Actions

- **<, >** denotes a *required* option
- **[,]** denotes an optional option
- Options are separated using the semicolon (**;**)

Equip Class

- Description: Equips a class for a player
- Options
  - **<class>** The class to equip. By default, if a player has selected a class, this will only run if they have not selected one
  - **[clear-inventory]** Whether the player's inventory should be cleared when they select a class (default: true)
  - **[ignore-player-selection]** Whether a player's selection should be overridden (default: false)
- Syntax
  - equip-class{class=**<class>**;clear-inventory=**[clear-inventory]**;ignore-player-selection=**[ignore-player-selection]**}

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