Permission Keys and Commands

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General Understanding

FAQs

How complete is this mod?

SWPlusM is currently in a functionally useful state for most servers. However, it is currently **in development** and is being expanded - not all features are implemented.

Do I need a rank mod?

SWPM keys are not substitute for a rank mod that limits use of Minecraft commands, or the commands of other mods.

They are, however, linked to important controls with easy add/remove as needed. Especially for features not available in other rank mods.

Why make this mod? What purpose does it serve?

These permissions and restrictions are primarily being developed for use in official SWE servers, but are posted publicly in the mod for others needing similar functions for server management.

The keys determined reflect the roles within our community and staff team, but have been adapted to generic role names for easy application on other servers.

We were unable to locate a mod that had easy pre-set limitations for base access that is the same across most-all servers.

Additionally, we wanted the ability to control dimension specific gamemodes, nested region specific gamemodes, and access permissions - blocking players from certain locations/buildings via easier command blocks commands.

Why is the Owner Key required when normally all access is given via OP?

This mod is made to run on multiplayer servers which assumes the use of rankings, staff, and protections of dangerous permissions from undesirable uses. Some mods require OP access to be given to players to do tasks below the Mod/Admin level (e.g. World Edit and volunteer/paid Builders). It was deemed unsafe to make OP access default as any lower level staff with OP for tasks like building, could then assign/revoke any Key from anyone.

Information

Assumes Multiplayer

Role Permission Keys are by default only useful for multiplayer servers. This wiki page will assume multiplayer use.

SEPARATED Permissions!

This mod operates under SEPARATED, non-scaffolding permissions. It assumes that before a player becomes an Admin, they must be promoted from Mod first, which means they'd have both keys and both sets of permissions. Having the Admin

This system is setup this way because the 11 planned Keys have specific permissions specific to their tasks granted by the server Owner. For example: One with the Filming/Marketing Key has separated permissions from the Builder Key. While a player may be granted both Keys, Filming does not require building perms and Building does not require filming perms such as reset commands that could easily be misused. Further, Keys can be added/removed quickly and easily so that if a Key is to be given per circumstance, it can be controlled to those specific ones so the staff member is not critically limited in their other tasks.

Further than that, Keys can be granted by command blocks, assisting in area locks like in questing level ups.

Current Ranks

Currently Implemented Ranks

The Keys are ordered by Hierarchy. More dangerous permissions are given to higher level ranks, like Mod or Admin.
Currently Active Keys (highest rank to lowest) with Assigned Minecraft Colors:

1. Owner (Blue)
2. Admin (Yellow)
3. Mod (Gold)

Assigned/revoked by Admin Key and higher ranking. Technically not within Rankings.
Other:

1. Blacklist Bypass (Black)

Getting Started

- Keys permit a user to access a specific set of commands relevant to the role (key). Currently non-configurable.
- The access and abilities granted per Key is related only to that key, therefore a staff member must hold all keys to have all permissions.

To begin using the Keys:

A server manager with console access will need to run this command to assign the Owner Key.

```
/swpm key assign <player> swpm:owner
```

From there, the player with the Owner Key can then assign the necessary Keys to the desired staff. The below Index states which Keys give which commands/permissions.

> The Owner Key should not be given to anyone who is not absolutely necessary. The Owner Key grants access to assigning/revoking any Key to/from any player.

Keys (Inactive)

Jail Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Audit Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Player Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Donator Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Helper Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Filming Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Assistant Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Staff Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Admin Assist Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Builder Key (Inactive)

This key is currently inactive - assigning this key offers no additional access to commands.

Keys

Reminder

All permissions are separated, not scaffolding! One can have an Admin Key without having a Mod Key, meaning they can only run Admin commands. If you want them to have both, give them both keys!

Default Access

In future, these permissions will be transferred to the Player Key, requiring a permission system to obtain the Player Key.
e.g. SWPM would automatically assign the Player Key once the player has agreed to the rules, to then gain access to the server.

Available Commands

`/swpm fly`	Toggles creative flight within a permitted area. See Gamemode Locks.
`/swpm key list`	Lists all keys assigned to your player.
`/swpm onDuty list`	Lists all the staff members currently on duty.

Assign/Revoke Key

`N/A`	Give a player the Player key.

> There is currently no Key needed to run these commands.

Mod Key

This Key permits approved server staff (Mod level) to list Keys of other players, go on/off duty, and teleport through obstacles.

Available Commands

`/swpm key list <player>`	Lists all Keys assigned to a specific player other than oneself.
`/swpm onDuty <on/off>`	Marks oneself as On/Off Duty.
`/swpm thru`	Teleports the player through an obstacles.

Assign/Revoke Key

`/swpm key <assign/remove> [playername] swpm:admin`	Give a player the Admin key.

> This Key can only be assigned/revoked by one with the Owner Key.

Admin Key

This Key permits approved server staff (Admin level) to view/remove/add Gamemode Locks, as well as assign or revoke Keys.

For information on how to use Gamemode Locks in full, please see the Gamemode Locks page.

Available Commands

`/swpm gamemode list`	List gamemode locks for current dimension +/- TP to center point.
`/swpm gamemode remove [dimension] [true/false]`	Removes a gamemode lock in the current region/dimension you are standing in.
`/swpm gamemode [gamemode] set [@/player] dimension [true/false]`	Add a new gamemode lock in the current dimension.
`/swpm gamemode [gamemode] set [@/player] name <coords> [true/false]`	Add a new gamemode lock between the set coordinates (cube).
`/swpm key <assign/revoke> [playername] [swpm:key]`	Assigns/Revokes any lower ranking key to/from another player(s).
`/swpm blacklist item <add/remove> <modid:item>`	Adds/Removes an item to/from the Blacklist.
`/swpm blacklist list`	Lists all items on the Blacklist.

An Admin can not go On/Off Duty without the Mod Key which permits access to the command.

Assign/Revoke Key

`/swpm key assign [playername] swpm:admin`	Give a player the Admin key.

> This Key can only be assigned/revoked by one with the Owner Key.

Owner Key

This key serves the sole purpose of giving a player access to assign/revoke any key from any player. This Key can only be given through console. Once given, the Owner can then assign Keys as needed, such as Mod or Admin Keys.

Available Commands

`/swpm key <assign/revoke> <playername> <swpm:key>`	Assigns/Revokes any lower ranking key to/from another player(s).

Assign/Revoke Key

`/swpm key <assign/revoke> [playername] swpm:owner`	Give a player the Owner Key.

> This Key can only be assigned/revoked by console command.

Blacklist Bypass Key

This key permits approved server staff to be exempt from item confiscation by the Blacklist feature.
If assigned, a player with the Blacklist Bypass Key will be able to keep (in their inventory) any item which would otherwise be deleted moments after being taken, picked up, or transferred into an inventory.

Available Commands

`N/A`	N/A

Assign/Revoke Key

`/swpm key <assign/revoke> [playername] swpm:blacklist_bypass`	Give a player the Blacklist Bypass Key.

This Key can only be assigned/revoked one with the Admin or Owner Key.