

#####

Config for ASkyBlock V3.0.9.4

Maintainer: tastybento

It is recommended that you check at least these settings:

#

1. island distance - the distance between islands. If upgrading set to what you had.

If you change island distance, you MUST reset the world.

2. resetmoney (general section) - set to true so that everyone starts with nothing

3. islandLevel (general section) - the height you want your islands to float

4. protectionRange - how big a player's island is at the start

#

#####

Island Related Settings

island:

Space between islands in blocks - NEVER change this mid-game.

Values for a new world:

400 - puts players distance enough that they usually cannot see each other

200 - allows some expansion of the protected zone (recommended)

110 - for compatibility with established worlds. Cozy.

50 - minimum - not recommended

IF YOU ARE UPGRADING YOU MUST USE YOUR OLD VALUE EXACTLY, E.G., 110

OR RESET YOUR WORLD

Value must be an even number

distance: 200

Default protection range (even number). Min = 0, Recommended = 100

Larger values will take longer to calculate the island level

Admins can change protection sizes for players individually using /asadmin setrange
or set this permission: askyblock.island.range.<number>
For optimal performance, keep protection range at least 16 blocks less than distance.
protectionRange: 100

Start islands at these coordinates. This is where new islands will start in the
world. These must be a factor of your island distance, but the plugin will auto
calculate the closest location on the grid. Islands develop around this location
both positively and negatively in a square grid.
If none of this makes sense, leave it at 0,0.

startx: 0

startz: 0

Sea level height (don't change this mid-game unless you delete the world)
Minimum is 0, which means you are playing sky block!
If sea level is less than about 10, then players will drop right through it
if it exists. Makes for an interesting variation on skyblock.

sealevel: 0

Island level - the height of the island.

Lowest level is 5

islandlevel: 120

#How many resets a player is allowed (override with /asadmin clearreset <player>

#Value of -1 means unlimited, 0 means hardcore - no resets.

#Example, 2 resets means they get 2 resets or 3 islands lifetime

resetlimit: 2

#How long a player must wait before they can reset their island again in second

resetwait: 300

#The number of seconds to wait for confirmation of a reset

resetconfirmwait: 10

#How long a player must wait until they can rejoin a team island after being

#kicked in minutes. This slows the effectiveness of players repeating challenges

#by repetitively being invited to a team island.

invitewait: 60

#Invite timeout in seconds. Invites will lapse if not accepted within this time

invitetimeout: 60

Default max team size

Use this permission to set for specific user groups: askyblock.team.maxsize.<number>

Permission size cannot be less than the default.

maxteamsize: 4

Island level calculation cool down in seconds

levelwait: 60

Items that will be in the chest when the player starts an island

Must be in Bukkit Materials format. Format is <Material>:<Qty>

or <Material>:<Data>:<Qty>

Use <Data> to set the durability of a item or to select sub-items/colors.

#

Spawn Eggs must be defined by name, e.g., MONSTER_EGG:PIG

#

The format for POTIONS is as follows:

#

Format POTION:NAME:<LEVEL>:<EXTENDED>:<SPLASH/LINGER>:QTY

LEVEL, EXTENDED, SPLASH, LINGER are optional.

LEVEL is a number, 1 or 2

LINGER is for V1.9 servers and later

Examples:

POTION:STRENGTH:1:EXTENDED:SPLASH:1

POTION:INSTANT_DAMAGE:2::LINGER:2

POTION:JUMP:2:::1

POTION:WEAKNESS:::::1 - any weakness potion

#

Valid potion names are:

WATER, REGEN, SPEED, FIRE_RESISTANCE, POISON, INSTANT_HEAL, NIGHT_VISION, WEAKNESS,

STRENGTH, SLOWNESS, JUMP, INSTANT_DAMAGE, WATER_BREATHING, INVISIBILITY

For V1.9 these are also available:

LUCK, MUNDANE, THICK, AWKWARD

#

Check console for errors and guidance after reloading configuration

Schematics can override this - see schematicsection

chestItems: 'ICE:2 MELON:1 TORCH:2 BONE:1 LAVA_BUCKET:1 PUMPKIN_SEEDS:1 SUGAR_CANE:1
RED_MUSHROOM:1 BROWN_MUSHROOM:1 CACTUS:1 BREAD:1 WHEAT:1 LEATHER_BOOTS:1
LEATHER_HELMET:1 LEATHER_CHESTPLATE:1 LEATHER_LEGGINGS:1'

Default island companion. Set schematic-specific companions in the schematicsection

Recommended are: COW, PIG, SHEEP, CHICKEN, VILLAGER, HORSE, IRON_GOLEM, OCELOT,

RABBIT, WOLF, LLAMA or NOTHING. Default is COW.

companion: COW

Default list of names, picked at random that will apply to the companion
You can add more if you like. If none are listed, the companion will not be
named.

Set schematic-specific companion names in the schematicsection
companionnames:

- "&9[player]'s cow"
- "&cEmergency &fFood?"
- "&aD&6a&di&6s&9y"

Island naming

Only players with the askyblock.island.name permission can name their island

It is displayed in the top ten and enter and exit announcements

It replaces the owner's name. Players can use & for color coding.

These set the minimum and maximum size of a name.

minnamelength: 0

maxnamelength: 20

Players with askyblock.islandfly permission can fly on their island. This setting is

how many seconds the player keeps fly mode while flying outside his island before it

is removed (and they fall).

Negative value will be considered as 0.

flytimeoutside: 0

The permissions listed below will be given to the player while he is inside his island.

They will be automatically revoked when he leaves his island.

islandtemporaryperms:

#- "amazing.permission"

```
# System settings - these cannot be changed by players, only viewed
# Allow Enderman Griefing (default is to allow, see next setting)
allowendermangriefing: true

# Make enderman drop the block he is holding if he dies (recommended)
endermandeathdrop: true

# Allow creeper explosion damage to block (explosion still hurts)
allowcreeperdamage: true

# Allow visitors to use creeper explosions to grief islands
allowcreepergriefing: false

# Allow TNT damage to blocks (stops players using TNT to destroy other's islands)
allowtntdamage: false

# Allow fire extinguishing by visitors
allowfireextinguish: false

# Allow chests to be blown up by creepers or TNT
allowchestdamage: false

# Allow visitors to keep their items if they die
allowvisitorkeepinvondeath: false

# Allow pistons to push outside of the protected area (maybe to make bridges)
allowpistonpush: true

# Allow mob projectiles to damage item frames (skeleton arrows, shulker shots)
allowitemframedamage: false
```

General Settings

```
general:
```

```
# Name of the world - if it does not exist then it will be generated
worldName: ASkyBlock
```

```
# Default language for new players.
```

```
# This is the filename in the locale folder without .yml.
```

If this does not exist, the default en-US will be used.

defaultlanguage: en-US

Check for updates - this will tell Ops and the console if there is a new

version available. It contacts dev.bukkit.org to request the latest version

info. It does not download the latest version or change any files

checkupdates: true

ASkyBlock uses commands for some of its fonctionnalités (action bar, titles).

It used to silence them automatically by executing "/minecraft:gamerule sendCommandFeedback false",

however, you can toggle here this feature.

silencecommandfeedback: true

Show enter/exit notices in Action Bar (11.1+)

Only shows if notices are enabled in settings

showinactionbar: true

Maximum number of islands. Set to 0 for unlimited.

If the number of islands is greater than this number, no new islands will be

allowed

maxIslands: 0

Use the control panel as the default display for /island

/island will always create an island if one does not exist

If the control panel is not used, then /island will teleport the player home

Players can change this setting using /island cp on or /island cp off

usecontrolpanel: false

Create Nether - if this is false, the nether world will not be made and access to
the nether will not occur. Other plugins may still enable
portal usage.
Note: Some challenges will not be possible if there is no nether.
Note that with a standard nether all players arrive at the same portal and entering a
portal will return them back to their islands.
createnether: true

New island-style nether. Change to false for standard nether
newnether: true

Nether trees are made if a player grows a tree in the nether (gravel and glowstone)
nethertrees: true

Make the new nether roof, if false, there is nothing up there
Change to false if lag is a problem from the generation
netherroof: true

Nether spawn protection radius - this is the distance around the nether spawn
that will be protected from player interaction (breaking blocks, pouring lava etc.)
Minimum is 0 (not recommended), maximum is 100. Default is 25.
Only applies to standard nether.
netherspawradius: 25

Calculate level on login
If true, the plugin will run the level command for the player when they login
If the command is busy, it will fail silently
loginlevel: false

#Commands to run when the player resets their island (uncomment and customize)
[player] is the player name of who is resetting
If the command is proceeded by [SELF] the command will be run as that player

E.g., - "[SELF] kit tools"

resetcommands:

#- "kit tools [player]"

#- "some other command"

Commands to execute when player leaves a team, either by leaving or being kicked

Commands will execute even if the player is offline, so may cause errors in

the console if the commands doesn't make sense

leavecommands:

#- "kit tools [player]"

#- "some other command"

Commands to execute when a player starts a new island for the first time - NOT a reset

startcommands:

#- "asadmin lock [player]"

#- "[SELF] balance"

#- "some other command"

Commands to execute when a player joins a new team island (does /island accept)

teamstartcommands:

#- "[SELF] balance"

#- "some other command"

coopscancreatewarps: false

Visitor banned commands: Visitors to islands cannot use these commands

visitorbannedcommands:

- spawner

- spawnmob

PVP cooldown in seconds. Players cannot toggle PVP off and on until this timeout

pvpcoldown: 60

Invincible visitors - Prevent players from killing them (intentionally or by accident)

If they fall to the void, they get TP'd to their island.

invinciblevisitors: false

Only used if invinciblevisitors is set to TRUE

This allow you to customize what kind of damage visitors should not receive

If you want visitors to receive a listed damage, put a "#" at the start of the line

See this for more info about options :

<https://hub.spigotmc.org/javadocs/bukkit/org/bukkit/event/entity/EntityDamageEvent.DamageCause.html>

invinciblevisitorsoptions:

- BLOCK_EXPLOSION

- CONTACT

- CUSTOM

- DROWNING

- ENTITY_ATTACK

- ENTITY_EXPLOSION

- FALL

- FALLING_BLOCK

- FIRE

- FIRE_TICK

- LAVA

- LIGHTNING

- MAGIC

- POISON

- PROJECTILE
- STARVATION
- SUFFOCATION
- THORNS
- WITHER

1.9+ only

- DRAGON_BREATH
- FLY_INTO_WALL

1.10+ only

- HOT_FLOOR

1.11+ only

- CRAMMING

Acid Section - for AcidIsland, but can be used in ASkyBlock as well.

#

Acid damage to player per second by being in acid if they have no armor on.

A fully health player has 20 health points. Players will regen some health

so the default will give players about 3 seconds to get out the acid

0 = no damage, 10 = default damage, 20 = instant death

aciddamage: 0

Damage that monsters will experience.

mobaciddamage: 0

Damage that rain does.

raindamage: 0

Damage that animals will experience in acid.

animaldamage: 0

Damage chickens in acid - true or false - chickens tend to go swimming...

damagechickens: false

Destroy items in water after this many seconds. Timing is variable and may occur

```
# up to 2x this time. If 0, items will not be removed. Acid damage does not need to
# be on for this setting to work. i.e., it'll work with water too.

# Items fizz when they are destroyed.
itemdestroyafter: 0

# Ops receive damage from acid (Set to true if you want Ops to play properly)
damageops: false

# Armor protection.
# Protect players from acid rain if they have a helmet on
helmetprotection: true

# Protect players from all acid if they have a full set of armor on
fullarmorprotection: false

# Damage type to apply in addition to acid damage
# Types can be : SLOW, SLOW_DIGGING, CONFUSION, BLINDNESS, HUNGER, WEAKNESS and POISON
# If you just want these to act, then make the acid damage 0 above
# Note - these are potion effects and so can be cured by milk
damagetype:
#-confusion

# Removing mobs - this kills all monsters in the vicinity. Benefit is that it helps
# players return to their island if the island has been overrun by monsters
# Con is that it kills any mob grinders
# Remove mobs when logging in
loginremovemobs: true

# Remove mobs when /island.
islandremovemobs: false

# Mob white list - these mobs will NOT be removed when logging in or doing /island
mobwhitelist:
```

- WITHER
- ENDERMAN
- PIG_ZOMBIE
#- ZOMBIE_VILLAGER

Sets the limit for number of monsters that can spawn in a chunk in this world.

Note: this does not limit the number of monsters, just how many spawn naturally.

Note: If set to a negative number the world will use the server-wide spawn limit instead.

monsterspawnlimit: 100

Sets the limit for number of animals that can spawn in a chunk in this world.

Note: If set to a negative number the world will use the server-wide spawn limit instead.

animalspawnlimit: 15

Animal breeding limits - if this is set to more than 0, then players will not be able

to breed more animals than that number on their island. A value of zero means no

limit. Note that animals will not be killed or reduced to this limit.

This WILL affect mobspawn blocks AND spawn egg use. Note that hearts will

still appear, but breeding will not happen.

Limit includes nether island if nether islands are active.

breedinglimit: 0

Sets the limit for number of water animals [squid] that can spawn in a chunk in this world.

Note: If set to a negative number the world will use the server-wide spawn limit instead.

Max is 100

wateranimalspawnlimit: 15

Villager limit - this is per team player, so an island of 4 will have 4x this number

Note that 10 villagers minimum are required to create an iron farm. Zero is unlimited.

villagerlimit: 10

General entity limiting

Use this section to limit how many entities can be added to an island.

0 means the item will be blocked from placement completely.

Uncomment to set the limit. The numbers are just suggested values.

The limit is per-world, so a hopper limit of 30 means up to 30 in the overworld and

up to 30 in the nether.

entitylimits:

Mobs, animals and other living entities

#BAT: 10

#BLAZE: 10

#BOAT: 10

#CAVE_SPIDER: 10

#CHICKEN: 10

#COW: 10

#CREEPER: 10

#DONKEY: 10

#ENDERMAN: 10

#HORSE: 10

#HUSK: 10

#IRON_GOLEM: 10

#LLAMA: 10

#MAGMA_CUBE: 10

#MULE: 10

#MUSHROOM_COW: 10

#OCELOT: 10

#PIG: 10

#PIG_ZOMBIE: 10

#POLAR_BEAR: 10

#RABBIT: 10

#SHEEP: 10

#SKELETON: 10

#SKELETON_HORSE: 10

#SLIME: 10

#SNOWMAN: 10

#SPIDER: 10

#SQUID: 10

#STRAY: 10

#WITCH: 10

#WITHER: 10

#WITHER_SKELETON: 10

#WOLF: 10

#ZOMBIE: 10

#ZOMBIE_HORSE: 10

#ZOMBIE_VILLAGER: 10

These are the ONLY blocks that can be limited (because they are entities).

#BANNER: 20

#ITEM_FRAME: 30

#FURNACE: 10

#CHEST: 50

#TRAPPED_CHEST: 50

#ENDER_CHEST: 1

#JUKEBOX: 5

#DISPENSER: 5

#DROPPER: 5

#SIGN: 10

#MOB_SPAWNER: 10

```
#NOTE_BLOCK: 5
#ENCHANTMENT_TABLE: 5
#BEACON: 12
#SKULL: 50
#DAYLIGHT_DETECTOR: 10
HOPPER: 30
#REDSTONE_COMPARATOR: 30
#FLOWER_POT: 20
#PAINTING: 5
#ARMOR_STAND: 5
#BREWING_STAND: 20
```

```
# Islands below this level will be removed if they are abandoned and admins issue the purge command
```

```
abandonedislandlevel: 10
```

```
# Maximum number of islands to purge in one go. Don't make this too big because if you
```

```
# stop the server mid run, you may end up with incompletely deleted islands
```

```
maxpurge: 500
```

```
# Delete protected range only
```

```
# When set, only the protected area of an island will be deleted.
```

```
# If you want all of the island distance deleted change to false, but be careful
```

```
# because large island distances may timeout the server.
```

```
deleteprotectedonly: true
```

```
##### Economy #####
```

```
# Use economy or not. If true, an economy plugin is required. If false,
```

```
# no money is used or give and the mini-shop is disabled.
```

```
# If there is no economy plugin present anyway, money will be automatically
```

```
# disabled.
```

useconomy: true

Reset Money - if this is true, will reset the player's money to
the starting money (see below) when they start an island or reset
Recommendation is that this is set to true, but if you run multi-worlds
make sure your economy handles multi-worlds too.

resetmoney: false

Use the minishop or not

useminishop: true

Starting money - this is how much money new players will have as their
balance at the start of an island.

startingmoney: 100.00

Reset Challenges - if this is true, player's challenges will reset when they
reset an island or if they are kicked or leave a team. Prevents exploiting the
challenges by doing them repeatedly.

resetchallenges: false

Reset inventory - if true, the player's inventory will be cleared when they start
or restart an island. Default is true.

Note: if you have MultInv running or a similar inventory control plugin, that
plugin may still reset the inventory when the world changes.

resetinventory: true

Allow kicked players to keep their inventory.

If false, kicked player's inventory will be thrown at the island leader if the
kicked player is online and in the island world.

kickedkeepinv: false

Kicked or leaving players lose resets

Players who leave a team will lose an island reset chance

If a player has zero resets left and leaves a team, they cannot make a new

island by themselves and can only join a team.

Leave this true to avoid players exploiting free islands

leaversloseresets: true

Reset Ender Chest - if true, the player's Ender Chest will be cleared when they

start or restart their island. Default is false.

NOTE: Ender Chests span worlds, so it will clear ALL chests. In general,

Enderchests should not be allowed in ASkyblock unless you only run the ASkyblock

world. Ender Chest crafting and use is governed by the askyblock.craft.enderchest

permission.

resetenderchest: false

Allow /island teleport when falling. If set to false, all teleporting is

disabled until death from the void or until you hit something.

See commands that this will block too

Using "*" (with quotes) will block ALL commands when falling

allowfallingteleport: true

blockingcommands:

- home

#- anotherCommand

#- andAnotherOne

#- "*"

Broadcast 1st time challenge completion messages to all players.

Change to false if the spam becomes too much.

broadcastmessages: true

Remove non-repeatable challenges from the challenge GUI when complete

removecompleteonetimechallenges: false

Add enchanted glow to completed challenges

addcompletedglow: true

Default maximum number of homes a player can have. Min = 1

Accessed via sethome <number> or go <number>

Use this permission to set for specific user groups: askyblock.island.maxhomes.<number>

maxhomes: 1

Make island if player teleports to the island world and does not have one

makeislandifnone: false

Immediately teleport player to their island (home 1 if it exists) when

entering the world

immediateteleport: false

Have player's respawn on their island if they die

respawnonisland: false

Team Chat

This enables player to set is so their chat goes to their team mates only

using the /island teamchat command.

The prefix [Team Chat] that goes in front of team chats is in the locale files

teamchat: true

Set this to true will log all messages sent in TeamChats to console

If set to false, it won't be logged.

logteamchat: true

Variables to use as chat prefixes. You can change them to be what you want.

{ISLAND_LEVEL} is replaced by the player's island level.

{ISLAND_CHALLENGE_LEVEL} is replaced by the player's challenge level.

{ISLAND_PLAYER} is replaced by the player's display name

Confirmed to work with Essentials Chat, Multiverse Core.

Do not use these in PEX prefixes - it doesn't work.

chatlevelprefix: "{ISLAND_LEVEL}"

chatchallengelevelprefix: "{ISLAND_CHALLENGE_LEVEL}"

chatislandplayer: "{ISLAND_PLAYER}"

Displays the island level {ISLAND_LEVEL} with a XX.Xk pattern in chat

e.g : [23.5k] instead of [23562]

fancylevelinchat: false

Restrict Wither and other flying mobs

Any flying mobs that exit the island space where they were spawned will be removed.

Includes blaze and ghastr.

restrictwither: true

Warp Restriction - needed levels to be able to create a warp

0 or negative values will disable this restriction

10 is default

warplevelrestriction: 10

Warp panel - GUI for welcome warp signs. If set to false, old-style

text will be used
usewarppanel: true

Mute death messages
mutedeathmessages: false

How often the grid will be saved to file in mins. Default is 5 minutes.
This helps prevent issues if the server crashes. Grid is also saved at important
points in the game
backupduration: 5

Allow pushing - only applicable in 1.9 and above. Setting is for all worlds!
If you have another scoreboard plugin, it may not work.
If true, players can push each other (default 1.9 behavior) if false,
players will not be able to push. Recommendation is to leave this true.
allowpushing: true

Recover super flat - if the generator does not run for some reason, you can get
super flat chunks (grass). To remove automatically, select this option. Turn off
if there are no more because it may cause lag.
This will regenerate any chunks with bedrock at y=0 when they are loaded
recoversuperflat: false

Allow coops to be permanent
If you change this, change the text in the locale files about coop ending due to
log out.
persistentcoops: false

Only allow the island leader to coop players.

Island members wont be able to coop other players.

onlyleadercancoop: false

Set whether or not players can reject coop requests.

If set to false players are just directly added as a coop player.

coopisrequest: true

Below you can list all account names that ASkyBlock will ignore for some protection.

Configure it at your own risk!!

This option is mainly for compatibility with mods.

fakeplayers:

- [CoFH]

- [BuildCraft]

Allow obsidian to be scooped up with an empty bucket back into lava

This only works if there is a single block of obsidian (no obsidian within 10 blocks)

Recommendation is to keep this true so that newbies don't bother you or reset their

island unnecessarily.

allowobsidianscooping: true

By default, island top ten (/is top) is displayed as a GUI.

If this option is set to TRUE, the top ten will be displayed

in chat, like in older versions (up to V3.0.3.3), which can

be a little spammy.

Recommendation is to keep this false.

islandtopteninchat: false

Toggle Magic Cobblestone Generator

If set to true, a cobble generator will not just generate cobblestone, but

also blocks you have specified.

Default is false, because it highly changes the gameplay.

usemagiccobblegen: false

If set to true, Magic Cobblestone Generator will only work at spawn

Beware! Spawn MUST be in the same world that islands to work.

magiccobblegenonlyatspawn: false

This won't be considered if usemagiccobblegen is set to false.

You can add, remove a block or modify its probability to be generated.

You can also set different probabilities from specified minimum levels

magiccobblegenchances:

These probabilities will apply by default

default:

COBBLESTONE: 75.0

STONE: 10.0

COAL_ORE: 7.5

IRON_ORE: 5.0

DIAMOND_ORE: 2.0

EMERALD_ORE: 0.5

#These probabilities will apply if island level is higher than 500.

500:

COBBLESTONE: 50.0

STONE: 20.0

COAL_ORE: 10.0

IRON_ORE: 10.0

REDSTONE_ORE: 5.0

DIAMOND_ORE: 4.0

EMERALD_ORE: 1.0

```
# Disable redstone operation on islands unless a team member is online.
# This may reduce lag but it can cause problems with visitors needing to use a redstone system.
# Default is false
disableofflineredstone: false
```

```
# Disable piston pushing of TNT. There is a glitch in 1.9.4 that enables unlimited
# TNT creation with this. Default is allowed, set to false if you need it off.
allowTNTpushing: true
```

```
# Config.yml version. DO NOT EDIT. This number only changes if the latest
# plugin config has been updated. If a new config is detected, it will be
# auto-saved to config.new.yml.
version: 3.0.9.4
```

Protection settings

```
protection:
```

```
# Protection Setting Flags:
```

```
# ACID_DAMAGE, ANVIL, ARMOR_STAND, BEACON, BED, BREAK_BLOCKS, BREEDING, BREWING,
# BUCKET, COLLECT_LAVA, COLLECT_WATER, CHEST, CHORUS_FRUIT, CRAFTING, CROP_TRAMPLE,
# DOOR, EGGS, ENCHANTING, ENDER_PEARL, ENTER_EXIT_MESSAGES, FIRE, FIRE_EXTINGUISH,
# FIRE_SPREAD, FURNACE, GATE, HORSE_INVENTORY, HORSE RIDING, HURT_MOBS, LEASH,
# LEVER_BUTTON, MOB_SPAWN, MUSIC, PLACE_BLOCKS, PORTAL, PRESSURE_PLATE, PVP,
# MILKING, NETHER_PVP, REDSTONE, SPAWN_EGGS, SHEARING, VILLAGER_TRADING,
# VISITOR_ITEM_DROP, VISITOR_ITEM_PICKUP
```

```
#
```

```
# Players can be given the ability to change settings in the GUI with permissions
```

```
# e.g. askyblock.settings.PVP or all settings with askyblock.settings.*
```

```
# Permissions are not case sensitive.
```

#

-- World defaults --

Applies everywhere and are the default for islands and spawn.

If not listed, default is false.

Changing a setting here will only affect new islands. Use /asadmin settingsreset

to reset individual or all settings across all islands. See /asadmin settingsreset help.

world:

Acid causes damage above sea-level (if acid is active)

ACID_DAMAGE: true

Allow anvil use

ANVIL: false

Allow armor stand use (1.8+ only)

ARMOR_STAND: false

Allow beacon use

BEACON: false

Allow bed use

BED: false

Players can break blocks or generally damage things

BREAK_BLOCKS: false

Allow animal breeding

BREEDING: false

Allow use of cauldrons and brewing stands

BREWING: false

Allow use of buckets, either fill or dump them

BUCKET: false

Collect Lava (overrides BUCKET setting for collecting lava)

COLLECT_LAVA: false

Collect water (overrides BUCKET setting for collecting water)

COLLECT_WATER: false

Allow access chests of any kind, droppers, dispensers and hoppers

CHEST: false

Allow eating or use of chorus fruit

CHORUS_FRUIT: false

Allow use of crafting benches

CRAFTING: true

Allow creepers to hurt players (but not damage blocks)

Creeper_PAIN: true

Allow crop trampling

CROP_TRAMPLE: false

Allow use of doors or trapdoors. Not including redstone activations.

DOOR: true

Allow chicken egg throwing

EGGS: false

Allow use of enchanting tables

ENCHANTING: true

Allow enderpearl throwing

ENDER_PEARL: false

Enable or disable join/leave messages from the player's island

ENTER_EXIT_MESSAGES: true

Allow fire (flint & steel use, TNT priming) Making portals is allowed.

FIRE: false

Can extinguish fires by punching them

FIRE_EXTINGUISH: false

Allow fire spreading

FIRE_SPREAD: false

Allow furnace use

FURNACE: true

Allow gate use

GATE: false
Allow horse/llama inventory use - only works when riding is enabled
HORSE_INVENTORY: false
Allow riding of horses/llamas
HORSE_RIDING: false
Allow friendly mob hurting(cows etc.)
HURT_MOBS: false
Allow monsters hurting
HURT_MONSTERS: true
Allow leash use
LEASH: false
Allow lever or button use
LEVER_BUTTON: true
Cows can be milked
MILKING: true
Animals, etc. can spawn naturally
MOB_SPAWN: true
Allow monsters to spawn naturally
MONSTER_SPAWN: true
Allow use of jukeboxes and note blocks
MUSIC: false
Allow PVP in the nether world
NETHER_PVP: false
Players can place blocks
PLACE_BLOCKS: false
Allow portal use
PORTAL: true
Allow pressure plate activation by players
PRESSURE_PLATE: true

Allow PVP in the overworld

PVP: false

Allow adjustment of diodes or comparators

REDSTONE: false

Spawn eggs can be used

SPAWN_EGGS: false

Allow sheep shearing

SHEARING: false

Allow trading with villagers

VILLAGER_TRADING: true

Allow item drop

VISITOR_ITEM_DROP: true

Allow item pickup

VISITOR_ITEM_PICKUP: true

-- Island Settings --

Settings for islands. Some are for visitors, some for the island itself.

If setting is not listed, it will not show in GUI and the world default will be used.

Add settings here to give the player the ability to see them in the GUI. Give the

player the permission for the setting for them to be able to change the setting.

island:

Allow visitor anvil use

ANVIL: true

Allow visitor armor stand use (1.8+ only)

ARMOR_STAND: false

Allow visitor beacon use

BEACON: false

Allow visitor bed use

BED: false

Allow visitor block breaking, or other damage

BREAK_BLOCKS: false
Allow visitor animal breeding
BREEDING: false
Allow visitor use of cauldrons and brewing stands
BREWING: false
Allow visitor access chests of any kind, droppers, dispensers and hoppers
CHEST: false
Allow visitors to use crafting benches
CRAFTING: true
Allow visitor use of doors or trapdoors. Not including redstone activations.
DOOR: true
Allow visitor chicken egg throwing
EGGS: false
Allow visitors to use enchanting tables
ENCHANTING: true
Allow visitor furnace use
FURNACE: true
Allow gate use
GATE: true
Allow use of jukeboxes and note blocks
MUSIC: false
Allow portal use by visitors
PORTAL: true
Allow pressure plate activation by visitors (players only)
PRESSURE_PLATE: false
Allow adjustment of diodes or comparators
REDSTONE: false
Allow visitors to shear sheep
SHEARING: false

This section contains the biomes that can be bought or used

biomesettings:

The default cost for changing biome. Can be over-ridden by the Biome settings

Default is 100 if this is not set. Cannot be <0.

defaultcost: 100

Default biome - what every player will start with. Default is PLAINS. See below

for other options

defaultbiome: PLAINS

List of biomes and their settings.

Cost - cost in currency to change to that biome

permission - the permission required to use that biome

If the biome is not listed, it is not available

icon = icon used in control panel

friendlyname = A friendly name for the biome. If it does not exist, the official

biome name will be used with pretty formatting. Mostly this is just used to convert

Hell to Nether

description = a description of the biome and what it gives the player

remove ice/water/snow - will be done once when the biome is made

biomes:

COLD_BEACH:

icon: SAPLING

friendlyname: "&bCold &eBeach"

description: "&bSnowy and cold. |&bBrrr."

Perms can be any string you like!

#permission: any.perm.you.want

DESERT:

icon: DEAD_BUSH

friendlyname: "&eDesert"

description: "&eA dry desert. |&eWarning - Ice or |&esnow have to go."

#permission: any.perm.you.want

Change MUTATED_FOREST to FLOWER_FOREST if you use an old server version

MUTATED_FOREST:

icon: RED_ROSE

friendlyname: "&aFlower Forest"

description: "Trees and flowers!"

#permission: any.perm.you.want

HELL:

icon: LAVA_BUCKET

cost: 1000

Note, this permission can be anything you like

permission: askyblock.biomes.hell

friendlyname: "&cNether"

description: "&eWarning - all water, |&esnow and ice will |&ebe removed."

JUNGLE:

icon: VINE

friendlyname: "&2Jungle"

description: "&aLush jungle. |&aWarning - Ice or |&asnow have to go."

#permission: any.perm.you.want

MUSHROOM_ISLAND:

icon: RED_MUSHROOM

Note, this permission can be anything you like

permission: askyblock.biomes.mushroom_island

friendlyname: "&cMushroom island"

description: "&cMushrooms"

PLAINS:

icon: GRASS

description: Plain plains!

cost: 0

#permission: any.perm.you.want

SWAMPLAND:

icon: WATER_LILY

friendlyname: "&eSwampland"

description: "&2Swampy. |&eWarning - Ice or |&esnow have to go."

#permission: any.perm.you.want

MESA:

icon: HARD_CLAY

friendlyname: "&eMesa"

description: "&4Rare dry, desert biome. |&4Warning - Ice or |&4snow have to go."

#permission: any.perm.you.want

cost: 500

SAVANNA:

icon: LONG_GRASS

friendlyname: "&eSavanna"

description: "&eFlat and dry, no rain. |&eWarning - Ice or |&esnow have to go."

#permission: any.perm.you.want

ROOFED_FOREST:

icon: LOG

friendlyname: "&l&eBlack Forest"

description: "&6Woods and trees"

#permission: any.perm.you.want

schematicsection:

All schematics should be put in the schematics folder

Schematic panel - if more than one schematic is available to the player

Show a panel to choose. If this is false, no panel is shown and the starter

island is picked by permission. If a player has more than one permission

the island selected is undefined - the plugin will pick one.

Permissions are taken from the below schematics section even if the GUI is

not used.

useschematicspanel: true

Random island, only apply when useschematicspanel is false - if set to false

the plugin will choose the first island it found with the user permissions

to generate a new island. If set to true, the plugin will generate an island

randomly from the list of all islands available to the player.

chooseislandrandomly: false

Hack skeleton spawners to also spawn wither skeletons in 1.11. This helps with

older schematics that do not have explicit wither skeleton spawners. This setting

is ignored by older servers.

hackskeletonspawners: false

This section lists all the schematics available

Settings are:

show - whether this island will show in the GUI or not. Typically used for partner

schematics, but can be used to temporarily hide schematics.

icon - the icon to show in the GUI. It must be a known Material

order - the priority for showing in the GUI. Lower numbers are shown first.

name - a friendly short name for the schematic. Color codes okay.

description - a longer description. Use | to split lines. Color codes okay.

filename - the filename of the schematic in the schematic folder
useDefaultChest - fill a chest on the island with the items in this config. If false
the contents will come from the schematic.
partnerSchematic - the island that will be pasted in the Nether.
biome - the biome this island should have. All pasted blocks will have this biome.
These next settings may cause lag if true. Default is false. Use judiciously.
pasteentities - if the schematic has entities in it (mobs) this will paste them.
usephysics - if true, causes lava or water to flow after being pasted.
pasteair - Only set to true if you need to paste below sea level.
permission - the permission required to use this schematic. It can be anything you like
You can add or remove from this list. If this section is missing, only the default
island works.

schematics:

default heading is required

default:

Icon - if this is missing or wrong, it will be a MAP

icon: DIRT

Order of preference in listing

order: 1

Short name - color codes with & okay

name: "The Original"

Longer description. Use | for new lines. Color codes okay.

description: "Challenging|starter|island!"

Filename of the schematic in the schematic folder

filename: island.schematic

Use default chest if true, or use schematic chest contents if false

useDefaultChest: true

Which schematic will be used in the opposite world if newnether:true

If there is no partner, this island will be used

partnerSchematic: nether

#Level handicap zeros the initial island level.

levelHandicap: 3

This is the default nether island - do not remove this section!

nether:

Hide or show this schematic to players in the GUI

show: false

icon: NETHERRACK

If the biome is HELL it is assumed this island goes in the Nether

biome: HELL

name: "NetherBlock Island"

description: "An island in the nether|overlooked by a mob tower"

filename: nether.schematic

Nether schematics should generally use the schematic chest contents

useDefaultChest: false

The partner to this schematic is the default island

partnerSchematic: default

Schematics can include entities (mobs) in them and if pasteentities is true,

mobs will be pasted.

pasteentities: true

Usephysics causes lava or water to flow after being pasted. Change to false

if it lags

usephysics: true

#Level handicap zeros the initial island level.

levelHandicap: 93

Additional heading names can be anything you like, but must be unique

island1:

```
# Credit to Antal1609 for this schematic!

icon: RED_ROSE

order: 2

name: "Island Duo"

description: "Two close islands! | Double the fun, | but a little easier. | &a[Credit] Antal1609"

filename: double.schematic

# Schematics can have biomes set when they are created

biome: FOREST

# If useDefaultChest is false, the items in the schematic will be used

# If false, the default chest items will be used, or the list below

useDefaultChest: true

# Chest items defined here will override the default chest items.

# You can set the chest items here in this list

# Material:Qty, or Material:Data:Qty

#chestItems:

#- MELON:1

#- ICE:1

# Your island companion. Overrides the default setting. If more than one is

# listed, one will be chosen at random.

# Recommended choices: COW, PIG, SHEEP, CHICKEN, VILLAGER, HORSE, IRON_GOLEM, OCELOT,

# RABBIT, WOLF, LLAMA or NOTHING.

companion:

- CHICKEN

# This is a list of names, picked at random that will apply to the companion

# You can add more if you like. If none are listed, the companion will not be

# named.

companionnames:

- "&9[player]'s chicken"

- "&dFree-Range Eggs"
```

partnerSchematic: nether

#permission: any.perm.you.like

#Level handicap zeros the initial island level.

levelHandicap: 9

Cost - if an economy is in use, this can be used to require a fee

Only works with the schematic panel

The cost is a double and displayed in the description if [cost] is there

cost: 0

New snowy schematic

extrahard:

icon: OBSIDIAN

order: 3

Ski theme - a black diamond run is hard.

name: "&lBlack &bDiamonds"

description: "Experts only! |&aMinimal resources |&awith a few diamonds."

filename: harder.schematic

biome: COLD_BEACH

useDefaultChest: false

Chest items defined here will override the default chest items.

You can set the chest items here in this list

Material:Qty, or Material:Data:Qty

#chestItems:

#- MELON:1

#- ICE:1

Schematics that require water or lava to hover can prevent physics when pasting

usephysics: false

Schematics may include entities (mobs) in them and if pasteentities is true,

mobs will be pasted.

Example: Setting this to true for this schematic will give a wolf.

pasteentities: false

partnerSchematic: nether

#permission: any.perm.you.like

This optional block determines where the player will spawn. It must be unique in

the schematic and will be replaced by air when pasted.

#spawnblock: SPONGE

#Level handicap zeros the initial island level.

levelHandicap: 1

Cost - if an economy is in use, this can be used to require a fee

Only works with the schematic panel

The cost is a double and displayed in the description if [cost] is there

cost: 0