

# 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 <a href="#">MiniMessage</a> ).	<string>
enchants	Enchants to put on the item.	Enchantment list: - [<enchant name>:<amount>...]
item-flags	The item flags to apply. See <a href="#">ItemFlag</a> .	Item Flag list: - [<item flag name>...]
lore	The lore of the item (supports <a href="#">MiniMessage</a> ).	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: - [< <a href="#">potion effect</a> >...]

## 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!];enchants=[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 <a href="#">Particle</a> .	<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 <a href="#">Item</a> )

## Firework

Name	Description	Type
firework-type	The type of firework to display. See <a href="#">FireworkEffect.Type</a> .	<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 <a href="#">Time Format</a> .	<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"
```