

# 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!

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## 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**

<code>/swpm fly</code>	Toggles creative flight within a permitted area. See <a href="#">Gamemode Locks</a> .
<code>/swpm key list</code>	Lists all keys assigned to your player.
<code>/swpm onDuty list</code>	Lists all the staff members currently on duty.

### **Assign/Revoke Key**

N/A	Give a player the Player key.
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There is currently no Key needed to run these commands.

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## 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**

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

### Assign/Revoke Key

<code>/swpm key &lt;assign/remove&gt; [playername] swpm:admin</code>	Give a player the Admin key.
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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

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

<code>/swpm key assign [playername] swpm:admin</code>	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

<code>/swpm key &lt;assign/revoke&gt; &lt;playername&gt; &lt;swpm:key&gt;</code>	Assigns/Revokes any lower ranking key to/from another player(s).
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### Assign/Revoke Key

<code>/swpm key &lt;assign/revoke&gt; [playername] swpm:owner</code>	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
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### Assign/Revoke Key

<code>/swpm key &lt;assign/revoke&gt; [playername] swpm:blacklist_bypass</code>	Give a player the Blacklist Bypass Key.
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This Key can only be assigned/revoked one with the Admin or Owner Key.

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