ArkeiCraft

1.16.4 SMP Semi-Vanilla

Welcome to ArkeiCraft's dedicated information document!
Here you will find any and all information about the server, starting from a brief overview, transitioning into detailed descriptions and tutorials of all plugins and features

Overview

ArkeiCraft is a newly started semi-vanilla server aiming to stay true to the vanilla gameplay experience. No cheated items, no op enchant levels, no teleports.

The plugins we use are QoL-oriented, with the main focus being to prevent griefing (which we have done to 100%) and adding some personal flair to the server.

The server is largely community focused, we want friendly, social, mature players who want to interact with each other to create amazing builds and have a good time together.

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Feature Highlights

1. **Land Claim:** We use GriefPrevention for land claim.
   Easily claim land wherever you want with a simple right click in-game.
   Fully customize who gets access to what in your claims, including access by rank.
   For detailed information see the Claims section

2. **Custom Datapack:** We have our own home made datapack that adds custom rewards to advancements. You gain bonus claim blocks for every advancement completed, challenge advancements give a large amount at once. Go out and hunt those advancements!

3. **Discord Ranks:** Automatically give yourself member rank by joining discord!
   This way we have a soft whitelist, where you can join the server and play instantly, but don't unlock all features of the server until you join the discord. This helps us avoid a lot of griefing and ensures more serious players become members, without having to deal with annoying whitelists and players waiting to be able to join.

Rules

1. **No Griefing:**
   Griefing is a wide term that can include many things, the base line here is to use common sense and to not do anything that might ruin the gameplay experience for other players.

   Examples of griefing:

   a. Killing players for no reason

   b. Destroying builds

   c. Building too close to other players (without permission)

   d. Creating overly obnoxious-looking builds or otherwise ruining the general landscape by leaving half chopped down trees, cobble bridges, and random holes everywhere

2. **No Cheating:**
   Hacking, Modding, X-Ray Resource Packs, Duplicating, or otherwise exploiting bugs is not allowed (optifine/voxelmap plugins are exceptions)

3. **Behave in Chat:**
   No Spam, Advertisement, Overly Inappropriate (NSFW) or Immature Behaviour

Plugins

Anti-grief/cheat:

GriefPrevention

CoreProtect

NoCheatPlus

QoL:

Essentials

Harbor - better sleep

Permissions:

LuckPerms

Vault

Discord:

DiscordSRV

Voting:

NuVotifier

DinoVote

And a couple moderator/statistics/communications plugins that don't have any features concerning gameplay.

Discord

[Join Our Discord](#)

We use discord as our primary community forum.
This is where you'll find information about what's currently going on in the server. Chat with members, vote on upcoming features, join teams/builds, post suggestions, and share your projects and builds with other players.

Once you join discord and link your accounts (by typing "/discord link" in-game) you automatically gain the member rank on the server.

Ranks

Currently we only have 3 ranks on the server, more will be added as the server grows.

Guest - Default rank when joining the server
  ↳ Member - Automatic rank gained when you join discord
    ↳ Moderator - Currently we have no moderators

Rank suggestions are welcome, working with some different ideas for higher ranks based on progress made such as amount of claim blocks earned for example.

Claims

The claims plugin is GriefPrevention
It has a lot of other functionalities to prevent griefing, but the main side players interact with is the claims part. For the most detailed information see the official wiki documentation:
https://github.com/TechFortress/GriefPrevention/wiki

To get started learning GriefPrevention, you can type /claimbook in-game to get a basic list of commands and a video tutorial.

Permission by Rank

If you want to grant a group of players blanket permissions, it's easy to do by ranks.
As always, stand inside a claim or sub-claim to apply only to that area, or stand outside your claims to apply the command globally to all your claims.

The command works like this:
/<trustlevel> <rank>.node

For example:
/accesstrust member.node
Gives all members (and higher ranks) access to use doors/buttons in the claim area.
/trust moderator.node
Gives all moderators full access to the claim area.

Let's say you set up a farm, and you want any serious players to be able to swing by and pick up supplies from it, but you want to prevent just any random person from taking everything.

A good way to do this is to containertrust all players of the rank "member" since those players are serious enough to have joined the discord and linked their accounts. This means you don't have to type out the trust command for every player you want to trust, so it saves you a lot of time. It also works for any players who join in the future and rank up to member level.

You would then do "/containertrust member.node" - this makes all members (and higher ranks) able to open chests and other storage units in the selected claim or sub-claim area.

Subdivisions

Making small claims inside other claims

Useful for making towns, for giving players access to only a select part of your base, or only specific chests you want them to access, etc.

Here's a video explaining how to create subdivided claims:
https://www.youtube.com/watch?v=I3FLCFam5LI

This document is a WIP
More information coming soon!