Role Permission Keys

> This function is currently **in development** and is being expanded - not all features are implemented.

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

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 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.

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

Getting Started

Keys permit a user to access a specific set of commands relevant to the role (key). Currently non-configurable.
The list of commands accessible to each Key is listed below under the Key name.

To begin using the Keys:

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

`/swpm assign key <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.

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.

Key Rankings

Each set of commands is exclusive to the Key, regardless of ranking, meaning multiple keys will be required to run commands from different 'sets'. This Key system is based on hierarchy logic which assumes that an Admin will most likely need to be a Mod first before being promoted, therefore an Admin will already have the Mod Key and its permissions.

Ranks

The Keys are ordered by rank. 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)

Default Access

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

This is intended in future to have these permissions 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.

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

> More commands will be available only if the player has additional Keys assigned, regardless of rank.

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.

Mod Key (Active)

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

`/swpm key assign [playername] swpm:mod`	Give a player the Mod key.
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.
More commands will be available only if the player has additional Keys assigned, regardless of rank.	

Admin Key (Active)

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

`/swpm key assign [playername] swpm:admin`	Give a player the Admin key.
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] [key]`	Assigns/Revokes any lower ranking key to/from another player(s).
More commands will be available only if the player has additional Keys assigned, regardless of rank.	

Head Admin Key (Inactive)

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

Co-Owner Key (Inactive)

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

Owner Key (Active)

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.

`/swpm key assign <playername> swpm:owner`	Give a player the Owner key.
Available commands	
`/swpm key <assign/revoke> <playername> <key>`	Assign/Revoke any lower ranking key to/from another player(s).
More commands will be available only if the player has additional Keys assigned, regardless of rank.	

Blacklist Bypass Key (Active)

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.

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 permissions keys.

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