

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

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