

# 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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