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 MiniMessage).	<string>
enchants	Enchants to put on the item.	Enchantment list: - [<enchant name>:<amount>...]
item-flags	The item flags to apply. See ItemFlag.	Item Flag list: -[<item flag name>...]
lore	The lore of the item (supports MiniMessage).	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!];enchantments=[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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