Features

Documentation for all the features that BattleTracker includes.

- PVP and PVE Trackers
- Death Messages
- Damage Recaps
- Combat Logging
- Damage Indicators

PVP and PVE Trackers

One of the core features of BattleTracker is its robust tracking system for PVP and PVE statistics. BattleTracker tracks a variety of statistics including kills, deaths, killstreaks, and more. These statistics are saved in MySQL or SQLite, allowing them to be shared across Minecraft servers, or accessed by web applications.

Configuration

By default, BattleTracker has support for both PVP and PVE tracking. These configurations can be found in the **plugins/BattleTracker/trackers/pvp.yml** and **plugins/BattleTracker/trackers/pve.yml** YML files respectively.

Recaps

By default, each tracker supports recaps, which recaps information about when a player took damage. This also includes information such as a player's inventory or armor at the time of the recap.

Options:

- **enabled** (default: true) - Whether recaps are enabled.
- **display-content** (default: armor) - What is displayed when a recap is viewed.
  - **all:** Shows a player's full inventory and armor at the time of their death
  - **armor:** Shows a player's armor at the time of their death
  - **recap:** Only includes the damage recap of a player, excluding armor and inventory
- **hover-recap** (default: true) - Whether a small recap should be shown when a death message is hovered over

Tracked Statistics

Which statistics are tracked by a tracker. The options available are **pvp, pve** and **world**. By default, BattleTracker splits this into two trackers, with **PVP** tracking exclusively PVP data, and **PVE** tracking both PVE and world data.

Calculator

Which calculator is used to rank players in leaderboards. By default, this is **elo**. As of BattleTracker 4.0.0, only **elo** is supported.

Killstreaks

Whether the killstreak feature is enabled. A killstreak occurs when a player kills a certain number of players in a row without dying.

Options:

- **enabled** (default: true in pvp.yml; false in pve.yml) - Whether killstreaks are enabled.
- **minimum-kills** (default: 5) - The minimum number of kills before it is announced in chat that a player is on a killstreak
- **killstreak-message-interval** (default: 5) - The interval in which killstreak messages are broadcasted. With the default value of 5, a killstreak message will only be broadcasted for a multiple of 5 kills (i.e. 5, 10, 15, 20, etc.)
- **audience** (default: global) - The audience that the killstreak message will be broadcasted to
  - **global:** All players on the server
  - **world:** Only players in the same world
  - **local:** Only the player and the target
  - **arena:** Only players in the same arena (requires BattleArena)
- **messages** - The messages that will be sent when a player is on a killstreak. Allows for configuring custom killstreak messages once a certain milestone is hit (i.e. at 20 kills, sending an "unstoppable killstreak" message)

Rampage

Whether the rampage feature is enabled. A rampage occurs when a player kills a certain number of players in a short amount of time.

Options:

- **enabled** (default: true in pvp.yml; false in pve.yml) - Whether rampages are enabled.
- **rampage-time** (default: 10) - The maximum duration between kills in order for a player to be marked as being on a rampage
- **audience** (default: global) - The audience that the rampage message will be broadcasted to
  - **global:** All players on the server
  - **world:** Only players in the same world
  - **local:** Only the player and the target
  - **arena:** Only players in the same arena (requires BattleArena)
- **messages** - The messages that will be sent when a player is on a rampage. Allows for configuring custom rampage messages once a certain milestone is hit (i.e. at a rampage of 5, sending an "unstoppable rampage" message)

Death Messages

BattleTracker provides customizable death messages that can be displayed to players when they are killed in PVP or PVE combat. These are easily configurable for each tracker type, and can be customized to fit the theme of your server.

Configuration

Player

Player death messages are death messages that occur when a player dies due to another player.

By default, these come pre-configured in the **pvp.yml**, and are configured in conjunction with the item type that is used to kill the player. Additionally, Minecraft Item Tags are also able to be used, allowing you to configure death messages for similar types of items, denoted by a pound/hashtag (#) symbol (i.e. #axes for all axes, #pickaxes for all pickaxes, etc.)

Variables:

- **%player%** - The player which was responsible for the kill.
- **%target%** - The player who died.
- **%item%** - The name of the item that was used to kill the player.

World

World death messages are death messages that occur when a player dies due to a world event, such as suffocating in sand, burning in lava, or anything that does not involve a death by an entity or player.

By default, these come pre-configured in the **pve.yml**, and can be set for any Damage Cause.

Variables:

- **%player%** - The name of the player that died.

Entity

Entity death messages are death messages that occur when a player is killed by an entity. This does not include players, or world events.

By default, these come pre-configured in the **pve.yml**, and can be set for any Minecraft Entity, using it's official identifier.

Variables:

- **%player%** - The name of the player that died.

Damage Recaps

BattleTracker also includes a damage recap feature that displays a summary of the damage dealt and received by a player during combat. This can be summarized in multiple ways, such as which item dealt the most damage, a breakdown of players that dealt damage, or all the types of damage a player received.

By default, BattleTracker allows for recapping damage based on players, entities, items and cause. The image below demonstrates how this is shown to players:

4b22a886a0a012ed8c1e43c0543e4b2cb8e2e3d1.png

Configuration

Configuration for damage recaps can be found in the PVP and PVE Tracker configuration page.

Combat Logging

BattleTracker includes a configurable combat logging feature that places players "in combat" when they attack another player. If they log out, they will be killed and their attacker will receive credit for the kill.

Configuration

The combat logging configuration can be found in the **plugins/BattleTracker/features/combat-log.yml** YML file.

Options:

- **enabled** (default: true) - Whether combat logging is enabled.
- **disabled-worlds** (default: empty list) - The worlds combat logging is disabled in.
- **combat-time** (default: 10) - How long a player will be tagged for combat once hit.
- **combat-self** (default: false) - Whether a player will be placed in combat if they inflict damage on themselves.
- **combat-entities** (default: true) - Whether a player will be marked as in combat when they hit an entity, or are attacked by an entity.
- **combat-entities** (default: true) - Whether a player will be marked as in combat when they hit a player, or are attacked by a player.
- **display-method** (default: action_bar) - The type of message used to display to a player how long they have left in combat.
  - **action_bar:** Displays in the action bar how much time a player has left in combat
  - **bossbar:** Displays in the bossbar how much time a player has left in combat
  - **chat:** Displays in the chat how much time a player has left in combat
  - **title:** Displays in the title how much time a player has left in combat
  - **subtitle:** Displays in the subtitle how much time a player has left in combat
  - **none:** No message will be displayed
- **allow-permission-bypass** (default: false) - Whether having the "battletracker.combatlog.bypass" permission will exempt a player from being in combat.
- **disabled-entities** Which entities will not mark a player as in combat when they are hit by them
- **disabled-commands** The commands that are disabled when a player is in combat

Damage Indicators

Inside BattleTracker, there is also toggleable damage indicators, which show to a player how much damage they inflicted on another player or entity.

Configuration

The combat logging configuration can be found in the **plugins/BattleTracker/features/damage-indicators.yml** YML file.

Options:

- **enabled** (default: true) - Whether damage indicators are enabled.
- **disabled-worlds** (default: empty list) - The worlds damage indicators are disabled in.
- **format** - The format of the damage indicator. The **%damage%** variable is used to display the damage dealt.