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)

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