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**

randomized-arena-join

- Description: Whether joining an arena using **/<arena> join** without specifying a map should randomly pick an arena, rather than joining the most convenient one. Competitions with players waiting will always be prioritized though, even with this setting enabled.
- Default option: **false**

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. Additionally, the delay option lets you specify how long until the initial event starts, in addition to the interval. As seen in the example below, the first event will run 35 minutes after the server starts, however once an FFA event ends, another will start 30 minutes later.
- Default value:

```
events:
  FFA:
    - type: scheduled
      interval: 30m
      delay: 5m
      message: "<gold>[</gold><yellow>BattleArena</yellow><gold>]</gold> <yellow>A Free for
All event is starting! Run <gold>/ffa join</gold> to join!</yellow>"
```

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