
StaffPlus Documentation

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Contents

- *StaffPlus*
- *Commands (Can be configured in the configuration file)*
- *Permissions (Can be configured in the configuration file)*
- *Configuration*

Commands (Can be configured in the configuration file)

Note: All commands listed here are subject to addition, modification and/or removal at any given time.

The command for toggling staff mode.: `staff`

The command for toggling freeze on players.: `freeze`

The command for examining players' inventory: `examine`

The command for managing notes for players.: `notes`

The command for running a clicks per second test on a player: `cps`

The command for toggling and using staff chat.: `sc`

The command for reporting and managing reports.: `report`

The command for warning and managing warnings.: `warn`

The command for toggling vanish modes.: `vanish`

The command for chat management.: `chat`

The command for creating and managing tickets.: `ticket`

The command for alerts management.: `alerts`

The command for toggling player following.: `follow`

The command for reviving players.: `revive`

The command for listing staff members.: `personnel`

The command for logging in.: `login`

The command for registering a password.: `register`

The command for stripping a player's armor.: `strip`

The command for clearing a players inventory: `clear`

The command for resetting a users password: `resetPassword`

The command to change your own password: `changepassword`

CHAPTER 2

Permissions (Can be configured in the configuration file)

Note: All permissions listed here are subject to addition, modification and/or removal at any given time.

Use this to give a player all Staff+ permissions. Take note that this will NOT give the player the block permission. This also gives the player permission to toggle other player's vanish, staff mode, and etc.: `staff.*`

Permission for blocking listed commands at blocked-commands and blocked-mode-commands.: `staff.block`

Permission for clearing/getting player reports.: `staff.report`

Permission for bypassing reports.: `staff.report.bypass`

Permission for using /warn and clearing/getting player warnings.: `staff.warn`

Permission for bypassing warnings.: `staff.warn.bypass`

Permission for using staff chat.: `staff.staffchat`

Permission for using /v total.: `staff.vanish.total`

Permission for using /v list.: `staff.vanish.list`

Permission for using /chat clear.: `staff.chat.clear`

Permission for using /chat toggle.: `staff.chat.toggle`

Permission for using /chat slow.: `staff.chat.slow`

Permission for bypassing the word blacklist.: `staff.blacklist`

Permission for managing tickets.: `staff.tickets`

Permission for receiving mention alerts.: `staff.alerts.mention`

Permission for receiving name change alerts.: `staff.alerts.namechange`

Permission for receiving xray alerts.: `staff.alerts.xray`

Permission for toggling staff mode.: `staff.mode`

Permission for using the staff mode compass: `staff.compass`

Permission for using the staff mode random teleport: `staff.random-teleport`

Permission for the staff mode GUI hub: `staff.gui`

Permission for the staff mode counter GUI: `staff.counter`

Permission for using freeze.: `staff.freeze`

Permission for bypassing freeze.: `staff.freeze.bypass`

Permission for initializing clicks per second tests: `staff.cps`

Permission for using examine: `staff.examine`

Permission for editing inventories with examine.: `staff.examine.modify`

Permission for using staff mode follow: `staff.follow`

Permission for locking/unlocking the server.: `staff.lockdown`

Permission for giving a player's previous inventory back.: `staff.revive`

Permission for being noted as a staff member in the staff list command and for login. This also excludes the player from being randomly teleported to!: `staff.member`

Permission for using /strip.: `staff.strip`

Permission for use /tp: `staff.tp`

Permission for using /staffplus: `staff.staffplus`

Use this for players who's ip should not be shown in examine mode: `staff.staffplus.hideip`

Permission for using the clear inventory config: `staff.staffplus.clearinv`

Permission for using the /resetPassword command: `staff.staffplus.resetpassword`

CHAPTER 3

Configuration

Staff+ | Made with love by Shortninja. ## Maintained by QBall with help from [contributors](#).

If you're having trouble with item type names, refer to here: <https://hub.spigotmc.org/javadocs/spigot/org/bukkit/Material.html> # All item slots are how they "should be", meaning the first slot of an inventory will be one. Maximum is 36.

3.1 General

The language file that will be referred to for messages. # Current available languages are: lang_en, lang_sv, lang_de, lang_nl, lang_es, lang_hr, lang_no, and lang_fr. # If you would like to translate Staff+, please message me on Spigot! lang: "lang_en"

Commands that staff will not be allowed to use at all. # Must have "permissions.block" permission to take effect. # Leave blank to disable. blocked-commands: "/example1, /example2, /example3"

Commands that staff will not be allowed to use while in staff mode. # Must have "permissions.block" permission to take effect. # Leave blank to disable. blocked-mode-commands: "/example1, /example2, /example3"

The default color of glass for the side of GUIs. Just a cosmetic thing that staff members can change. glass-color: 0

The title of the glass color chooser GUI. glass-title: "&bChoose GUI glass color"

3.2 Reports

No permission required for regular users, requires "permissions.report" permission for moderator commands. reports-module:

Whether or not the plugin will use "/report" features. enabled: true

The sound that is played to staff when someone is reported. # Set to "NONE" to disable. sound: ORB_PICKUP

The cooldown, in seconds, for using “/report”. # This is disabled for players with the “permissions.report” permission. cooldown: 10

Whether or not the player that reported another player will be visible in GUIs. show-reporter: true

3.3 Warnings

Requires “permissions.warn” permission. warnings-module:

Whether or not the plugin will use “/warn” features. enabled: true

The sound that is played to the player when warned. # Set to “NONE” to disable. sound: ORB_PICKUP

The amount of warnings required before “ban-command” is executed. # Set to 0 if you want to disable this. maximum: 3

The command executed when a player reaches the “maximum”. ban-command: “ban %player% &4Met three warnings. Appeal @ &7www.shithcf.net&4.”

The amount of time, in seconds, that it will take for a warning to be removed. # Set to zero to disable. clear: 604800

Whether or not the player issued the warning will be visible in GUIs. show-issuer: true

3.4 Staff Chat

Requires “permissions.staff-chat” permission. staff-chat-module:

Whether or not the plugin will use “/sc” features. enabled: true

The string that can be used at the beginning of a message to make it appear in staff chat. # If you have “@” as your string, typing “@hey guys” would send “hey guys” to staff chat. # Leave blank to disable. handle: “@”

3.5 Vanish

Requires “permissions.vanish” permission. vanish-module:

Whether or not the plugin will use “/v” features. enabled: true

Whether or not list vanish will hide the vanished users from tab list. # Does not completely hide players in tab for 1.7 versions. tab-list: true

Whether or not list vanish users will be shown as “away” or “offline” in the staff list. show-away: false

Whether or not user should be shown in command tab-complete suggestions. suggestions: false

Whether or not chat can be used when vanished. chat: false

3.6 Chat

Requires “permissions.chat” permission. chat-module:

```
# Whether or not the plugin will use "/chat" features. enabled: true
# The amount of lines that will be sent when "/chat clear" is executed. lines: 100
# The cooldown, in seconds, for chatting when the chat is slowed. # Bypass permission is "chat-slow".
slow: 5
# All word blacklist options. # Leave any of the lists below blank to disable them! blacklist-module:
    # Whether or not the blacklist will be enabled. enabled: false
    # Whether or not messages that have censored words in them will be hoverable. # This means
    # you will be able to hover over a chat message to see an uncensored message if you have
    # the "permissions.blacklist" permission. # This may not work well with other chat plugins!
    hoverable: false
    # The character that will replace blocked word characters. character: "*"
    # Whether or not messages that have merged blocked words will be detected. # So if you block
    # the word "ass", it will also block "asshole" or "dickass". # May cause issues with legal words
    # like "bypass"! Fix is below. merging: true
    # All words that will be censored. # Separate words with commas. words: fuck, shit, ass, bitch,
    # dick, cock, piss, cunt, fag, faggot, slut, nigger, nigga
    # All characters that will be censored. # These are merely characters that will be detected
    # anywhere in messages. characters: ,
    # All domain levels that will be censored. # This can prevent users from sending links in chat.
    # This will only check the end of words which have detected periods! domains: com, net, org
    # All strings that will be detected as periods in messages. Of course characters like "." and ","
    # are detected by default. # This will work in coordination with "domains". # For example, it
    # can detect "mineplex()com" as "mineplex.com". periods: (), (dot),
    # All words that will be allowed to be typed no matter what. # This helps quite a bit if you have
    # "merging" enabled. # I recommend using http://www.morewords.com/contains/\[\]word\[\]/!
    allowed: bypass, assembly, assassin, compass, assume, assault, asset, assort
```

3.7 Tickets

```
# Requires no permission for opening tickets and requires "permissions.ticket" permission for managing. tickets-
module:
    # Whether or not the plugin will use ticket features. enabled: true
    # Whether or not additional responses to tickets will be sent to all staff members. # The initial ticket will
    # be sent to all staff members no matter what. global: false
    # Whether or not multiple staff members will be able to respond to a single ticket. keep-open: false
```

3.8 Alerts

```
# Requires "permissions.notify" permission. alerts-module:
    # Whether or not staff will be notified when a user changes their name. name-notify: true
    # Whether or not staff will be notified when they are mentioned. mention-notify: true
    # The sound that is played to staff when notified. sound: ORB_PICKUP
```

```
# Notifies staff when a player mines blocks listed in "blocks". xray-alerts:
# Whether or not this module is enabled. enabled: true
# Block type that, when mined, will invoke an alert. blocks: SPAWNER, DIAMOND_ORE
```

3.9 Security

Warning: This module is in the current release fundamentally broken and should not be enabled. Enabling will not toggle any functionality because those are functionally-dismantled too.

```
# Requires "permissions.member" permission. login:
# Whether or not /login will be enabled. # This is just a security feature that can be used to prevent staff
accounts from being hijacked on your server. enabled: false
# The kick message that is sent when a player enters an invalid password. kick-message: "&cInvalid login
password!"
```

3.10 Staff Mode

```
# Requires "permissions.mode" permission. staff-mode:
# Whether or not a player is allowed to break/place blocks while in staff mode. block-manipulation: false
# Whether or not a player is allowed to interact with their inventory while in staff mode. inventory-
interaction: true
# Whether or not a player is allowed to drop/pickup items while in staff mode. item-change: false
# The type of vanish that will be applied when a player goes into staff mode. # Valid vanish types are:
TOTAL, LIST, and NONE. vanish-type: TOTAL
# Whether or not a player will be invincible while in staff mode. invincible: true
# Whether or not a player in staff mode can attack other players. damage: false
# Whether or not a player will lose hunger while in staff mode. hunger-loss: false
# Whether or not a player can fly while in staff mode. flight: true
# Whether or not a player will be put into creative while in staff mode. creative: false
# Whether or not to a player to the location they were in before they toggled staff mode. original-location:
false
# Whether or not staff mode will be enabled for staff when they login. enable-on-login: false
# Name says it all what commands do you want to block while the player is not logged in prelogin-
blocked-commands: "/ban"
# Commands to execute when staff mode is enabled. Leave blank to disable. # Each command is separated
with a comma. enable-commands: "example1 %player%, example2 %player%"
# Commands to execute when staff mode is disable. Leave blank to disable. # Each command is separated
with a comma. disable-commands: "example1 %player%, example2 %player%"
# Should Staff mode disable on world change disable-on-world-change: false
```

Should other staff be able to see staff that are in mode while they are not in mode. staff-see-staff-in-mode: false

3.11 Compass

When clicked, this launches the staff towards the direction they are facing. compass-module:

Whether or not this feature is enabled. enabled: true

The slot that this module's item is at by default. slot: 1

The velocity at which a player will be launched. velocity: 5

The type of item for this module. item: COMPASS

The name of the compass item. name: "&4Launcher"

The lore of the compass item. # Lines are separated by commas. lore: "&7Launches you towards the, &7location you are facing."

3.12 Random Teleport

When clicked, this teleports the staff to a random player. random-teleport-module:

Whether or not this feature is enabled. enabled: true

The slot that this module's item is at by default. slot: 2

The type of item for this module. item: ENDEREYE

The name of the compass item. name: "&cRandom Teleport"

The lore of the compass item. # Lines are separated by commas. lore: "&7Teleports you to a random player."

Whether or not actual pseudo-randomness will be used. # If set to false, "random" teleport will just cycle through players in order. random: false

3.13 Vanish

When clicked, this will toggle the staff's invisibility. vanish-module:

Whether or not this feature is enabled. enabled: true

The slot that this module's item is at by default. slot: 3

The type of item for this module. item: INK:10

The name of the compass item. name: "&6Vanish"

The lore of the compass item. # Lines are separated by commas. lore: "&7Toggles your total vanish."

The type of item for when vanish is disabled. item-off: INK:8

3.14 GUI Hub

```
# When clicked, this will open unresolved reports in a GUI. gui-module:
# Whether or not this feature is enabled. enabled: true
# The slot that this module's item is at by default. slot: 4
# The type of item for this module. item: PAPER
# The name of the compass item. name: "&eGUI Hub"
# The lore of the compass item. # Lines are separated by commas. lore: "&7Opens the GUI
hub."
# Whether or not the unresolved reports GUI is enabled in the hub. reports-gui: true
# The title of the unresolved reports GUI. reports-title: "&bUnresolved reports"
# Whether or not the miner GUI is enabled in the hub. miner-gui: true
# The title of the miner GUI. miner-title: "&bUnderground users"
# The y-level at which a player will be marked as a miner. xray-level: 16
```

3.15 Counter

```
# Simply shows all staff online and in staff mode. counter-module:
# Whether or not this feature is enabled. enabled: true
# The slot that this module's item is at by default. slot: 5
# The type of item for this module. item: HEAD
# The name of the compass item. name: "&aStaff List"
# The lore of the compass item. # Lines are separated by commas. lore: "&7Shows all staff
online and in staff mode"
# The title of the counter GUI. title: "&bCurrent staff online"
# Whether or not the head item count will represent online staff or staff in staff mode. show-
staff-mode: false
```

3.16 Freeze

```
# When clicked, this will freeze the player that the staff is looking at. freeze-module:
# Whether or not this feature is enabled. enabled: true
# The slot that this module's item is at by default. slot: 6
# The type of item for this module. item: BLAZE_ROD
# The name of the compass item. name: "&2Freeze"
# The lore of the compass item. # Lines are separated by commas. lore: "&7Toggles freeze
for the clicked player."
# Whether or not a player can chat while frozen. chat: true
```



```
# Whether or not a player is able to damage or be damaged while frozen. damage: false
# The interval, in seconds, at which a frozen player will be reminded that they are frozen. #
Disable by setting to zero. timer: 5

# The sound that is played to the player when warned. # Set to "NONE" to disable. sound:
ORB_PICKUP

# Whether or not a GUI prompt will open up with a paper containing the freeze message.
prompt: false

# The title of the frozen prompt GUI. prompt-title: "&bFrozen"

logout-commands: "ban %player%"
```

3.17 CPS

```
# When clicked, this will test the CPS of the player and send it to the staff. cps-module:

# Whether or not this feature is enabled. enabled: true

# The slot that this module's item is at by default. slot: 7

# The type of item for this module. item: CLOCK

# The name of the compass item. name: "&3CPS"

# The lore of the compass item. # Lines are separated by commas. lore: "&7Runs a click per
second test on, &7the player that was clicked."

# Amount of time, in seconds, that the test will run for. time: 10

# The maximum allowed amount of CPS. If a result contains this amount or more, it will be
significantly marked. max: 16.0
```

3.18 Examine

```
# When clicked, this will open the inventory of the player that the staff is looking at. examine-module:

# Whether or not this feature is enabled. enabled: true

# The slot that this module's item is at by default. slot: 8

# The type of item for this module. item: CHEST

# The name of the compass item. name: "&bExamine"

# The lore of the compass item. # Lines are separated by commas. lore: "&7Inspects the
inventory of the player that was clicked."

# The title of the examine GUI. title: "&bExamine inventory"

# The configuration of the final line of the examine GUI. # Set the slot of a node to zero to
disable it. # Remember that the maximum amount of allowed items within this line is nine!
info-line:

# Food and hunger information. food: 2

# IP address information. ip-address: 3

# Gamemode and flight information. gamemode: 4
```

```
# Infractions information. infractions: 5
# Location information and teleport button. location: 6
# Player “notes” button. notes: 7
# Freeze button freeze: 8
# Warn button. warn: 0
```

3.19 Follow

```
# When clicked, this will mount the player that the staff is looking at. follow-module:
# Whether or not this feature is enabled. enabled: true
# The slot that this module’s item is at by default. slot: 9
# The type of item for this module. item: LEAD
# The name of the compass item. name: “&9Follow”
# The lore of the compass item. # Lines are separated by commas. lore: “&7Mounts the player
that was clicked.”
# Whether or not following will literally mount a player. use-mount: true
```

3.20 Custom

When clicked, this will execute the custom action. # You can copy and paste one of the modules to create a new one (there are no limits on the amount of modules!). # All examples of available module types are shown below. custom-modules:

```
# The name of the module (just a reference point; can be anything really). StaticCommand:
# Whether or not this module is enabled. enabled: false
# The type of module this is. # A static command is a command that is executed by
the player and the same way every single time. type: COMMAND_STATIC
# The slot that this module’s item is at by default. slot: 30
# The type of item for this module. item: DIAMOND
# The real name of the item. name: “&4Ban all god kids”
# The lore of the item. lore: “&4line1, &6line2, &3line3”
# The command that this item will execute. command: “ban Shortninja &4For coding
2hard!!11!1!one!”

# The name of the module (just a reference point; can be anything really). DynamicCommand:
# Whether or not this module is enabled. enabled: false
# The type of module this is. # A dynamic command will be executed by the player.
# The two placeholders are “%clicker%” and “%clicked%”; both optional. type:
COMMAND_DYNAMIC
# The slot that this module’s item is at by default. slot: 31
# The type of item for this module. item: QUARTZ
```

```
# The real name of the item. name: "&4Ban this kid"
# The lore of the item. lore: "&cyou damn lazy staff"
# The command that this item will execute. command: "ban %clicked% &6for shit-
posting too much with %clicker%"
# The name of the module (just a reference point; can be anything really). ConsoleCommand:
# Whether or not this module is enabled. enabled: false
# The type of module this is. # A console command will be executed by console
with the player clicked as an argument. # The two placeholders are "%clicker%" and
"%clicked%"; both optional. type: COMMAND_CONSOLE
# The slot that this module's item is at by default. slot: 33
# The type of item for this module. item: OBSIDIAN
# The real name of the item. name: "&bDisable staff mode"
# The lore of the item. lore: "&7you're so lazy"
# The command that this item will execute. command: "staff %clicker% disable"
# The name of the module (just a reference point; can be anything really). Item:
# Whether or not this module is enabled. enabled: false
# The type of module this is. # An item is just an item; it does nothing but sit there.
type: ITEM
# The slot that this module's item is at by default. slot: 34
# The type of item for this module. item: WOOD_AXE
# The real name of the item. name: "&7WorldEdit Wand"
# The lore of the item. lore: "&8don't grief shitlord!!"
```

3.21 Permission

All permission nodes. permissions:

```
# Use this to give a player all Staff+ permissions. # Take note that this will NOT give the player the
"block" permission. # This also gives the player permission to toggle other player's vanish, staff mode,
and etc. wild-card: "staff.*"
# Permission for blocking listed commands at "blocked-commands" and "blocked-mode-commands".
block: "staff.block"
# Permission for clearing/getting player reports. report: "staff.report"
# Permission for bypassing reports. report-bypass: "staff.report.bypass"
# Permission for using "/warn" and clearing/getting player warnings. warn: "staff.warn"
# Permission for bypassing warnings. warn-bypass: "staff.warn.bypass"
# Permission for using staff chat. staff-chat: "staff.staffchat"
# Permission for using "/v total". vanish-total: "staff.vanish.total"
# Permission for using "/v list". vanish-list: "staff.vanish.list"
# Permission for using "/chat clear". chat-clear: "staff.chat.clear"
```

```
# Permission for using "/chat toggle". chat-toggle: "staff.chat.toggle"
# Permission for using "/chat slow". chat-slow: "staff.chat.slow"
# Permission for bypassing the word blacklist. blacklist: "staff.blacklist"
# Permission for managing tickets. tickets: "staff.tickets"
# Permission for receiving mention alerts. mention: "staff.alerts.mention"
# Permission for receiving name change alerts. name-change: "staff.alerts.namechange"
# Permission for receiving xray alerts. xray: "staff.alerts.xray"
# Permission for toggling staff mode. mode: "staff.mode"
# Permission for using the staff mode compass compass: "staff.compass"
# Permission for using the staff mode random teleport random-teleport: "staff.random-teleport"
# Permission for the staff mode GUI hub gui: "staff.gui"
# Permission for the staff mode counter GUI counter: "staff.counter"
# Permission for using freeze. freeze: "staff.freeze"
# Permission for bypassing freeze. freeze-bypass: "staff.freeze.bypass"
# Permission for initializing clicks per second tests cps: "staff.cps"
# Permission for using examine examine: "staff.examine"
# Permission for editing inventories with examine. examine-modify: "staff.examine.modify"
# Permission for using staff mode follow follow: "staff.follow"
# Permission for locking/unlocking the server. lockdown: "staff.lockdown"
# Permission for giving a player's previous inventory back. revive: "staff.revive"
# Permission for being noted as a staff member in the staff list command and for login. # This also
# excludes the player from being randomly teleported to! member: "staff.member"
# Permission for using "/strip". strip: "staff.strip"
# Permission for use /tp tp: "staff.tp"
# Permission for using /staffplus staffplus: "staff.staffplus"
# Use this for players who's ip should not be shown in examine mode ipPerm: "staff.staffplus.hideip"
# Permission for using the clear inventory config invClear: "staff.staffplus.clearinv"
# Permission for using the /resetPassword command resetPass: "staff.staffplus.resetpassword"
```

3.22 Commands

```
# All commands and their according names. # Leave a command blank to disable it. commands:
# The command for toggling staff mode. staff-mode: "staff"
# The command for toggling freeze on players. freeze: "freeze"
# The command for examining players' inventory examine: "examine"
# The command for managing notes for players. notes: "notes"
# The command for running a clicks per second test on a player cps: "cps"
```

```
# The command for toggling and using staff chat. staff-chat: "sc"
# The command for reporting and managing reports. report: "report"
# The command for warning and managing warnings. warn: "warn"
# The command for toggling vanish modes. vanish: "vanish"
# The command for chat management. chat: "chat"
# The command for creating and managing tickets. ticket: "ticket"
# The command for alerts management. alerts: "alerts"
# The command for toggling player following. follow: "follow"
# The command for reviving players. revive: "revive"
# The command for listing staff members. staff-list: "personnel"
# The command for logging in. login: "login"
# The command for registering a password. register: "register"
# The command for stripping a player's armor. strip: "strip"
# The command for clearing a players inventory clearInv: "clear"
# The command for resetting a users password resetPass: "resetPassword"
# The command to change your own password changePass: "changepassword"
```

3.23 Storage

How will the plugin still Data storage:

```
#Type is how it will store either a flatfile (yaml) or mysql type: 'flatfile' mysql:
    host: 'localhost' user: 'root' database: 'root' password: 'mypass' port: 3306 #DO NOT
    TOUCH migrated: false
```

3.24 Advanced

The declared version of this configuration file, used for configuration file changes. # Do NOT change this unless you know what you're doing (hint: just don't change it). config-version: 6204 # The interval in seconds at which auto saves will be performed. # The higher this is, the less lag there will be. auto-save: 3602

Do you want the plugin to auto update AutoUpdate: true

The interval in seconds at which calculations, like freeze checking, will be performed. # The higher this is, the less lag there will be. clock: 2

Whether or not packet modifying will be completely disabled. # Enable this if you get packet errors and cannot fix them. disable-packets: false

The animation packets that will be listened for and cancelled for total vanished players. # Each packet is separated by a comma. animation-packets: PacketPlayOutBlockBreakAnimation, PacketPlayOutBlockAction

The sound names that will be listened for and cancelled for total vanished players. # Each name is separated by a comma. sound-names: random.chestopen, random.chestclosed

#Used to turn on or off metrics please keep true metrics: true