

# Placeholder API

Within BattleArena, there is support to display arena info through a plugin called [PlaceholderAPI](#). If you are unfamiliar with the plugin, it allows for you to show information with certain placeholders (e.g. `%player_name%` will return the player name) in plugins that have support for PlaceholderAPI. An example usage of this is displaying the number of players in a competition on a hologram through PlaceholderAPI.

## Placeholders

These are the placeholders for BattleArena. They are split into three sections: general placeholders, map placeholders and competition placeholders. General placeholders are not tied to a specific competition and show general information about arenas. Map placeholders pull information from a specific map. Competition placeholders will only resolve for players in a competition and will vary from player to player depending on which competition they are in.

### General Placeholders

These placeholders show statistics for the arena specified. This information will look the same to each player seeing it in-game. `<arena>` is a placeholder for the arena to display information on (i.e. arena, battlegrounds, skirmish, etc.)

- `%ba_<arena>_active_competitions%`: Displays the number of active competitions for this arena type.
- `%ba_<arena>_online_players%`: The number of online players (alive & spectator) across all competitions of this arena type.
- `%ba_<arena>_alive_players%`: The number of alive players across all competitions of this arena type.
- `%ba_<arena>_spectators%`: The number of alive players across all competitions of this arena type.
- `%ba_<arena>_waiting_competitions%`: The number of waiting competitions for this arena type.
- `%ba_<arena>_ingame_competitions%`: The number of ingame competitions for this arena type.

### Map Placeholders

These placeholders show statistics for the arena and map specified. This information will look the same to each player seeing it in-game. `<arena>` is a placeholder for the arena to display information on (i.e. arena, battlegrounds, skirmish, etc.), and `<map>` is the name of the map.

- **%ba\_<arena>\_map\_<map>\_arena%**: The name of the arena that the competition belongs to (i.e. Arena, Skirmish, etc.)
- **%ba\_<arena>\_map\_<map>\_alive\_players%**: The number of alive players in the competition.
- **%ba\_<arena>\_map\_<map>\_online\_players%**: The number of online players (alive & spectator) in the competition.
- **%ba\_<arena>\_map\_<map>\_map%**: The name of the map this competition is taking place in.
- **%ba\_<arena>\_map\_<map>\_max\_players%**: The maximum players that can play in this competition.
- **%ba\_<arena>\_map\_<map>\_spectators%**: The number of spectators in the competition.
- **%ba\_<arena>\_map\_<map>\_phase%**: The phase this competition is currently in (i.e. waiting, countdown, etc.)
- **%ba\_<arena>\_map\_<map>\_time\_remaining%**: The time remaining for the competition (i.e. 4 minutes)
- **%ba\_<arena>\_map\_<map>\_time\_remaining\_short%**: The time remaining for the competition with a shorter format (i.e. 00:04)
- **%ba\_<arena>\_map\_<map>\_remaining\_start\_time%**: The amount of time until the competition starts (only resolves during the countdown phase)
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## Competition Placeholders

These placeholders resolve for the current competition the player is in.

- **%ba\_competition\_arena%**: The name of the arena that the competition belongs to (i.e. Arena, Skirmish, etc.)
- **%ba\_competition\_alive\_players%**: The number of alive players in the competition.
- **%ba\_competition\_online\_players%**: The number of online players (alive & spectator) in the competition.
- **%ba\_competition\_map%**: The name of the map this competition is taking place in.
- **%ba\_competition\_max\_players%**: The maximum players that can play in this competition.
- **%ba\_competition\_spectators%**: The number of spectators in the competition.
- **%ba\_competition\_phase%**: The phase this competition is currently in (i.e. waiting, countdown, etc.)
- **%ba\_competition\_team%**: The team the player belongs to in this competition.
- **%ba\_competition\_team%**: The team the player belongs to in this competition.
- **%ba\_competition\_team\_color%**: The hex color of the team the player belongs to in this competition.
- **%ba\_competition\_team\_color\_legacy%**: The legacy (section symbol) color of the team the player belongs to in this competition.
- **%ba\_competition\_team\_name\_formatted%**: The formatted name of the team the player belongs to in this competition.
- **%ba\_competition\_team\_name\_formatted\_legacy%**: The legacy (section symbol) formatted name of the team the player belongs to in this competition.

- **%ba\_competition\_time\_remaining%:** The time remaining for the competition (i.e. 4 minutes)
  - **%ba\_competition\_time\_remaining\_short%:** The time remaining for the competition with a shorter format (i.e. 00:04)
  - **%ba\_competition\_remaining\_start\_time%:** The amount of time until the competition starts (only resolves during the countdown phase)
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