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 (**;**).

>

> **Note:** Custom items from third party plugins can also be used. See this page for more information.

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!];enchantments=[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}]}}
```

Custom Effect Format

BattleArena has support for custom effects in a few places that are primarily cosmetic.

Particle

Name	Description	Type
particle	The name of the particle. See Particle.	<Particle>
speed	The speed of the particle.	<number>
count	The number of particles to display.	<number>
offset	The offset of the particle.	Position: <x,y,z>
data	The data for the particle.	Will vary for each particle (i.e. item_crack will use Item)

Firework

Name	Description	Type
firework-type	The type of firework to display. See FireworkEffect.Type.	<FireworkEffect.Type>
flicker	Whether the firework should flicker.	<true|false>
trail	Whether the firework should have a trail.	<true|false>
colors	The colors of the firework.	Color list: - [#<hex>...]
fade-colors	The colors the firework should fade to.	Color list: - [#<hex>...]

Freeze

Name	Description	Type

duration	How long to freeze the player for. See Time Format.	<Duration>
radius	In what radius players should be frozen for, if applicable.	<number>

Single-line Format

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

Examples:

```
effects:
  - particle{particle=flame;speed=0.01;count=15;offset=0.3,0.7,0.3}
  - freeze{duration=5s}
```

Configuration Node Format

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

```
my-effect:
  firework-type: ball
  flicker: true
  trail: false
  colors:
    - "#fcba03"
    - "#fcba03"
  fade-colors:
    - "#878378"
```