

# 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: - [<potion effect>...]

## 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!];enchancements=[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!
```

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