

Functions

The functions section outlines unique (new) QOL functions and features added by the SWPM mod.

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Gamemode Locks

Gamemode Locks are a feature added by SWPM that allows hosts to designate specific areas/dimensions with a set gamemode.

- This gamemode will override the default setting of the world or server.
- This gamemode lock will automatically change the gamemode of any player that crosses into the area/dimension.
- This gamemode lock will not effect those with the correct keys to bypass. Please see [Role Permission Keys](#).
- This gamemode can be set to apply to a specific dimension, or even a specific area within a dimension.
 - This gamemode can "nest". A Region Gamemode Lock will override a Dimension Gamemode Lock.

View Gamemode Locks

Gamemode Locks can only be viewed/edited by players with the Admin Key (SWPM) and within the applicable dimension.

```
/swpm gamemode list
```

dimension.

List all Gamemode Locks in the current

Create a Gamemode Lock (Basic)

Gamemode Locks can only be set by players with the Admin Key (SWPM).

```
[DIMENSION] /swpm gamemode [gamemode] [@/player] dimension <true/false>
```

Action: Creates a gamemode lock in the current dimension, dis/allowing the /swpm fly command for the effected players.

Example: Puts all players (@a) into adventure mode when in the current dimension, disallowing /swpm fly.

```
/swpm gamemode set adventure @a dimension false
```

Note: N/A

[REGION] /swpm gamemode set [gamemode] [@/player] <gamemode lock name> [coords] <true/false>

Action: Creates a gamemode lock within a set coordinates, with a specific name, dis/allowing the /swpm fly command for the effected players.

Example: Puts all players (@a) into survival mode within the set coordinates (cube) of the Region Lock named 'Woot', disallowing the /swpm fly command.

```
/swpm gamemode set survival @a region Woot -377 78 -18 -415 75 40 false
```

Note: N/A

Create a Gamemode Lock (Advanced)

Gamemode Locks can be set to exclude users in an approved group (such as those with a certain key or a staff/moderator [team](#)).

When specified, the mod will not alter the gamemode of any players in the excluded group.

[ADVANCED: EXAMPLE] /swpm gamemode set adventure @a[key=!swpm:admin] dimension

Action: Creates a Gamemode Lock that affects all players (@a) EXCEPT those specified.

Example: Puts all players (@a) that do NOT have the Admin Key into survival mode when in the current dimension.

```
/swpm gamemode set adventure @a[key=!swpm:admin] dimension
```

Note: This was used extensively to allow staff members access to the gamemodes they required to complete their work. This was also used in conjunction with command blocks to create 'staff-only' spaces.

Note: Currently, only one Key can be selected at a time, otherwise it works as an AND statement. Meaning "/swpm gamemode set adventure @a[key=!swpm:admin,!swpm:mod] dimension" will affect all players that don't have BOTH the Admin Key and Mod Key. All players with only one or neither will be affected.

If you prefer to use Minecraft Teams - Teams needs to be set up separately (Minecraft feature) and players manually added to the team. Read more [here](#).

Options (Explained)

Gamemode

Adventure	The player is mortal (can be killed), can explore the world but cannot place or destroy blocks.
Survival	The player is mortal (can be killed) and may explore the world, place and destroy blocks.
Creative	The player is immortal, has free access to any block in the game, instant destruction of blocks, creative flight.
Spectator	The player is immortal, can fly through objects or the world, cannot interact with any items or entities.

Target

Target Selector	A selector such as @a (all players)
Player UN	A specific player's username
Player UUID	A specific player's user ID (UUID)

Range / Area

Dimension	A selector such as @a (all players)
Region	Determine a cube selection of the desired area (selection) including height and depth . Specify the coordinates of two opposing corner blocks.

Edit or Remove a Gamemode Lock

Gamemode Locks can only be removed by players with the Admin Key (SWPM) who are located within the region/dimension Lock.

`/swpm gamemode remove <name>`
region (position).

Removes a gamemode lock in the current

`/swpm gamemode remove dimension`
dimension.

Removes a gamemode lock in the current

Lock.

It's recommended to keep track of the full commands used to create multiple Gamemode Locks. If your server uses a Region Lock per plot like ours did, then editing them can be tedious unless you have the full commands (including coordinates) in a copy/paste list for easy editing.

Troubleshooting

Command fails

- Player has incorrect permissions to use the command
- Server has ranks that override or forbid the use of the command
- Player has incorrectly written the arguments (command)

Cannot remove a Gamemode Lock

- Not standing in a valid region with a gamemode lock to be deleted (none present, outside the region).

Changelog

View Changes

This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
1.18.2	1.18.2-2.1.0	New feature - added /gamemode command

Blacklist

Blacklisting can be setup by:

- Specifying item(s) in the `swpm-server.toml` config file (saves > world > serverconfig)
- Specifying items in game via commands

Once setup, blacklisted items will be removed from any player if they obtain it and a notice given that the item was confiscated.

Note: These permissions and restrictions are primarily being developed for use in official SWE servers, but are included in the mod for others needing similar functions for server management. The default configs may specify mods that servers do not use or do not want to blacklist - **ensure the config reflects the correct restrictions of the server prior to re-loading the world.**

Config

Check and adjust the config prior to applying to or updating servers - blacklisted inventory items will be permanently lost.

The below is our default entry for SWE server modpack and restrictions.

```
#List of item ids to blacklist from being mapped.
#Format: modid:itemid
#Example: minecraft:stone
blacklist_item_ids = ["minecraft:bedrock"]

#List of entity ids to blacklist from being mapped.
#Format: modid:entityid
#Example Entry: minecraft:iron_golem
#Example List: ["minecraft:iron_golem", "minecraft:villager", "minecraft:wither",
"minecraft:mooshroom"]
blacklist_entity_ids = []
```

This says: Specify which items (by ID) that will be removed from a player once acquired, and which entities (by ID) that will be prevented from spawning.

Example Server Config

The below is our default entry for SWE server modpack and restrictions.

```
#List of item ids to blacklist from being mapped.
#Format: modid:itemid
#Example: minecraft:stone
blacklist_item_ids = ["minecraft:bedrock", "minecraft:barrier", "minecraft:elytra",
```

```
"minecraft:ender_chest", "minecraft:obsidian", "minecraft:ender_eye", "minecraft:end_crystal",  
"minecraft:wither_skeleton_skull", "minecraft:nether_star", "minecraft:chorus_fruit",  
"minecraft:budding_amethyst", "minecraft:tnt"]  
  
#List of entity ids to blacklist from being mapped.  
#Format: modid:entityid  
#Example Entry: minecraft:iron_golem  
#Example List: ["minecraft:iron_golem", "minecraft:villager", "minecraft:wither",  
"minecraft:mooshroom"]  
blacklist_entity_ids = ["minecraft:iron_golem", "minecraft:villager", "minecraft:wither",  
"minecraft:mooshroom"]
```

This says: Specify which items (by ID) that will be removed from a player once acquired, and which entities (by ID) that will be prevented from spawning.

Commands

<code>/swpm blacklist add modid:itemid</code>	Adds an item (by ID) to the blacklist.
<code>/swpm blacklist remove modid:itemid</code>	Removes an item (by ID) from the blacklist.
<code>/swpm blacklist list</code>	Lists all currently blacklisted items (allows blacklist removal via the list).

Blacklisted entities cannot be listed, added, or removed via commands. It is only possible through config.

Exemption

All users are subject to blacklist item confiscation except for anyone with the [Blacklist Bypass key](#).

When an item is confiscated, the following message will display:

```
Sorry, the following item minecraft:bedrock is blacklisted, and  
has been confiscated.
```

Command Functions

Note: These permissions and restrictions are primarily being developed for use in official SWE servers, but are included in the mod for others needing similar functions for server management. We are aware other mods might have added their own version of these commands, however to limit our modpack, we internalized the the ones we deemed most necessary.

Creative Flight (within Gamemode Locks)

[Gamemode Locks](#) can allow creative flight to be activated within them. Upon set up, choose true (flight: yes) or false (flight: no).

To toggle flight, `/swpm fly`.

Access to this command does not require a Key.

This was primarily used for players building within their plot zones. We Gamemode Locked the dimension Plot dimensions to Adventure Mode, built premade plots, put Survival Gamemode Locks (regional) over the plots, then used FTBChunks for players to have access to edit their plot.

Thru

To teleport through an obstacle, `/swpm thru`.

Access to this command is given with the Mod Key.

This was primarily used for ease of access to staff-only rooms in community service buildings as these rooms often didn't have doors to make illegal entry impossible.

OnDuty

OnDuty is a command to make it clear which staff are available and actively working on their tasks.

Staff members that are on duty will have:

- chat messages in the relating color to their highest Key ranking
- their name in that bolded color in the Online Player List (when pressing TAB).

To list staff currently on duty, `/swpm onDuty list`.

Access to this command does not require a Key.

To go on/off duty, `/swpm onDuty <on/off>`.

This command will send a bolded message in chat.

Access to this command is given with the Mod Key.

AlaharranHonor: is now ON duty.

AlaharranHonor: is now OFF duty.

Our staff were permitted and encouraged to play the server but struggled to find peace to play because of the players' constant wants and needs. Creating the onDuty system assisted in enforcing player respect of the staff's off duty hours while also tracking their on duty work hours.

(Dimensional) Difficulty and PvP

Difficulty and PvP can be set per dimension via the config, overriding whatever the world files say.

Please see the [Server Configs](#) to set them.