

Commands that you can use

<p><code>/ava broadcast [type] [text]</code></p> <p>Broadcast texts to all players, similar to title commands</p>	<p>[type]: key -> Treat as translation keys text -> Treat as normal strings</p> <p>[text]: any types of strings</p>
<p><code>/ava clientConfig</code></p>	<p>Opens up a screen that allows you to configure client config with UI</p>
<p><code>/ava deploy [entityType] [position] [radius] [count] {nbt}</code></p>	<p>[entityType]: Entity to summon [position]: Position entity to spawn [radius]: Radius to spawn [count]: Amount of entities to spawn {nbt}: NBT to the spawning entities</p>
<p><code>/ava enableCrossHair [value]</code> Whether crosshair should be displayed, affects all players</p>	<p>[value]: boolean</p>
<p><code>/ava enableFriendlyFire [value]</code> Whether friendly fire is enabled (same team or players with same armour)</p>	<p>[value]: boolean</p>
<p><code>/ava enableGlassDestroy [value]</code> Whether bullets and grenades will destroy glass on the move</p>	<p>[value]: boolean</p>
<p><code>/ava enabledReducedAllyDamage [value]</code> Whether friendly fire causes less damage</p>	<p>[value]: boolean</p>
<p><code>/ava mastery set [type] [level]</code> Force sets the mastery and level for the holding gun</p>	<p>[type]: mastery type [level]: integer, 0 ~ 5</p>
<p><code>/ava organizeitemframes</code></p>	<p>Wipes all gun tags from all loaded item frames</p>
<p><code>/ava playerBoosts [type] [action] [target] [amount]</code> Modify the current player boost attributes</p>	<p>[type]: health / attackDamage [action]: add / set [target]: player target selector [amount]: integer</p>
<p><code>/ava recoilCompensationType [type]</code></p>	<p>[type]: exponential / linear / none</p>
<p><code>/ava refreshCache</code></p>	<p>Refreshes the client model and other rendering caches</p>
<p><code>/ava setMobDropKitChance [chance]</code> Set the chance of the kits (ammo, health) to</p>	<p>[chance]: float 0 ~ 1</p>

be dropped upon mob death.	
<pre>/ava setPlaymode [mode] [logic]</pre> <p>Enable or disable certain weapon categories</p>	<pre>[mode]: Game type</pre> <pre>[logic]:</pre> <p>only -> Only the type is allowed onlyNo -> Only the type is not allowed with -> The type is allowed along with previous allowed ones withNo -> The type is not allowed along with the previous not allowed ones</p>
<pre>/ava viewModel</pre>	Views the model of the current in main hand item

Commands that are usually used for map creations

Command	Description	Example
<pre>/ava presetWithParachute [value]</pre> <p>Whether parachute should be given when respawning with presets (competitive mode)</p>	<pre>[value]: boolean</pre>	<pre>/ava presetWithParachute true</pre>
<pre>/ava restrictedMovement [value]</pre> <p>Whether movements are not as flexible, to reproduce the control of the original A.V.A game.</p>	<pre>[value]: boolean</pre>	<pre>/ava restrictedMovement true</pre>
<pre>/ava updateMap [from] [to] [scale] [heightSensitive] [transparentAir]</pre> <p>Updates the minimap seen from the scoreboard</p>	<pre>[from]: from corner position</pre> <pre>[to]: to corner position</pre> <pre>[scale]: minimap rendering scale</pre> <pre>[heightSensitive]: should y values in positions to be used</pre> <pre>[transparentAir]: if void is gray or transparent</pre>	
<pre>/ava scoreboard setTeam [side] [team]</pre>	<pre>[side]: the alternative side of the team, either A or B</pre> <pre>[team]: Vanilla scoreboard team</pre> <p>Sets the team on the ava scoreboard (tab)</p>	<pre>/ava scoreboard setTeam A myTeam</pre>
<pre>/ava scoreboard clearScore [target]</pre>	<pre>[target]: the target (player)</pre> <p>clears the targets' score on the ava scoreboard</p>	<pre>/ava scoreboard clearScore @a</pre>
<pre>/ava scoreboard gamemode setRunning [value]</pre>	<pre>[value]: boolean</pre> <p>Set if the game mode is running</p>	<pre>/ava scoreboard gamemode setRunning true</pre>

/ava scoreboard gamemode isRunning	Tells you if the game mode is running, used for debugging maps	/ava scoreboard gamemode isRunning
/ava scoreboard gamemode detail	Tells you if the game mode information, used for debugging code, so unlikely to be used by you	/ava scoreboard gamemode detail
/ava scoreboard gamemode setTimer [name] [objective]	<p>[name]: name of the data storage [objective]: the scoreboard objective</p> <p>Is used to bind existing timer to the ava scoreboard</p> <p>(Check below)</p>	/ava scoreboard gamemode setTimer time time
<p>Adds a new timer to the server: /ava timer add [name] [object] [initial]</p> <p>Remove a timer from the server: /ava timer remove [name] [object]</p> <p>Resets a timer to the initial value: /ava timer modify [name] [object]</p> <p>Set if a timer is paused: /ava timer setPaused [name] [object] [boolean]</p> <p>Set if a timer is being displayed: /ava timer setDisplay [name] [object] [boolean]</p> <p>Change the initial value of a timer: /ava timer setInitial [name] [object] [boolean]</p> <p>List existing timers: /ava timer list</p>	<p>[name]: the player, or fake player the score is stored on (time) [object]: the scoreboard object the score is stored within [initial]: the initial value of timer, e.g. 24000 ticks represents a 20 min clock</p>	...
/ava scoreboard gamemode vanilla	Sets the gamemode to Vanilla	/ava scoreboard gamemode vanilla
/ava scoreboard gamemode annihilation [targetScore] [maxPlayers] [name] [obj]	<p>[targetScore]: integer, for the win target score [maxPlayers]: the size of each team, AIs will spawn automatically to fill the gaps, 0 will disable AI spawning. [name]: the name the game score is stored in [obj]: the scoreboard obj the score is stored on</p>	/ava scoreboard gamemode annihilation 30 16 score score
/ava scoreboard gamemode demolish [targetScore] [nrfAICount] [c4Spawn] [name] [obj]	<p>[targetScore]: integer, for the win target score [nrf]: the size of the defensive team, AIs will spawn automatically to fill the gaps, 0 will disable AI spawning.</p>	/ava scoreboard gamemode demolish 7 16 -1 10 -1 score score

	[c4Spawn]: the spawn location of the c4 at each round [name]: the name the game score is stored in [obj]: the scoreboard obj the score is stored on													
/ava scoreboard gamemode demolish setC4Spawn [c4Spawn]	[c4Spawn]: the spawn location of the c4 at each round	/ava scoreboard gamemode demolish setC4Spawn -1 10 -1												
/ava scoreboard gamemode demolish setAICount [aiCount]	[aiCount]: integer, the size of the defensive team, AIs will spawn automatically to fill the gaps, 0 will disable AI spawning.	/ava scoreboard gamemode demolish setAICount 12												
/ava scoreboard gamemode demolish setTargetScore [score]	[score]: integer, the minimum victory rounds for a team to win the game	/ava scoreboard gamemode demolish setTargetScore 7												
/ava setRepairablesRepaired [value] Sets whether the repairable blocks are in repaired or destructed state	[value]: boolean													
/ava site [site] [attribute] [value] Sets the region of different bomb sites, for competitive mode	[site]: Bomb site, A / B [attribute]: height / radius [value]: integer													
/ava teamspawn [actions] [args] Where the players spawn for certain teams	[actions]: add, remove or modify the team spawn [args]													
/ava maxEntity [count]	[count] the maximum count of an entity type can exist at the same time -1 indicates infinity													
/ava enableCompetitiveMode [value] force enable/disable competitive mdoe	[value]: boolean													
/ava deploy expected_player [count] Sets the "expected" player count for the map, to adjust difficulty, default -1 where does nothing.	[count]: int For example if set to 4, then if the existing player is 2, then the entity summoned by the deploy command is halved to decrease the difficulty.													
/ava ai [type] [args] To spawn ava soldier entity with specific behaviour, more to be added.	[type]: Custom: Choose all args yourself, some of the args is currently not functioning <table border="1" data-bbox="606 1747 1228 1971"> <thead> <tr> <th>Type</th> <th>wall hack (blocks)</th> <th>Can move</th> <th>Look around</th> </tr> </thead> <tbody> <tr> <td>guard</td> <td>0</td> <td>false</td> <td>false</td> </tr> <tr> <td>ward</td> <td>0</td> <td>false</td> <td>true</td> </tr> </tbody> </table>	Type	wall hack (blocks)	Can move	Look around	guard	0	false	false	ward	0	false	true	
Type	wall hack (blocks)	Can move	Look around											
guard	0	false	false											
ward	0	false	true											

	reinforce	100	true	true
	skirmish	0	true	true
<p>Necessary args:</p> <p>[weapon]: weapon holding</p> <p>[pos]: position spawning on</p> <p>[health]: max health</p> <p>[yaw]: yaw/rotation y when spawn</p> <p>[pitch]: pitch/rotation x when spawn</p> <p>[speed]: movement speed factor</p> <p>[sightRange]: range of sight</p> <p>[hearingRange]: range of hearing</p> <p>[notifyNearby]: range of friendly noticing</p> <p>[diffuctlyScaledCounted]: if the count should be modified based on the expected player count</p> <p>[count]: count of entity to be spawned</p>				

Commands that you should not use

/ava debug	<p>A command I used to animate stuff</p> <p>There's no reason for you to use this command.</p>

A little guide on creating annihilation, demolition, or whatsoever map.

1. You need scoreboard teams, one is called "eu" and one called "nrf"
2. You need to know some basic about scoreboards, such as creating an objective
3. Maybe you would like a timer? Visit **/ava timer** command
4. **/ava scoreboard gamemode** has lots of preconfigured feature, or you can make your own with lots of command blocks yourself
5. Competitive mode should be enabled, either directly in the server config or through the command, to allow some logics, i.e. spawning and equipment mechanics
6. Everyone should join a team otherwise there might be some unintended behaviours

7. Although it should not or rarely happens, but exiting an ongoing game might cause problems after reload. Offline players must be kicked from the team too.
8. Place a “AVA Preset Table” at the game lobby or something to allow players to [configure their preset](#), you might want to somehow link them to the description too since might be a bit tricky at the first place.

Deprecated or WIP (don't use, brokes the game or no longer working)

/ava actionListeners ...
/ava renderingArea ...
/ava storm ...