

Additional Resources

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Item Syntax

BattleArena has an item format that is used for creating items in config. A few examples of where this format is used is in the [Classes](#) module, as well as for the [Give Item](#) Action, among other places.

Item Options

Name	Description	Type
color	The color of the item, mainly for leather armor, banners, etc.	Color: - #<hex> or <rrr,ggg,bbb>
custom-model-data	The custom model data to use.	<number>
damage	How much damage (or durability) should be applied to the item.	<number>
display-name	The display name of the item (supports MiniMessage).	<string>
enchants	Enchants to put on the item.	Enchantment list: - [<enchant name>:<amount>...]
item-flags	The item flags to apply. See ItemFlag .	Item Flag list: - [<item flag name>...]
lore	The lore of the item (supports MiniMessage).	Lore list: [<line>...]
amount	How amount of the item.	<number>
unbreakable	Whether the item is unbreakable.	<true false>
effects	The potion effects to apply to the item.	Potion effect list: - [< potion effect >...]

Single-line Format

This is the most common use of items in BattleArena, and follows a very similar format to that seen in the [Action Reference](#). Note that options are separated using the semicolon (;).

Examples:

items:

```
- stone{amount=32}  
- bow{unbreakable=true}  
- arrow{amount=64}  
- diamond_sword{display-name=<yellow>Mob Slayer;lore=[Kills every mob in it's  
way!];enchancements=[sharpness:10]}
```

Configuration Node Format

While less common, this format may be seen to represent items as well. Rather than the item properties existing on a single line, they are defined over a configuration node. Here is an example of how that may look:

my-item:

item: golden_apple

amount: 32

display-name: Yummy Apple

lore:

- Legends say this apple is delicious!
- Try it for yourself!

Time Format

In many places in BattleArena, a duration is specified a configuration option. Time durations are abbreviated and multiple can be chained together.

Duration Abbreviations

- **y**: Years
- **M (uppercase)**: Months
- **w**: Weeks
- **d**: Days
- **h**: Hours
- **m (lowercase)**: Minutes
- **s**: Seconds

Examples

phases:

countdown:

...

countdown-time: 1m30s # 1 minute 30 seconds

victory:

...

duration: 5s # 5 seconds

Potion Effect Format

BattleArena has an potion effect format that is used for in both creating items and applying effects to players.

Effect Options

Name	Description	Type
duration	The amount of time (in ticks) to apply the effect for.	<number>
amplifier	How strong the effect is.	<number>
ambient	Whether the effect is ambient (less intrusive)	[true false] (default: false)
particles	Whether the effect should show particles or not.	[true false] (default: true)

Examples

events:

on-start:

```
- give-effects{effects=[speed{duration=300;amplifier=1},jump_boost{duration=300;amplifier=2}]}
```

...

events:

on-respawn:

```
- give-item{item=splash_potion{effects=[speed{duration=300;amplifier=1}]}}
```