

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

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