

EssentialsX

EssentialsX is a comprehensive general-purpose plugin. It provides teleportation, moderation tools, gameplay enhancements, homes, warps, sign shops, kits, and everything in between.

Teleportation

The most important feature to TNW provided by EssentialsX is its teleportation commands.

Teleport Safety

On TNW, Essentials is configured to enforce teleport safety. On default settings, Essentials will try to find a safe location for a player to teleport to if the desired location is not safe. For example, if you are trying to teleport to a block that is on fire, Essentials will instead teleport you one block to the side. This is normally desired behavior, but the bounded areas of TNW create potential for out-of-bounds exploits using safety teleporting.

To prevent this, Essentials will not execute a teleport unless the location is absolutely safe. A teleport will fail if:

- The location is not air.
- The location has no block to stand on.
- The location is on a dangerous block (like a magma block).

This causes some problems that will be addressed in the following sections.

Homes

The home system allows players to save their favorite locations so that they can teleport to them again later. These locations are called *homes*. A player can set a home with the `/sethome` command.

```
/sethome [<name>]
```

Once a home is set, it is forever stored for that player. Players have a configurable limit to how many homes they can set. On TNW, **players may only set up to five homes**. The creation of homes is disabled in the void dimension and specific regions, but allowed everywhere else. The creation of homes within a region can be disabled by revoking access to the commands `/sethome` and `/esethome`.

Players may teleport to their homes using the `/home` command.

```
/home [<name>]
```

The teleportation occurs instantly at no cost and with no cool-down time.

A home teleport will fail if the location is not safe. This can be caused by the removal or addition of blocks around the teleportation area. Typically, Essentials does not notify this to the user. The home should be re-set.

Teleport Ask

Essentials has a teleport-ask system that allows players to teleport to each other. A player may request to teleport to another player with the `/tpask` command.

```
/tpask <player>
```

More commonly, the aliased `/tpa` command is used instead. As with all Essentials commands, fuzzy search is implemented on the player selection for both usernames and display names, so instead of typing the username `fffsgfdf`, you could type the beginning of the display name `Seav`.

Alternatively, a player can ask a player to teleport to their own location with the `/tpahere` or `/tphere` commands.

This will send a teleport request to that player. The receiving player can then accept the request with `/tpaccept` or deny the request with `/tpdeny`. The asking player can also cancel their outgoing request with `/tpacancel`.

Once accepted, the teleport will occur instantly at no cost and with no cool-down time.

Last Location

When an Essentials teleport occurs or on death, the location a player teleported from is stored as their last location. Players may return to their last location using the `/back` command. Likewise, they may execute `/back` again to return to where they were before using `/back`. This can be potentially dangerous for highly-controlled areas like events where the locations of players must be carefully controlled.

Bog's Trial Admin Event, Waves of Enemies, was an ongoing event in which players would enter an arena and fight waves of monsters. After death, players would respawn in the viewing area. However, players were able to use the `/back` command to re-enter the arena after death.

Always consider last location when creating a controlled region.

A player's last location can be set manually using Dreamvisitor's `/setback` command. See [Dreamvisitor](#) for more details.

Sign Editing

It is possible to edit signs with formatting using the command `/editsign`.

```
/editsign set <line number> <text>
/editsign clear <line number>
/editsign copy <line number>
/editsign paste <line number>
```

Sudo

Named after the sudo program, the `/sudo` command allows you to execute a command as another player.

```
/sudo <player> <command...>
```

This does **not** act the same as `/execute as <player> run <command...>`. Sudo effectively makes the player run a command, rather than executing a command with the player as the contextual executor. It acts exactly as if the player had run the command themselves, so their permissions, data, and location will be taken into account and any command feedback will be sent to the player, not to you.

Moderation Tools

Essentials includes a set of moderation tools beyond the `/kick` and `/ban` commands that Minecraft provides.

The `/mute` command prevents players from sending messages.

SocialSpy

SocialSpy allows moderators to view private messages and mail between users. SocialSpy can be toggled using the command `/socialspy`. SocialSpy does not report messages to or from operators.

Powertools

`/powertool` allows you to assign a command to an item. Pressing the attack button (left mouse button by default) will execute the command. The argument `{player}` will insert the name of a clicked player. There are five flags you can prepend to the argument that change the behavior of `/powertool`. `c:` will create a chat macro. Instead of running a command, the powertool will send a chat message. Use `a:` to append multiple commands. Use `r:` to remove a single command from a powertool. Use `l:` to list all power tools and their commands. Use `d:` to remove all power tools.

Command	Description
<code>/powertool setblock ~ ~-1 ~ stone</code>	Executes 'setblock ~ ~-1 ~ stone' on click.
<code>/powertool effect give {player} regeneration</code>	Gives regeneration to a player that you click on.
<code>/powertool a:effect give {player} saturation</code>	Adds a subsequent command to give saturation to a clicked player

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