

Changelog:

- F Perm - You can now utilize /f perm to allow certain groups specific permissions in factions. We've also added a few custom permissions such as:
 - Login: Teleports players who do not have this permission back to spawn if they login in your territory.
 - Relation: If given this permission, players will be able to set and change relations (enemy, neutral, truce, ally) with other factions
 - TPHome: If given this permission players can teleport to homes within your territory.
 - SetHome: Allows players to set homes in your territory.
 - Trusted: Allows players to mine hoppers, spawners, and beacons if given this permission



-----[Perms for Your faction]-----

OFF	MEM	REC	ALL	TRU	NEU	ENE	
YES	YES	YES	YES	NOO	NOO	NOO	build edit the terrain
NOO	NOO	NOO	NOO	NOO	NOO	NOO	painbuild edit, take damage
YES	YES	YES	YES	NOO	NOO	NOO	door use doors
YES	YES	YES	YES	NOO	NOO	NOO	button use stone buttons
YES	YES	YES	YES	NOO	NOO	NOO	lever use levers
YES	YES	NOO	NOO	NOO	NOO	NOO	container use containers
YES	NOO	NOO	NOO	NOO	NOO	NOO	invite invite players
YES	NOO	NOO	NOO	NOO	NOO	NOO	kick kick members
YES	NOO	NOO	NOO	NOO	NOO	NOO	setfachome set faction hom
YES	NOO	NOO	NOO	NOO	NOO	NOO	withdraw withdraw money
YES	NOO	NOO	NOO	NOO	NOO	NOO	territory claim or unclaim
YES	NOO	NOO	NOO	NOO	NOO	NOO	cape set the cape
YES	NOO	NOO	NOO	NOO	NOO	NOO	access grant territory
NOO	NOO	NOO	NOO	NOO	NOO	NOO	disband disband the faction
NOO	NOO	NOO	NOO	NOO	NOO	NOO	perms manage permissions
YES	YES	YES	YES	NOO	NOO	NOO	sethome allow /sethome
YES	YES	YES	YES	NOO	NOO	NOO	tphome allow /home
YES	NOO	NOO	NOO	NOO	NOO	NOO	trusted break special block

- F Warps - The ability to set and teleport to factions warps has been implemented. These warps can have specific passwords set and can be toggled in /f perm.
 - /f unclaim line
- A new trusted permission that will allows factions to use /f perm to give permissions for not being able to place blocks and break blocks plus tp accept anyone that isn't in their faction
- /f coleader - adds a coleader rank to factions instead of just officers

- **Anti log off in enemy territory**
- **Click to claim f map (click the chunks on /f map and claim them)**
 - **/f access**
 - **/f truce**
- **/f title to support colors**

this would be based off of MassiveCore/Factions 2.8.3.

Here a list of the planned features for the plugin:

- /f unclaim/claim line
- /f banner and /f assist (look below for details on this)
- A new trusted permission that will allows factions to use /f perm to give permissions for not being able to place blocks and break blocks plus tp accept anyone that isn't in their faction
- /f coleader - adds a coleader rank to factions instead of just officers
- Factions fly and AOE fly allows players to fly with said permission and if said player has the AOE perm the member of his factions will be able to fly (in a certain set distance)
- /f stealth for factions players not wanting to set off enemy factions players fly (so they arent alerted that someone is in their claims)
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- /f wild just a basic wild tp command
- /f warp (you can warp to allies based on permission setup of /f perm)
- Anti log off in enemy territory
- Click to claim f map (click the chunks on /f map and claim them)

More about /f banner:

Instead of allowing /tpahere in combat, this feature allows you to place your faction's banner in combat, alerting your faction that you need assistance and allowing them to teleport to your banner. This will work anywhere that doesn't replace a block, but only lasts for the set amount of seconds. They cannot place the banner in water etc so it cannot be exploited and this banner can be placed anywhere.

Here are some of the new perms in /f perm:

<https://gyazo.com/d3cd9f2eb93e813ba3af5200928ea82b>

New additions to the config:

[CODE]

```
"wildCooldownSeconds": 3600,  
"wildWarmupSeconds": 5,  
"wildMaxX": 500,  
"wildMaxY": 500,  
"wildEnabledWorlds": {  
  "worlds": [  
    "ENABLED_WOLRDS_HERE",  
    "ANOTHER_ENABLED_WORLD"  
  ]  
},  
"setLineMax": 20,  
"claimChunkMaxDis": 15,  
"flyAOEDistance": 50,  
"flyCancelDistanceX": 30,  
"flyCancelDistanceY": 255,  
"flyCancelDistanceZ": 30,  
"flyCancelMessage": "&cYour fly has been taken away!",  
"flyEnableMessage": "&1You can fly!",  
"playerQuitMessage": "%PLAYER% &3has quit",  
"playerJoinMessage": "%PLAYER% &3has joined",  
"warmup": 5,  
"amountOfWarps": 5,  
"trustedCannotBreakBlocks": [  
  "MOB_SPAWNER",  
  "HOPPER",  
  "DISPENSER"  
],  
"trustedCannotPlaceBlocks": [
```

```

    "TNT",
    "DISPENSER"
  ],
  "disableUntrustedTpAccept": true,
  "teleportPlayerOnKickOrLeaveIfInOwnLand": true,
  "removePlayerMillisFromLand": 900000,
  "costForBanner": 100,
  "messageForAssist": "&3Your faction needs help use /f assist to help!",
  "timeTillAssistTimeout": 60,[/CODE]

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Each Faction can set a maximum of 1 warp but this limit can be increased at a cost of \$75,000 per extra warp. You can set and unset warps freely within your limit. You can control who can use and list warps by using f perms, and you can also add passwords to each warp. Warps can be set and deleted by coleaders and above. The relevant commands are: • /f warp [password] • /f setwarp [password] • /f delwarp • /f listwarps [faction] • /f morewarps [number] The Faction warp limit is tied to the Faction and will therefore reset if the Faction is disbanded

Statistics Statistics can be viewed per player using /f showstats or you can view a sum of all players in a Faction by using /f showstats f The following statistics are tracked: • Blocks placed • Blocks broken • Players killed • Mobs killed • Deaths • Fish caught • Time played • Money made from shop sell signs Your statistics will reset when you join a new Faction. They will not reset if you leave and then join the same Faction. Death Restrictions A Faction will have the following restrictions if a player has recently (within 30 minutes) died: • Cannot invite new members • Already invited players will not be able to join • Cannot kick players (if their power is below 0) • Players cannot leave (if their power is below 0) • Automatic removal of homes in land now owned by Factions you do not have build perms for • Players kicked from (or players that leave) a Faction will be teleported to spawn if they are standing in land owned by that Faction

Notify Chunks Each Faction is able to flag two of their claims as “notify chunks”. If TNT has traveled from a chunk not owned by your Faction and enters, or

passes through a notify chunk, you will be alerted. There are two types of notification available: Online notification: By default all players will receive these notifications. The Faction leader can configure the ratelimit at which messages are sent. By default the messages will be sent at a maximum rate of one per minute. Offline notification: This type of notification is "optin" and the ratelimit cannot be configured. When a player has declared that they want to receive this type of notification, an email will be sent to the email address associated with their Vaelox forum account (remember to /link ingame!). A player can opt in or out of either notification type at any time. We will offer alternative offline notification methods in the future using push notifications and may also offer the option to increase your notify chunk limit with ingame money. Please note that any other TNT/sand detection methods through the use of clients or redstone is not permitted.

Void Chest

a chest when placed in a factions land any loot that goes into it is auto sold and the money is put into the factions balance and a cost to the command
Like /f voidchest but it will cost like a 1m to make