

# 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:<br>- #<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:<br>- [<enchant name>:<amount>...]             |
| item-flags        | The item flags to apply. See <a href="#">ItemFlag</a> .               | Item Flag list:<br>- [<item flag name>...]                      |
| lore              | The lore of the item (supports <a href="#">MiniMessage</a> ).         | Lore list:<br>[<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:<br>- [< <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:<br>- [#<hex>...] |
| fade-colors   | The colors the firework should fade to.                                    | Color list:<br>- [#<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"
```