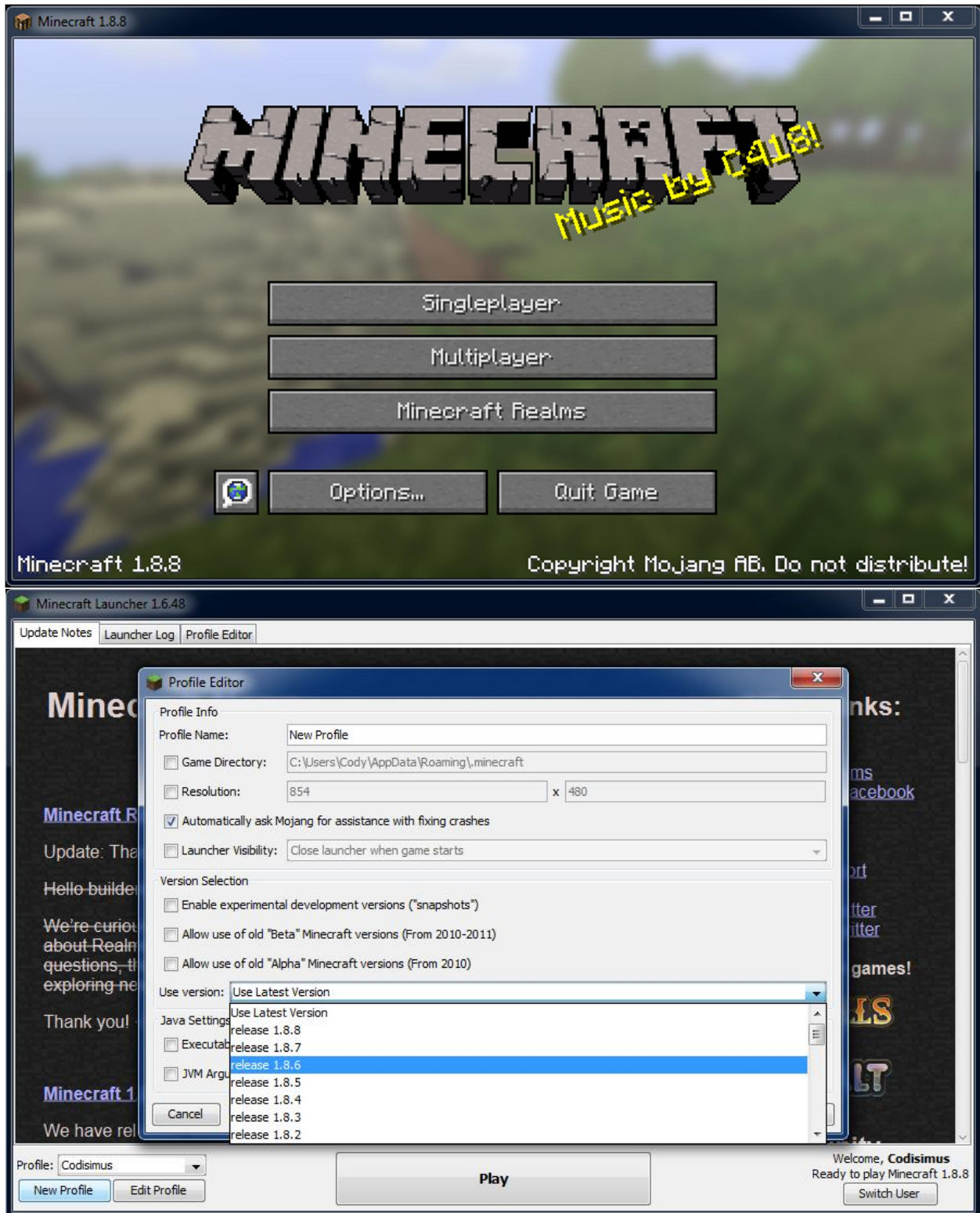
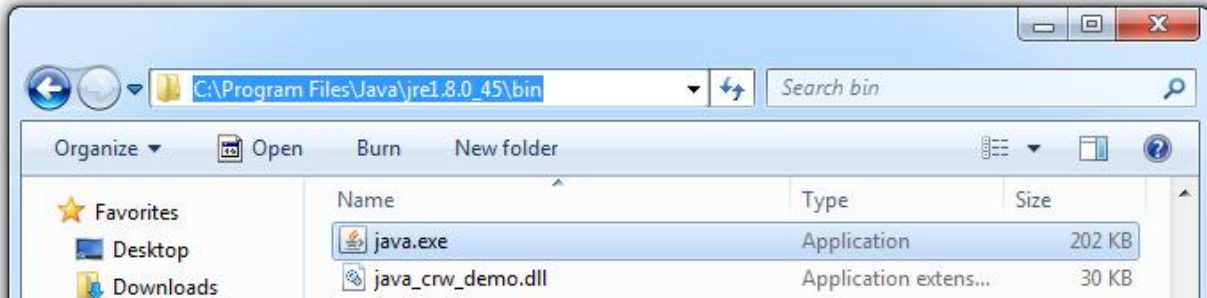


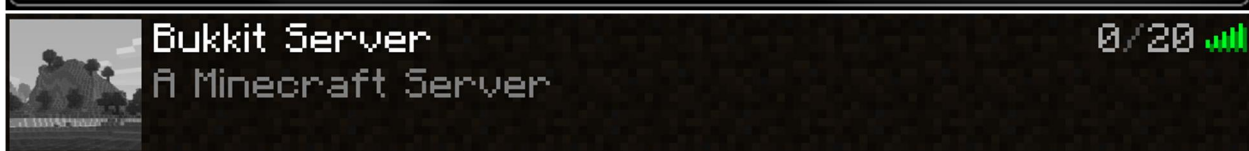
Chapter 1 - Deploying a Spigot Server





```
C:\Windows\system32\cmd.exe

C:\Users\Cody\Desktop\Bukkit Server>java -Xms1024M -Xmx1024M -jar spigot.jar
Loading libraries, please wait...
[22:54:57 INFO]: Starting minecraft server version 1.8.8
[22:54:57 INFO]: Loading properties
[22:54:57 INFO]: Default game type: SURVIVAL
[22:54:57 INFO]: This server is running CraftBukkit version git-Spigot-db6de12-18fbb24 (MC: 1.8.8) (Implementing API version 1.8.8-R0.1-SNAPSHOT)
[22:54:58 INFO]: Unable to find file banned-players.json, creating it.
[22:54:58 INFO]: Unable to find file banned-ips.json, creating it.
[22:54:58 INFO]: Unable to find file ops.json, creating it.
[22:54:58 INFO]: Unable to find file whitelist.json, creating it.
[22:54:58 INFO]: Debug logging is disabled
[22:54:58 INFO]: Server Ping Player Sample Count: 12
[22:54:58 INFO]: Using 4 threads for Netty based IO
[22:54:58 INFO]: Generating keypair
[22:54:58 INFO]: Starting Minecraft server on *:25565
[22:54:58 INFO]: Using default channel type
[22:55:00 INFO]: **** Beginning UUID conversion, this may take A LONG time ****
[22:55:00 INFO]: Preparing level "world"
[22:55:00 INFO]: ----- World Settings For [world] -----
[22:55:00 INFO]: Sending up to 10 chunks per packet
[22:55:00 INFO]: Max TNT Explosions: 100
[22:55:00 INFO]: Tile Max Tick Time: 50ms Entity max Tick Time: 50ms
[22:55:00 INFO]: Structure Info Saving: true
```





```
16:36:47 [INFO] Preparing start region for level 1 (Seed: -7386283853494415696)
16:36:47 [INFO] Preparing spawn area: 4%
16:36:48 [INFO] Preparing spawn area: 24%
16:36:49 [INFO] Preparing spawn area: 48%
16:36:50 [INFO] Preparing spawn area: 65%
16:36:51 [INFO] Preparing spawn area: 81%
16:36:52 [INFO] Preparing start region for level 2 (Seed: -7386283853494415696)
16:36:52 [INFO] Preparing spawn area: 4%
16:36:53 [INFO] Preparing spawn area: 61%
16:36:54 [INFO] Server permissions file permissions.yml is empty, ignoring it
16:36:54 [INFO] Done (14.133s)! For help, type "help" or "?"
>op Codisimus
16:36:59 [INFO] CONSOLE: Opped Codisimus
>
```



```
C:\Users\Cody>ipconfig

Windows IP Configuration

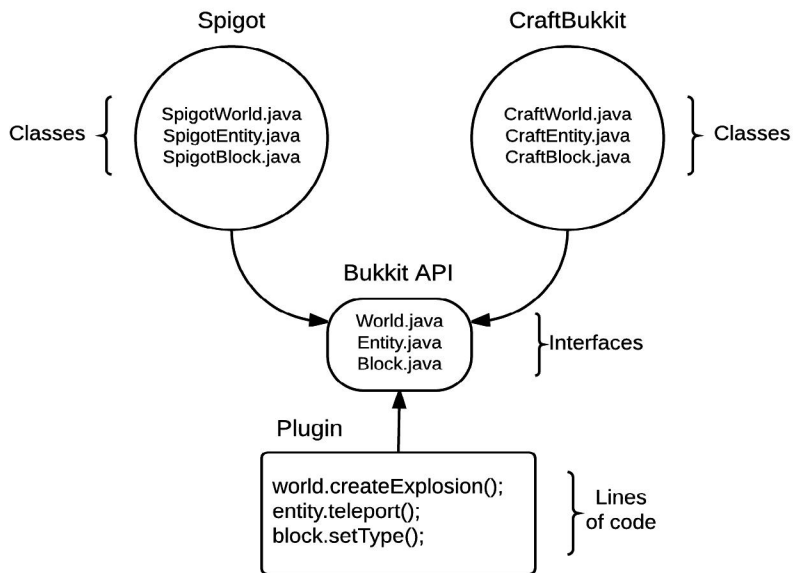
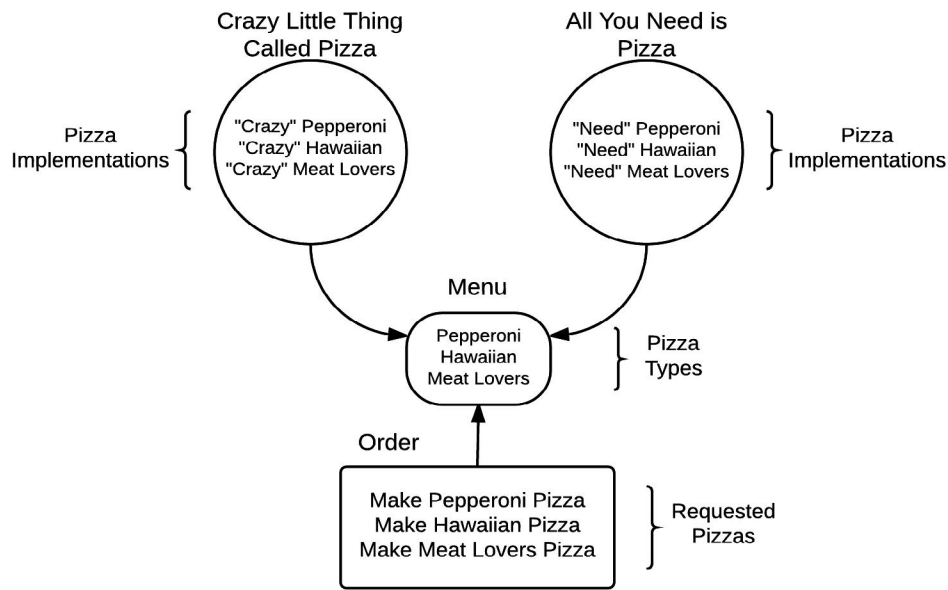
Ethernet adapter Local Area Connection 2:

    Media State . . . . . : Media disconnected
    Connection-specific DNS Suffix . :

Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix . :
    Link-local IPv6 Address . . . . . :
    IPv4 Address. . . . . : 192.168.1.100
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : 192.168.1.1
```

Chapter 2 - Learning the Bukkit API



All Classes

Packages

- org.bukkit
- org.bukkit.block
- org.bukkit.block.banner
- org.bukkit.command
- org.bukkit.command.defaults
- org.bukkit.configuration
- org.bukkit.configuration.file
- org.bukkit.configuration.serialization

All Classes

- Achievement
- AchievementCommand
- Action
- Ageable
- Ambient
- Animals
- AnimalTamer
- AnvilInventory
- ArmorStand
- Arrow
- Art
- AsyncPlayerChatEvent
- AsyncPlayerPreLoginEvent
- AsyncPlayerPreLoginEventResult
- Attachable
- AuthorNagException
- BanCommand
- BanEntry
- BanPCommand
- BanList
- BanList.Type
- BanListCommand
- Banner
- BannerMeta
- Bat
- Beacon
- BeaconInventory
- Bed
- Biome
- Blaze
- Block

Overview Package **Class** Use Tree Deprecated Index Help

Prev Class Next Class Frames No Frames

Summary: Nested | Field | Constr | Method Detail: Field | Constr | Method

org.bukkit.block

Interface Block

All Superinterfaces:
Metadataable

public interface Block
extends Metadataable

Represents a block. This is a live object, and only one Block may exist for any given location in a world. The state of the block may change concurrently to your own handling of it; use block.getState() to get a snapshot state of a block which will not be modified.

Method Summary

Modifier and Type	Method and Description
boolean	breakNaturally() Breaks the block and spawns items as if a player had digged it
boolean	breakNaturally(ItemStack tool) Breaks the block and spawns items as if a player had digged it with a specific tool
Biome	getBiome() Returns the biome that this block resides in
int	getBlockPower() Returns the redstone power being provided to this block
int	getBlockPower(BlockFace face) Returns the redstone power being provided to this block face
Chunk	getChunk() Gets the chunk which contains this block
byte	getData() Returns the data value of this block

Method Summary

Methods

Modifier and Type	Method and Description
boolean	canGenerateStructures() Gets whether or not structures are being generated.
boolean	createExplosion(double x, double y, double z, float power) Creates explosion at given coordinates with given power
boolean	createExplosion(double x, double y, double z, float power, boolean setFire) Creates explosion at given coordinates with given power and optionally setting blocks on fire.
boolean	createExplosion(double x, double y, double z, float power, boolean setFire, boolean breakBlocks) Creates explosion at given coordinates with given power and optionally setting blocks on fire or breaking blocks.
boolean	createExplosion(Location loc, float power) Creates explosion at given coordinates with given power
boolean	createExplosion(Location loc, float power, boolean setFire) Creates explosion at given coordinates with given power and optionally setting blocks on fire.

createExplosion

```
boolean createExplosion(Location loc,  
                        float power,  
                        boolean setFire)
```

Creates explosion at given coordinates with given power and optionally setting blocks on fire.

Parameters:

- loc - Location to blow up
- power - The power of explosion, where 4F is TNT
- setFire - Whether or not to set blocks on fire

Returns:

false if explosion was canceled, otherwise true

void	setTotalExperience (int exp) Sets the players current experience level
void	setWalkSpeed (float value) Sets the speed at which a client will walk.
void	showPlayer (Player player) Allows this player to see a player that was previously hidden
void	updateInventory () Deprecated. <i>This method should not be relied upon as it is a temporary work-around for a larger, more complicated issue.</i>






Methods inherited from interface org.bukkit.entity.HumanEntity

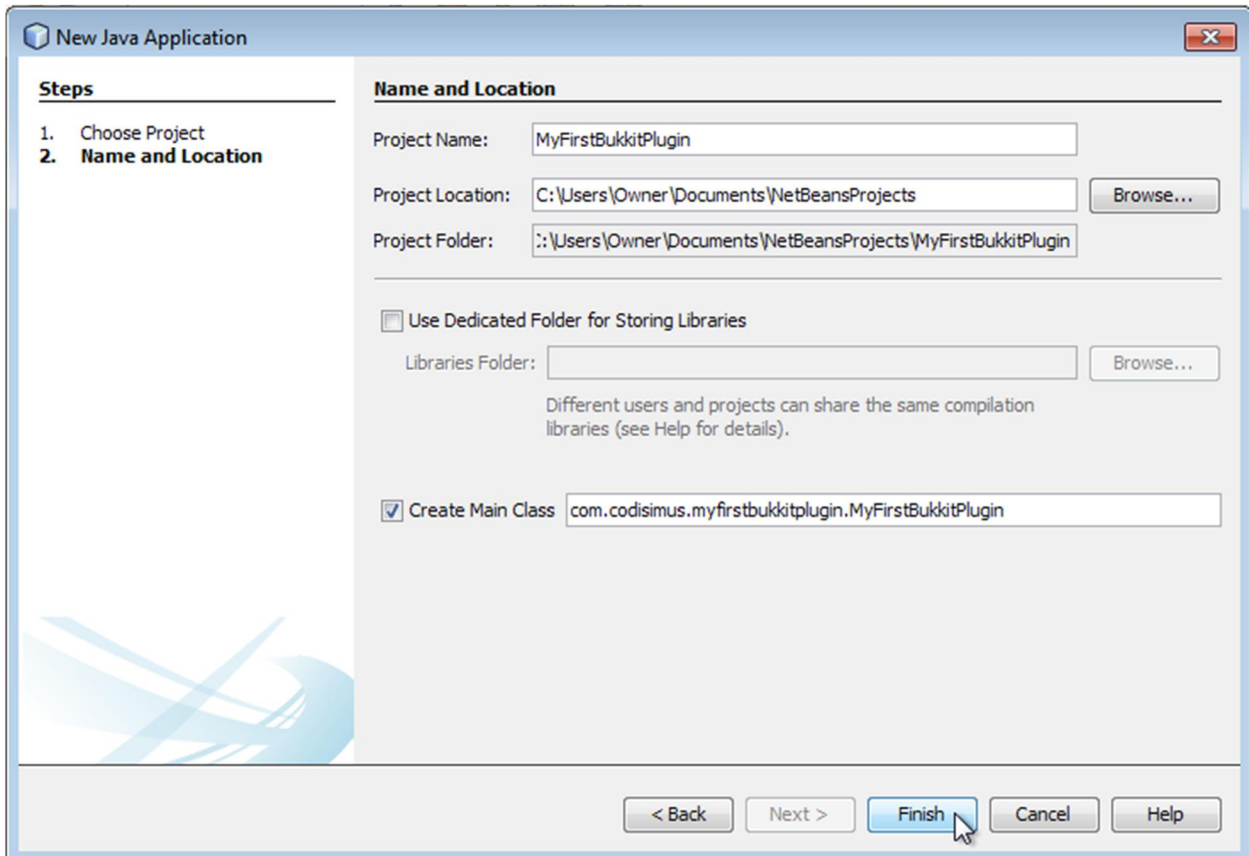
closeInventory, getEnderChest, getExpToLevel, getGameMode, getInventory, getItemInHand, getItemOnCursor, getName, getOpenInventory, getSleepTicks, isBlocking, isSleeping, openEnchanting, openInventory, openInventory, openWorkbench, setGameMode, setItemInHand, setItemOnCursor, setWindowProperty

Methods inherited from interface org.bukkit.entity.LivingEntity

_INVALID_getLastDamage, _INVALID_setLastDamage, addPotionEffect, addPotionEffect, addPotionEffects, getActivePotionEffects, getCanPickupItems, getEquipment, getEyeHeight, getEyeHeight, getEyeLocation, getKiller, getLastDamage, getLastTwoTargetBlocks, getLastTwoTargetBlocks, getLeashHolder, getLineOfSight, getLineOfSight, getMaximumAir, getMaximumNoDamageTicks, getNoDamageTicks, getRemainingAir, getRemoveWhenFarAway, getTargetBlock, getTargetBlock, hasLineOfSight, hasPotionEffect, isLeashed, removePotionEffect, setCanPickupItems, setLastDamage, setLeashHolder, setMaximumAir, setMaximumNoDamageTicks, setNoDamageTicks, setRemainingAir, setRemoveWhenFarAway, shootArrow, throwEgg, throwSnowball

Chapter 3 - Creating Your First Bukkit Plugin

Java SE and NetBeans Cobundle (JDK 8u65 and NB 8.1)		
Product / File Description	File Size	Download
Linux x86	281.77 MB	 jdk-8u65-nb-8_1-linux-i586.sh
Linux x64	277.76 MB	 jdk-8u65-nb-8_1-linux-x64.sh
Mac OS X x64	340.82 MB	 jdk-8u65-nb-8_1-macosx-x64.dmg
Windows x86	298.2 MB	 jdk-8u65-nb-8_1-windows-i586.exe
Windows x64	305.15 MB	 jdk-8u65-nb-8_1-windows-x64.exe



New Java Application

Steps

1. Choose Project
2. **Name and Location**

Name and Location

Project Name:

Project Location:

Project Folder:

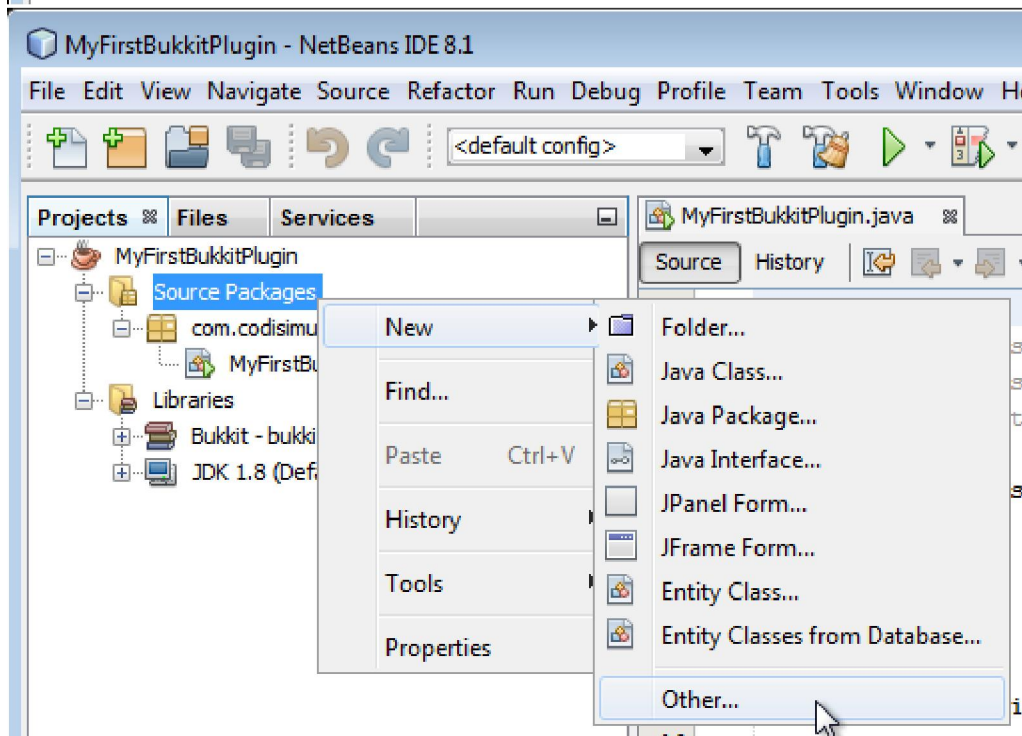
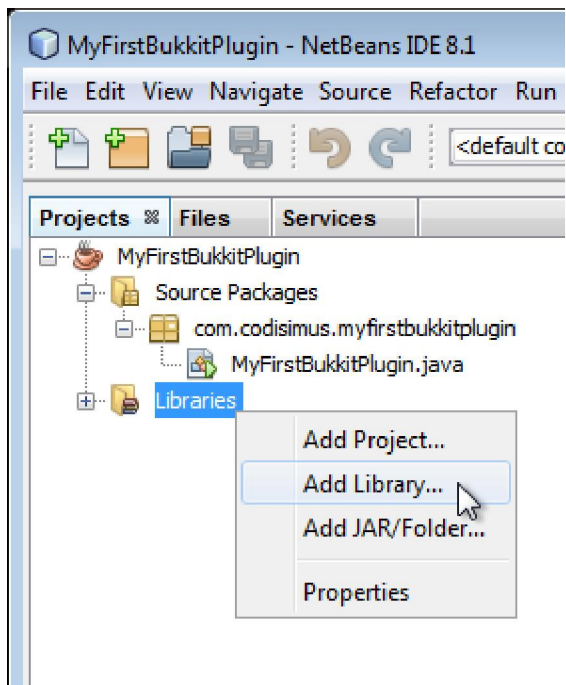
Use Dedicated Folder for Storing Libraries

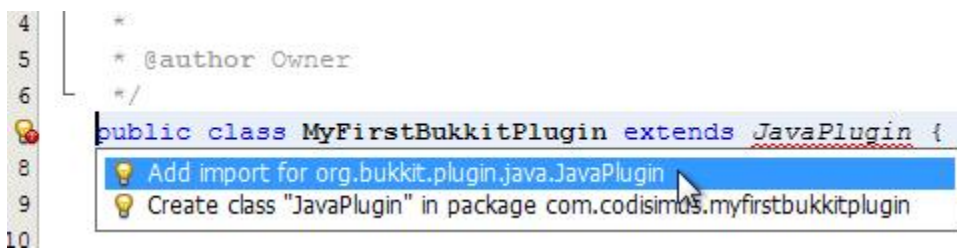
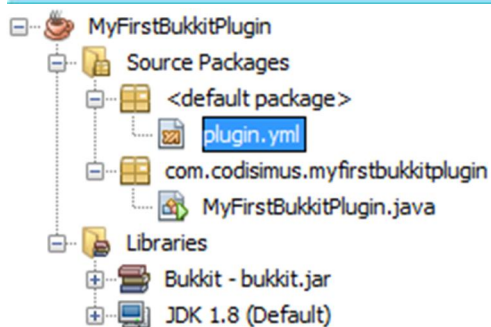
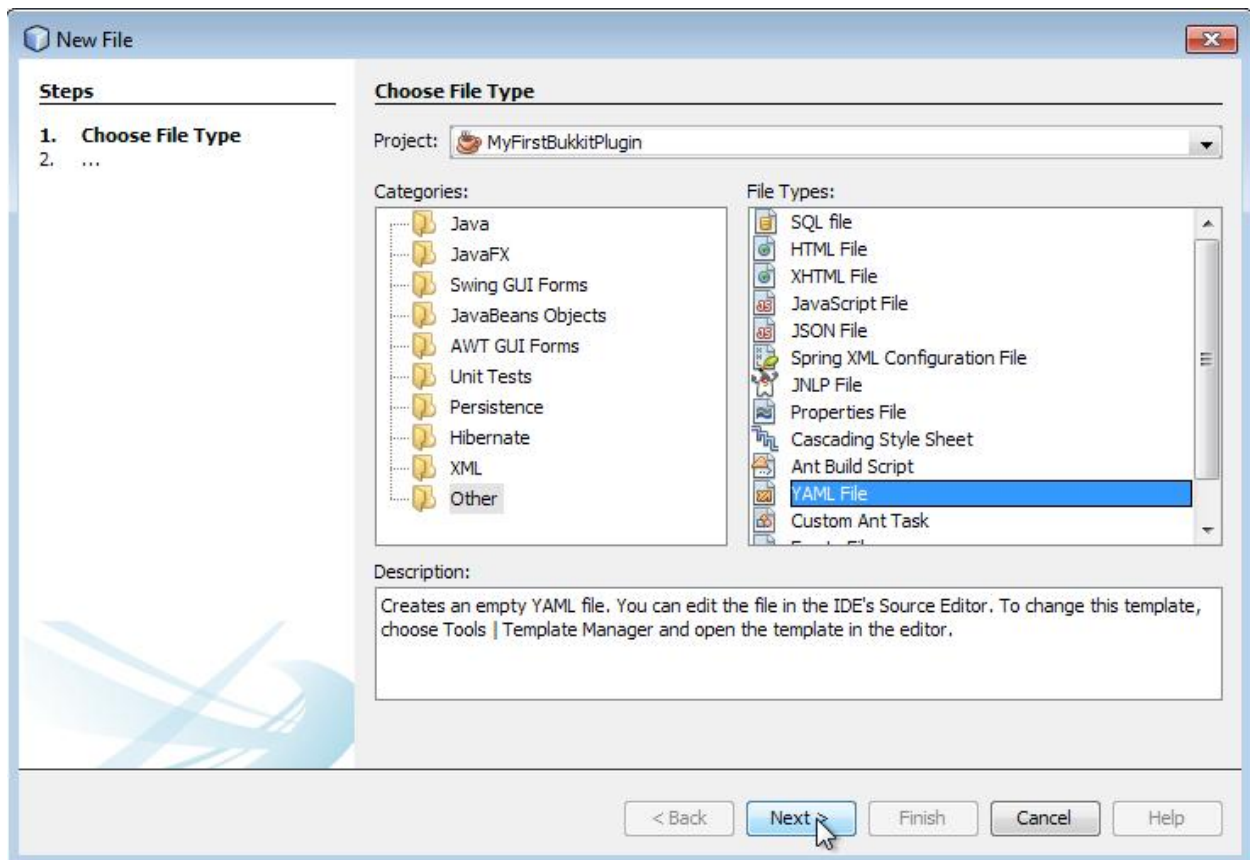
Libraries Folder:

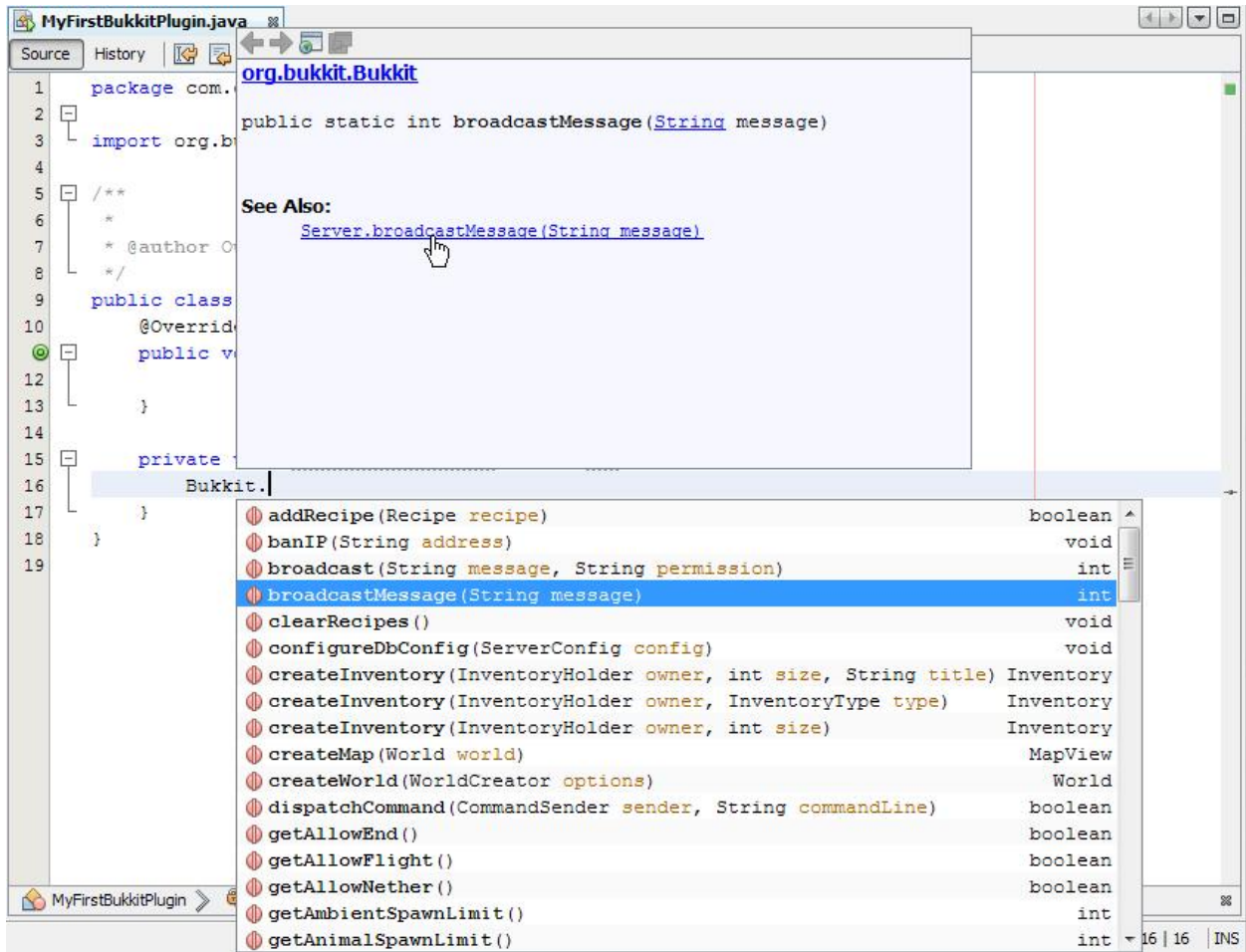
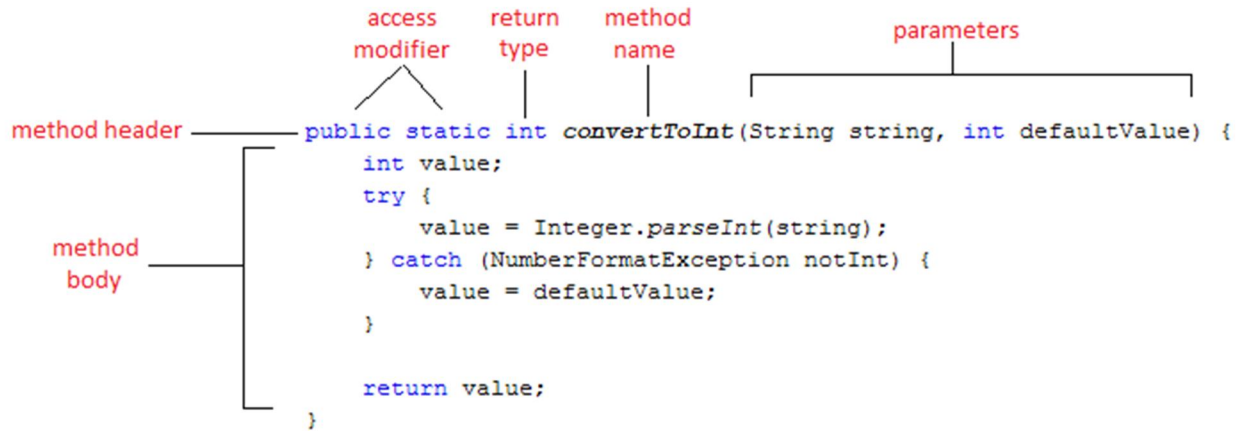
Different users and projects can share the same compilation libraries (see Help for details).

Create Main Class

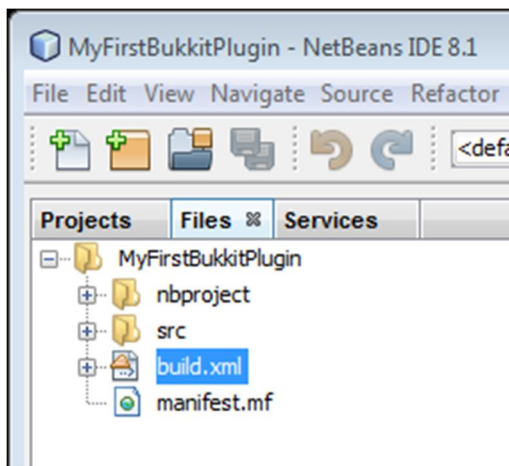
< Back Next > **Finish** Cancel Help







Chapter 4 - Testing on the Spigot Server



```
C:\Users\Cody\Desktop\Bukkit Server>java -Xms1024M -Xmx1024M -jar spigot.jar
Loading libraries, please wait...
02:08:26 [INFO] Starting minecraft server version 1.8.8
02:08:26 [INFO] Loading properties
02:08:26 [INFO] Default game type: SURVIVAL
02:08:26 [INFO] Generating keypair
02:08:26 [INFO] Starting Minecraft server on *:25565
02:08:27 [INFO] This server is running CraftBukkit version git-Spigot-db6de12-1
fbb24 (MC: 1.8.8) <Implementing API version 1.8.8-R0.1-SNAPSHOT>
02:08:27 [INFO] [MyFirstBukkitPlugin] Loading MyFirstBukkitPlugin v0.1
02:08:27 [INFO] Preparing level "world"
02:08:27 [INFO] Preparing start region for level 0 (Seed: -8012662406775468238)
02:08:28 [INFO] Preparing spawn area: 11%
02:08:29 [INFO] Preparing spawn area: 38%
02:08:30 [INFO] Preparing spawn area: 50%
02:08:31 [INFO] Preparing spawn area: 64%
02:08:32 [INFO] Preparing spawn area: 81%
02:08:33 [INFO] Preparing spawn area: 99%
02:08:33 [INFO] Preparing start region for level 1 (Seed: -8012662406775468238)
02:08:34 [INFO] Preparing start region for level 2 (Seed: -8012662406775468238)
02:08:34 [INFO] [MyFirstBukkitPlugin] Enabling MyFirstBukkitPlugin v0.1
02:08:34 [INFO] Server permissions file permissions.yml is empty, ignoring it
02:08:34 [INFO] Done (6.919s)! For help, type "help" or "?"
>
```

```
05:57:25 [INFO] Done (2.747s)! For help, type "help" or "?"
>reload
05:57:45 [INFO] [MyFirstBukkitPlugin] Disabling MyFirstBukkitPlugin v0.1
05:57:45 [INFO] [MyFirstBukkitPlugin] Loading MyFirstBukkitPlugin v0.1
05:57:45 [INFO] [MyFirstBukkitPlugin] Enabling MyFirstBukkitPlugin v0.1
05:57:45 [INFO] Hello World!
05:57:45 [INFO] Server permissions file permissions.yml is empty, ignoring it
05:57:45 [INFO] CONSOLE: Reload complete.
>
```

Plugins (1): MyFirstBukkitPlugin

```
06:01:53 [INFO] Codisimus[127.0.0.1:25839] logged in with entity id 2055 at
orId] 55.35290113931863, 70.0, 252.5029262257704)
06:02:00 [INFO] Codisimus issued server command: /plugins
06:02:04 [INFO] Codisimus issued server command: /reload
06:02:04 [INFO] [MyFirstBukkitPlugin] Disabling MyFirstBukkitPlugin v0.1
06:02:04 [INFO] [MyFirstBukkitPlugin] Loading MyFirstBukkitPlugin v0.1
06:02:04 [INFO] [MyFirstBukkitPlugin] Enabling MyFirstBukkitPlugin v0.1
06:02:04 [INFO] Hello Codisimus
06:02:04 [INFO] Server permissions file permissions.yml is empty, ignoring it
06:02:04 [INFO] Codisimus: Reload complete.
>
```



```
06:12:19 [INFO] Codisimus[127.0.0.1:25931] logged in with entity id 7040 at (l
orld] 55.35290113931863, 70.0, 252.5029262257704)
06:12:25 [INFO] Codisimus issued server command: /reload
06:12:25 [INFO] [MyFirstBukkitPlugin] Disabling MyFirstBukkitPlugin v0.1
06:12:25 [INFO] [MyFirstBukkitPlugin] Loading MyFirstBukkitPlugin v0.2
06:12:25 [INFO] [MyFirstBukkitPlugin] Enabling MyFirstBukkitPlugin v0.2
06:12:25 [INFO] Hello Codisimus
06:12:25 [INFO] Server permissions file permissions.yml is empty, ignoring it
06:12:25 [INFO] Codisimus: Reload complete.
```



Codisimus joined the game.
Hello Codisimus
Reload complete.

```
[17:17:54 ERROR]: Error occurred while enabling MyFirstBukkitPlugin v0.3 (Is it
up to date?)
java.lang.NullPointerException
    at com.codisimus.myfirstbukkitplugin.MyFirstBukkitPlugin.onEnable(MyFirs
tBukkitPlugin.java:27) ~[?:?]
    at org.bukkit.plugin.java.JavaPlugin.setEnabled(JavaPlugin.java:321) ~[s
pigot.jar:git-Spigot-fdc1440-53fac9f]
    at org.bukkit.plugin.java.JavaPluginLoader.enablePlugin(JavaPluginLoader
.java:340) [spigot.jar:git-Spigot-fdc1440-53fac9f]
    at org.bukkit.plugin.SimplePluginManager.enablePlugin(SimplePluginManage
r.java:405) [spigot.jar:git-Spigot-fdc1440-53fac9f]
    at org.bukkit.craftbukkit.v1_8_R3.CraftServer.loadPlugin(CraftServer.jav
a:357) [spigot.jar:git-Spigot-fdc1440-53fac9f]
    at org.bukkit.craftbukkit.v1_8_R3.CraftServer.enablePlugins(CraftServer.
java:317) [spigot.jar:git-Spigot-fdc1440-53fac9f]
    at org.bukkit.craftbukkit.v1_8_R3.CraftServer.reload(CraftServer.java:74
1) [spigot.jar:git-Spigot-fdc1440-53fac9f]
    at org.bukkit.Bukkit.reload(Bukkit.java:535) [spigot.jar:git-Spigot-fdc1
440-53fac9f]
    at org.bukkit.command.defaults.ReloadCommand.execute(ReloadCommand.java:
25) [spigot.jar:git-Spigot-fdc1440-53fac9f]
    at org.bukkit.command.SimpleCommandMap.dispatch(SimpleCommandMap.java:14
1) [spigot.jar:git-Spigot-fdc1440-53fac9f]
```

```
[18:07:30 INFO]: [MyFirstBukkitPlugin] Loading MyFirstBukkitPlugin v0.5
[18:07:30 INFO]: [MyFirstBukkitPlugin] Enabling MyFirstBukkitPlugin v0.5
[18:07:30 INFO]: Hello World!
[18:07:30 WARN]: [MyFirstBukkitPlugin] player: null
[18:07:30 WARN]: [MyFirstBukkitPlugin] playerCount: 0
[18:07:30 WARN]: [MyFirstBukkitPlugin] worldCount: 3
[18:07:30 ERROR]: Error occurred while enabling MyFirstBukkitPlugin v0.5 (Is it
up to date?)
java.lang.NullPointerException
    at com.codisimus.myfirstbukkitplugin.MyFirstBukkitPlugin.onEnable(MyFirs
tBukkitPlugin.java:35) ~[?:?]
    at org.bukkit.plugin.java.JavaPlugin.setEnabled(JavaPlugin.java:321) ~[s
pigot.jar:git-Spigot-fdc1440-53fac9f]
    at org.bukkit.plugin.java.JavaPluginLoader.enablePlugin(JavaPluginLoader
.java:340) [spigot.jar:git-Spigot-fdc1440-53fac9f]
```

getPlayer

```
public static Player getPlayer(String name)
```

Gets a player object by the given username.

This method may not return objects for offline players.

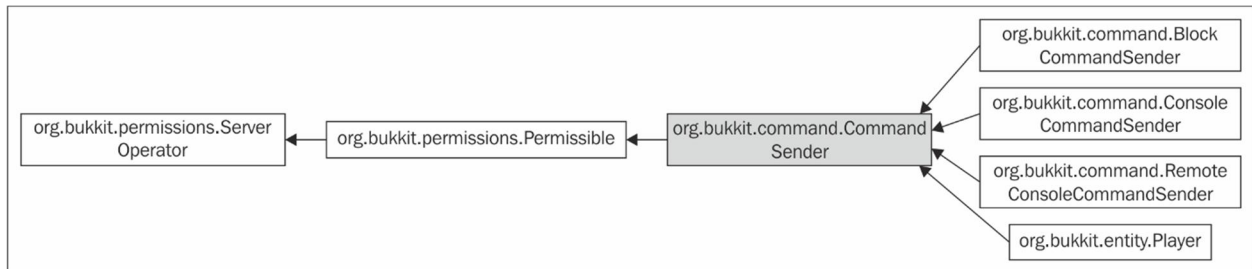
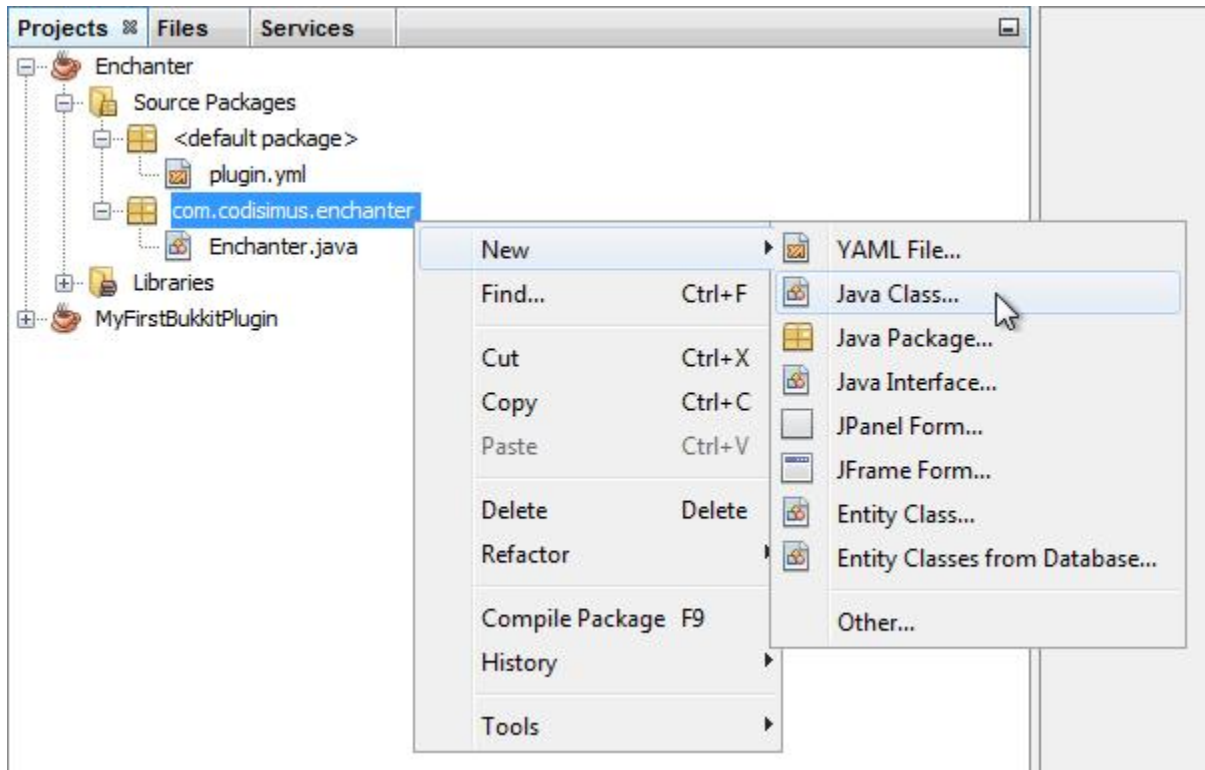
Parameters:

name - the name to look up

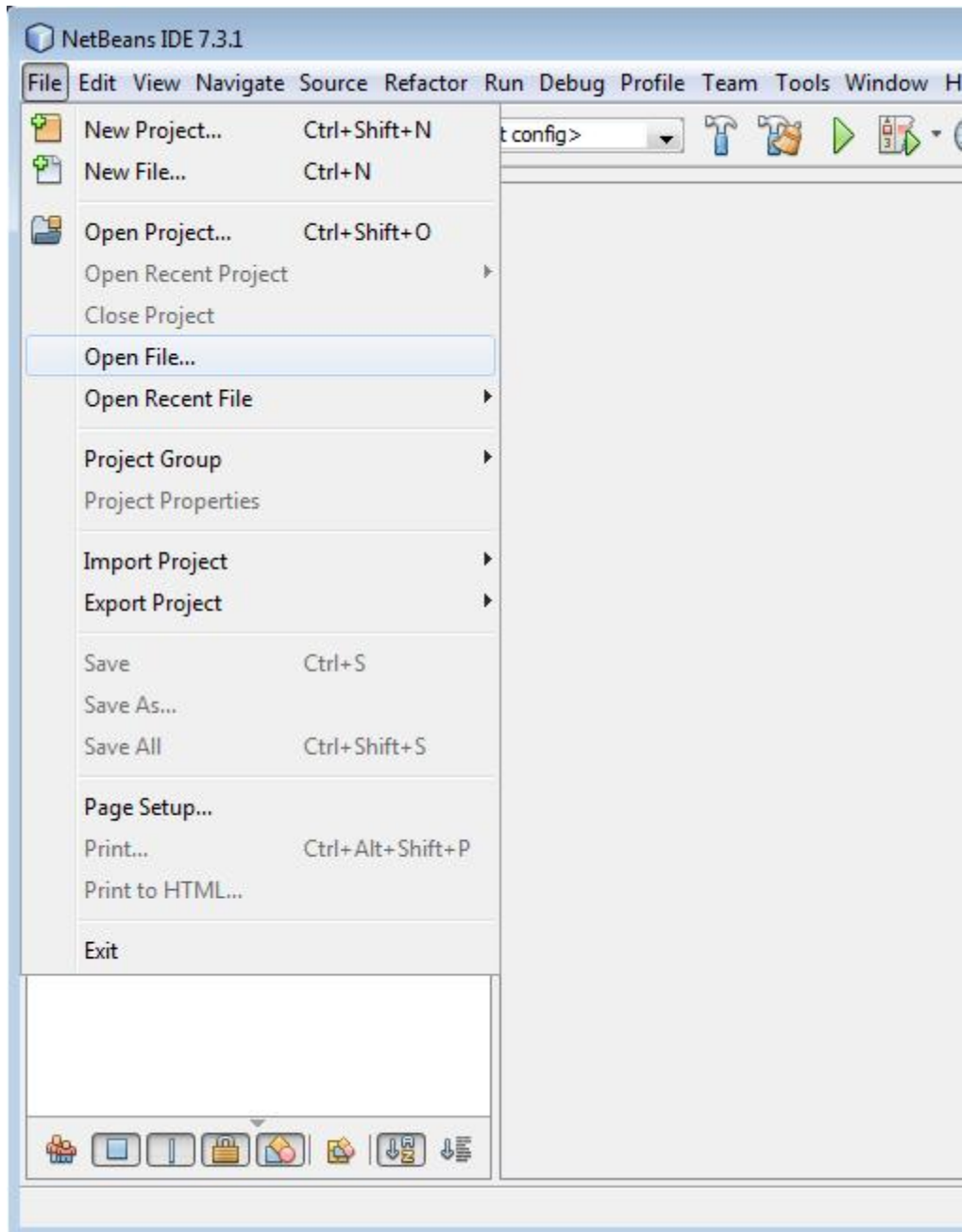
Returns:

a player if one was found, null otherwise

Chapter 5 - Plugin Commands



Chapter 6 - Player Permissions



You do not have permission to enchant items

Chapter 7 - The Bukkit Event System

toWeatherState

```
public boolean toWeatherState()
```

Gets the state of weather that the world is being set to

Returns:

true if the weather is being set to raining, false otherwise

Chapter 8 - Making Your Plugin Configurable

