

# Configuration

## Overview

This page covers the main configuration for BattleArena (**config.yml**). For information about arena configurations, see the [Arena Configuration](#) page.

## Config Options

### backup-inventories

- Description: Whether player inventories should be backed up when joining competitions. This is designed as a safety measure in instances where a server crashes while players are in a competition and their inventories have become desynced.
- Default option: **true**

### max-backups

- Description: The maximum number of backups to save for each player.
- Default option: **5**

### max-dynamic-maps

- Description: The maximum amount of dynamic maps an Arena can have allocated at once. This enforces a limit on the number of dynamic maps to ensure an excessive amount of server resources are not used. Setting this value to **-1** disables the limit.
- Default option: **5**

### disabled-modules

- Description: Modules that are disabled by default. BattleArena comes pre-installed with multiple modules that can be disabled with this option if their behavior is not desired.
- Default option: **empty list**

### events

- Description: Contains a list of event schedules. This allows for automatic scheduling of arenas with the **Event** type. Multiple event schedules can be defined for an arena. The interval determines when to run the event, and the message specified will be broadcasted

to all players once the event has started.

- Default value:

events:

FFA:

- type: scheduled

interval: 30m

message: "<gold>[</gold><yellow>BattleArena</yellow><gold>]</gold> <yellow>A Free for All event is starting! Run <gold>/ffa join</gold> to join!</yellow>"

---

Revision #3

Created 24 June 2024 20:34:12 by Redned

Updated 13 July 2024 19:31:38 by Redned