War Mode v1.3.0+

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Features

Custom Modes

By default, WarMode comes with 3 modes defined, pve, pvp, and npc. Each of these modes have groups and rules assigned to them. Additional modes can be defined in the config, however, you will need to define the rules for these modes as well as any localization that is needed. The plugin does not do this for you automatically.

The following documentation is written with the assumption that you only have pve, pvp, and npc modes defined and are using the default rules for each. However, note, that you can define additional modes and change the rules for them, so some of the descriptions later on may not apply depending on your settings.

Mode Flagging

You can optionally allow players to swap between PVP and PVE on the fly, this feature is referred to as flagging. By default, the command players can use to do this is the /flag command, but this can be changed in the config.

To prevent abuse, you will want to set up restrictions to prevent players from using this to chicken out of combat scenarios. These restrictions can be managed in the Flagging section of the config.

Supported Plugins

Note: This plugin has a dynamic config. Some configuration options for supported plugins may not appear until that plugin is installed and WarMode is reloaded.

SimpleStatus

This plugin uses simple status to optionally let players know if they are flagged as a specific mode.

AdvancedStatus

If you have AdvancedStatus this plugin will still work but it still requires that you have SimpleStatus installed.

ZoneManager

If you have Zone Manager installed, then in the War Mode config you can set certain zones to temporarily force players into a specific mode while they are in that zone. You can specify whether to match it upon zone name or zone id with the prefixes "name:" and "id:" respectively. You can also set if it should be an exact match (with =), or a partial match (with ~).

```
"ZoneManager": {
 "ForceModeInZone": {
            "name~arena": "pvp",
            "name=safezone": "pve",
            "id=12345": "pvp"
      }
},
```

In the above example, any zones with the name containing "arena" will be forced pvp zones. Any zone that has exactly the name "safezone" will be a pve zone. And zone where its id is exactly 12345 will be a pvp zone.

NoEscape

If you have No Escape installed, then you can choose to prevent players from using the /flag command when they have certain blocks active.

Raidable Bases

Raidable bases are considered to be owned by NPC players and follow the rules regarding that mode. If you have this plugin installed there are additional configuration options available.

Toastify

Support for notifications through Toastify

BetterChat

Modes can be displayed as BetterChat titles that appear in front of chat messages.

VehicleDeployedLocks

There is a small amount of setup necessary if you want vehicles with locks on them to respect WarMode modes. First, in the VehicleDeployedLocks config you need to set "Auto claim unowned vehicles when deploying locks" to true. This will allow players to claim "ownership" of a vehicle when they put a lock on it. Then, in the WarMode config, under Settings make sure "AllowVehicleModeOwnership" is set to true. This setting is also visible in the WarMode Admin Panel. Once you have done this, owned vehicles will now respect the modes of their owners.

Extensions

There are a number of extension plugins for WarMode that are available (for free) on the codefling plugin page. These extensions add additional optional functionality and features to the plugin. They all require the base WarMode plugin to work.

Permissions/Groups

- Permissions
  - warmode.flag
    - Required for using the /flag command to swap between PvP and PvE.
  - warmode.admin
    - Required for admin commands.
  - warmode.bypass
    - Will ignore any restrictions on what you can do to things, but will keep restrictions on what things that can be done to you depending on your current mode.
    - Useful for admins, just don't forget if you have this permission before you make any bug reports that restrictions aren't working!
- Groups
  Other groups may be added in the config, these are just the default ones
  - warmodepve
    - Name of the group that is created to designate players as PvE.
    - Players who belong to this group are PvE players. Players who do not belong to this group are PvP players.
    - Admins can add or remove players from this group to individually manage who is flagged as PvP or PvE.
  - warmodepvp
    - Name of the group that is created to designate players as PvP

Commands

- /flag
  - Allows players to switch between PvE and PvP
  - Requires the warmode.flag permission
  - You can change this command in the config
- /warmode.setpayer <player> <pve|pvp>
  - Manually sets the mode of the given player
  - Requires warmode.admin permission
- /warmode.setalll <pve|pvp>
  - Manually sets the mode of all players on the server
  - Requires warmode.admin permission
- /warmode.getmode
  - Prints the mode of the object or player you are looking at
  - Requires warmode.admin permission

Configuration

Any setting not listed here is self-explanatory.

- **Settings**:
  - **InitialPlayerMode** - New players will spawn with this mode assigned to them.
  - **NpcMode** - This is the mode that NPC players will be assigned. These NPCs are usually spawned by other plugins. Vanilla scientists are NOT counted as NPCs.
  - **AllowVehicleModeOwnership** - If true, then modes will respect ownership of vehicles from plugins like VehicleLicense. Once enabled, claimed horses and vehicles will now have their own rules that differ from unclaimed ones.
  - **AlwaysAllowTwigDamage** - If true, then twig building blocks can be attacked regardless of mode settings.
  - **CanKillTrespassingSleepers** - If true, then players who log out within another player's base can be killed regardless of their mode settings.
  - **ShowDebugMessagesInConsole** - If true, then messages will appear in the server console when things are interacted with. This will spam your console, so only turn on if you are debugging issues.
- **Flagging**:
  - **RequiresSafeZone** - If true, then the user must be in a safe zone to use the flag command.
  - **RequiresNoHostile** - If true, then the user must not be marked as hostile to use the flag command.
  - **RequiresTeamLeader** - If true, then the use must be a leader of their team to use the flag command. If they are not in a team, this restriction will be ignored.

- ○ **CooldownSeconds** - The amount of seconds before a player can use the flag command again. Set to 0 for no cooldown.
  - ○ **ModeOptions** - These are the modes that are available for players to choose from when using the flag command. They can either specify the mode they want to switch to, or it will rotate through them if no mode is specified.
- ● **Marker**:
  - ○ **Show** - If false, then the marker icons that are shown when a player aims their weapon at another player will be disabled for all modes.
  - ○ **Distance** - Distance that the marker will start appearing.
  - ○ **UpdateInterval** - The time in seconds that the marker will refresh, lower values will cause it to update more frequently, but may impact server performance.
  - ○ **Image** - The sprite asset path for the indicator icon. Other valid sprites can be found here
- ● **Notifications**:
- ● **Chat**:
  - ○ **ShowPluginPrefix** - If true, then [WarMode] will appear in front of chat messages.
  - ○ **PluginPrefixColor** - Only matters if ShowPluginPrefix is true.
  - ○ **SteamIdForIcon** - Steam id for the icon that will show for the chat messages.
  - ○ **SfxFail** - Sfx that is played when a negative chat message is shown. Other effects can be found here
  - ○ **SfxSuccess** - Sfx that is played when a positive chat message is shown. Other effects can be found here
- ● **Teams**:
  - ○ **SyncModeWithTeamMembers** - If true, then when a player joins a team, the modes of all the members will be synced to match the shared mode with the LOWEST priority.
- ● **SimpleStatus**:
  - ○ **ModeStatusBars**:
    - ■ **Image** - Icon that will display, currently only Sprites are supported
- ● **ZoneManager**:
  - ○ **ForceModeInZone** - If using ZoneManager you can specify zones that will temporarily force players into a certain mode when entered. They key must be in the format of where property can be 'name' or 'id', operator can be '=' or '~' and value would be the zone id or zone name respectively. The '=' operator will do an exact match, the '~' will do a partial match.

    For example 'id=abc123'='pve' will make any zone with the exact id of 'abc123' a pve zone. While 'name~123'='pvp' will make any zone that contains '123' in their name a pvp zone.

RaidableBases:

- ● **ProtectionRadius** - This needs to match the protection radius property in the Raidable Bases config.

- **CanEnterPvpRaidableBases** - A list of modes that can enter raidable bases marked as PVP.
- **CanEnterPveRaidableBases** - A list of modes that can enter raidable bases marked as PVE.

BetterChat:

- **ShowModePrefixInChat** - If true, then the current mode of the player will appear as a title in the better chat window.
- **Modes**:
  - **ShowModeTitleInChat** - If true, then this mode will appear as a title in chat if a player belongs to it.
  - **ModeTitleFormat** - The string format of how the mode title will appear before the player's name. The {0} will be replaced with the mode display name. Emojis are also supported.

NoEscape:

- **PreventFlaggingWhileCombatBlocked** - If true, then a player cannot use the flag command if they are combat blocked.
- **PreventFlaggingWhileRaidBlocked** - If true, then a player cannot use the flag command if they are raid blocked.
- **PreventFlaggingWhileEscapeBlocked** - If true, then a player cannot use the flag command if they are escape blocked.

Toastify:

- **PositiveToastID** - Toast ID of the toast used for positive messages. Should align with your Toastify config values.
- **NegativeToastID** - Toast ID of the toast used for negative messages. Should align with your Toastify config values.
- **Duration** - Duration the toasts will last for in seconds.

Modes:

- **Priority** - When multiple modes are considered, the mode with the LOWEST priority will be applied. For example, in the case where a team has a mixture of ModeA and ModeB, the mode with the LOWEST priority will be used.
- **Group** - The oxide permission group associated with this mode. Leave as NULL if this mode is intended only for NPCs. If specified, you MUST provided a Priority as well.
- **Name** - Unique name of the mode. This is NOT the display name.
- **DisplayName** - The name of the mode that is displayed to players. This is not a localized value.
- **ColorHex** - The color associated with this mode, it will appear this color when mentioned in messages or the UI.

- **ShowMarkerWhenAimedAt** - If true then a marker icon will be displayed on the reticle when another player aims their weapon at this player.
- **AlwaysAllowFireDamage** - If true then the fire damage over time effect will always deal damage to this player and anything they own. This will always allow fire damage regardless of what mode caused the fire.
- **CanTakePatrolHeliDamage** - If true then patrol helicopters will be able to damage players and bases of this mode. If false, then they will be protected from the damage of these helicopters.