Option Reference

Overview

This page contains all the options built in to BattleArena natively. Additional modules or extensions may add new options, which will be included on their documentation page.

Options List

Option	Description	Syntax
block-break	Whether block breaking is enabled.	block-break={enabled=<true|false>}
block-place	Whether block placing is enabled.	block-place={enabled=<true|false>}
block-drops	Whether blocks will drop loot when broken.	block-drops={enabled=<true|false>}
block-interact	Whether players can interact with blocks (i.e. buttons).	block-interact={enabled=<true|false>}
hunger-deplete	Whether hunger should deplete.	hunger-deplete={enabled=<true|false>}
item-drops	Whether players can drop items while in a competition.	item-drops={enabled=<true|false>}
keep-inventory	Whether players keep their inventory when they die in a competition.	keep-inventory={enabled=<true|false>}
keep-experience	Whether players keep their experience when they die in a competition.	keep-experience={enabled=<true|false>}
team-selection	Whether players can switch teams.	team-selection{enabled=<true|false>}
damage-players	Whether players can damage other players.	damage-players={option=<never|other_team|always>}
damage-entities	Whether players can damage other entities.	damage-entities={option=<never|other_team|always>}

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