

# 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"
```