

# KingdomCraft User Interface

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### *1.0 - Introduction*

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The KingdomCraft User Interface was specifically designed for the KingdomCraft server. Built from the ground up to be single a fully self contained add on. The User Interface is Intuitive giving different menu options depending on if the player has a Kingdom or a Plot. Main features of the User Interface.

- Spawn protection
- Spawn Teleport for all players
- Server security
- Player plot protection
- Kingdom plot protection
- Kingdom management
- Plot and Kingdom teleport controls
- Storage protection
- Animal protection
- Item interaction control
- User functions like, last death location

## 2.0 - Basic Commands - typed into game chat:

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### Main Information:

**! or !help** – This will display the User Interface Help information.

**!a** – About KingdomCraft

**!n** – Display the latest News

**!r** – Display Server Rules

**!mg** – Display mini-game info if the server has a mini-game

### Give Items for User Interface:

**!kc** – Give a Compass – for the Kingdom and Base User Interface Control

**!sh** – Give a Clock for – for the Shop plot User Interface Control

### Player Information:

**!st** – Display your Block Count

**!sbc** – Show all players Block Counts under name

**!hbc** – Hide all player Block Counts under name

**!op** – Print online players in a list

**!lb** – Print block count leader board – top 50 only

**!dl** – Display your last Death location

### Kingdom Commands:

**!kst** – Show Kingdom Block Count

**!ko** – Whisper message to your Kingdom

### Actionbar Plot Information:

**!spi** – Show Actionbar player plot information

**!hpi** – Hide Actionbar player plot information

### Random Commands:

**!pig** – Play pigstep to yourself

**!other** – Play otherside to yourself

## 2.1 - A Quick Note for PVP Players:

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The User Interface now has an option for Admin staff to add you as a PVP player. If you decide to be a PVP player on this server, you will have huge disadvantages over regular players as listed:

- Any plot you own will be deleted including Teleports.
- Any Kingdom you own will be deleted.
- You will be removed from any plot or kingdom you are a member of.
- You will no longer have any access to the Kingdom User Interface at all.

The above points force PVP players to play the server as full Survival.

Other rules apply for you to be a PVP player, make sure you check these in Server Rules before going on a killer rampage!!!

### 3.0 - Compass - Used for Plots and Kingdom control:

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When you first get the compass you will have access to 2 user interactions.  
Right click will give you the following: (Kingdoms covered later)



### 3.1 - Using the Compass for Player Plots:

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Sneak and right click, as long as you are outside spawn and the Shopping area, you will see the following (assuming you have just joined the server):

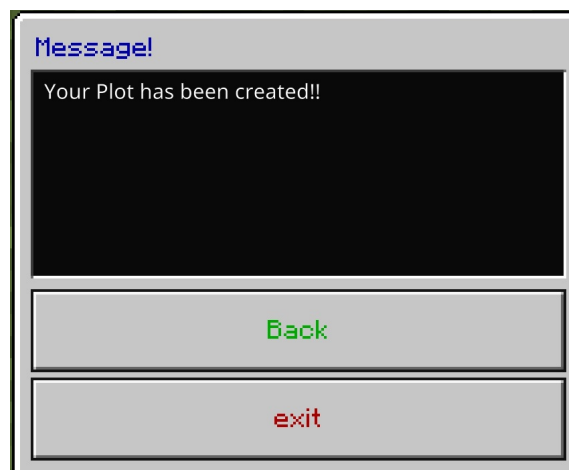


Player Plots are plots that any player on the server can have. In this version of the UI you can now have a player plot regardless of being a member of a kingdom, but the following rules apply.

- You need to have done some work on the server mining 1000 blocks before being able to create a plot.
- You cannot be the Owner of a Kingdom, before creating a Player Plot Example:
  1. Create a player plot before creating a Kingdom.
  2. Do not delete your Player plot once you own a kingdom, if you do, you will need to remove yourself as the owner of the Kingdom to re-create your own plot.
- Kingdom Members can always access the player plot options, create/delete etc.
- Player plots are currently 200x200 blocks (this may change in different server seasons).
- Player plots need to be over 500 blocks from Spawn.

Block counts are what the User Interface uses to govern what you have access to, so once you mine over 1000 blocks, Sneak and right click you will get the following:

If you agree with the plot location etc click Submit, you have now created your first Plot!  
You will see the following confirmation:



### 3.2 – Managing Plots:

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Because the User Interface is Intuitive, after you create a plot, now when you right click you will have two options, one for Kingdoms and one for Players as the following image:



For now we are covering Player UI so once you select player, you now have access to all the features of controlling your own plot:

- **Manage Plot** – will go over this below.
- **Teleports** – this will give you a list of all the teleports you have access to.
- **Plot Overview** – just displays your plot Information cards etc.
- **Delete Plot** – gives you a warning for you to accept or deny, you cannot delete a plot until you remove the Teleport location



The only option that needs covering is the Manage Plot, so once you click that you will have all of the following options:



### 3.3 – Manage Teleports:

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**Manage Teleport** will give you the following:



These options are fairly self explanatory but explained below.

**Create TP Location**, stand on the block you want to be the teleport location before clicking the button, you then get the following confirmation:

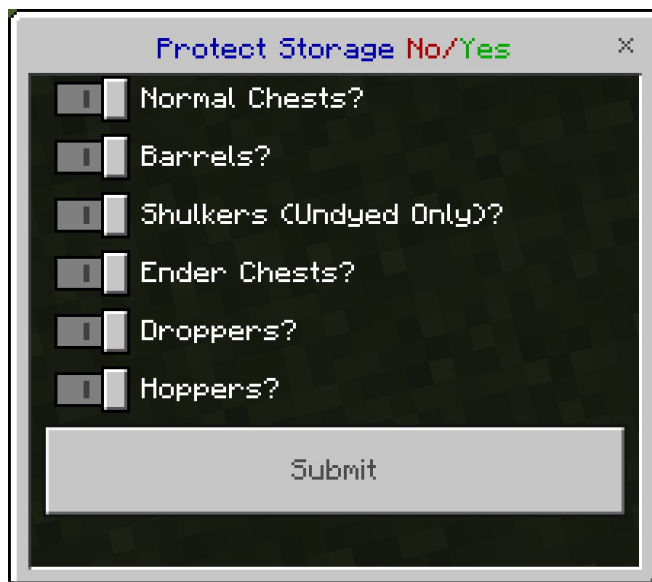


Click Create TP Location, once done you will now have a deny block that marks your TP location. Any member of your plot will have access to this Teleport.

If you wish to remove the Teleport, the best way is to teleport to the Teleport you want to delete, do not move then go to the same menu as above and select Delete Plot TP Location.

### 3.4 – Manage Storage:

**Manage Storage** is the next menu option, if you select this option you will see the following: (by default all Storage is protected from non plot Members)

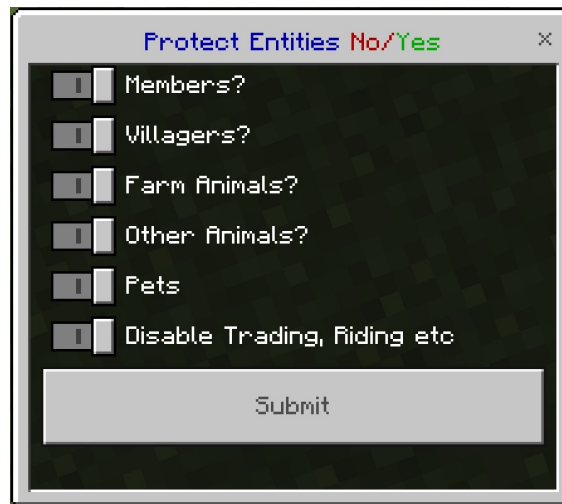


If you wish to give access to any non plot member to any of the above storage on your plot, just move the slider to the left, meaning "NO" or NOT Protected!!!

### 3.5 – Manage Mobs:

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**Manage Mobs** is the next menu option, once you select is a similar options list like Storage as follows:



Again If you wish to give access to any non plot member to any of the above mobs, pets etc on your plot, just move the slider to the left, meaning "NO" or NOT Protected!!! The bottom option disables interaction with Mobs also.

**WARNING:** If you set Members to "No", no one on your plot will be protected from PVP players.

### 3.6 – Manage Players:

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**Manage Players** is the final menu option for Manage Plots, again fairly self explanatory, as below:



**Add A Player** – Click this for a player selection box, just select the player you would like to add to your base and click Submit.

- If the players on the server are PVP players or already added to your Plot you will not see them in the list.

**Remove A Player** – Select the player from the list select Submit.



## 4.0 Using the Compass for Kingdom Management:

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### 4.1 - Create Kingdom:

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To create a kingdom right click the compass to give you one the following:



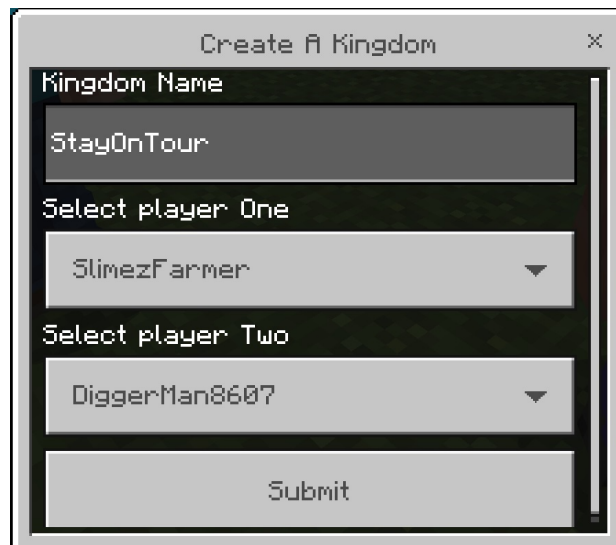
If you see this option above select Kingdom, to give you the main Kingdom menu



You can now create a Kingdom by clicking the Create Kingdom option, but the following apply

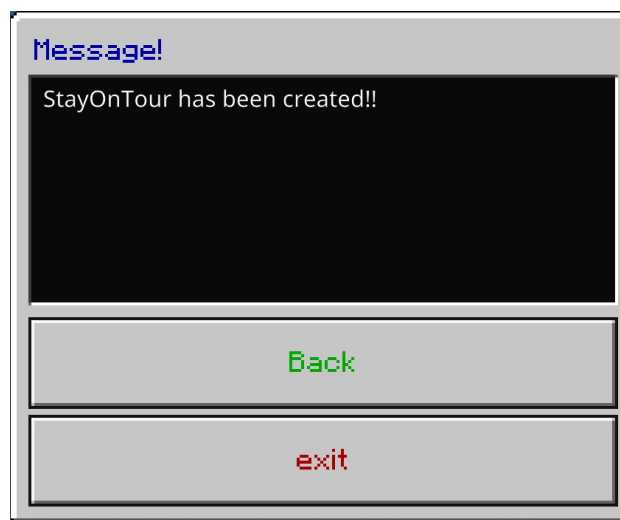
- You need to have 2 other players standing near you, and
- must not be
  1. A member or owner of another Kingdom.
  2. A PVP enabled Player.

Assuming the players do not have the above restrictions you will get the following:



The image shows a window titled "Create A Kingdom" with a close button (X) in the top right corner. Inside the window, there is a text input field labeled "Kingdom Name" containing the text "StayOnTour". Below this are two dropdown menus. The first is labeled "Select player One" and shows "SlimezFarmer" with a downward arrow. The second is labeled "Select player Two" and shows "DiggerMan8607" with a downward arrow. At the bottom of the window is a button labeled "Submit".

Type a Name for your Kingdom. From the two drop down boxes choose the players you will be adding, make sure to select a different player in each box, then click Submit, you will then see a confirmation like the following that the Kingdom was created.



The image shows a window titled "Message!". Inside, there is a black rectangular area containing the text "StayOnTour has been created!!". Below this area are two buttons. The top button is labeled "Back" in green text. The bottom button is labeled "exit" in red text.

Once you have created a Kingdom, right clicking the compass will now give you more options, again select Kingdom if you have that first option like above.

The following is the kingdom management the Owner of a Kingdom will see.



#### 4.2 - Manage Kingdom:

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**Manage Kingdom** will give many more option as below:



**Delete Kingdom** – will completely remove the Kingdom. Before this will work, all of your Kingdom Teleports and Plots must be removed.

**Change Owner** allows you to change the Kingdom Owner to one of the other Kingdom members.



Select a new Owner from the drop down list and click Submit, you will get a confirmation box that the owner has been changed.

### 4.3 – Manage Players:

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**Manage Players** this is slightly different to player plots, as Kingdoms invite players rather than just adding them. A player that is invited to join a kingdom will have an action bar message asking them to accept or decline the Kingdom invitation.

**NOTE:** If players are on the server and they are not showing in the list to be invited to your kingdom, either they are already in a Kingdom or they have opted to be PVP players.

**Invite a player:** will show you a list of players you can select to invite to your Kingdom.

**Delete Invite:** A player that never accepts the invitation can be deleted from the Kingdom.

**Remove A Member:** will show you a list of Kingdom Members (players) you can select to remove from your Kingdom.



### 4.4 - Create Kingdom Plots:

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Creating a Kingdom plot is similar to player plots, the only difference being the number of plots a Kingdom can create and the Block count required to make each plot. Also Kingdom plots are 800x800 blocks.

- **What is the Block Count:** Block count being the total number of blocks you have mined. This total is coded into the UI and well protected, so very unlikely to be lost.
- **Why do we use Block Count:** The principle behind the block count idea is “work for reward” The reason behind this is to avoid a huge number of plots being created on the server for no reason.

#### **Block Count for Plots:**

- Plot 1 requires a 5000 block total.
- Plot 2 requires a 200,000 block total.
- Plot 3 requires a 400,000 block total.
- Plot 4 requires a 800,000 block total. (you may think this is not possible in a season, I assure you it is)

#### **Other Limitations for creating a Plot:**

- You need to be over 800 from spawn.
- You cannot be overlapping another Plot.

**NOTE:** Player Plots and Kingdom Plots can now be placed with no unprotected blocks between them, to do this you will need to calculate the exact distance from the centre or border of the plots.

To create a plot Sneak and right click using the compass, if you get the flowing click Kingdom Plot.



If the information for the plot looks correct type in a name for the plot and click Submit.



Once you click Submit if everything worked you will see the following confirmation message.



#### 4.5 – Manage Kingdom Plots:

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**Manage Plots:** for Manage Plot TPs, Storage Settings, Entity Settings and Delete Plots refer to section 3.2. example menu options as in below image:



#### 5.0 - Clock - for creating and managing shops:

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##### 5.1 - Create a Shop Plot:

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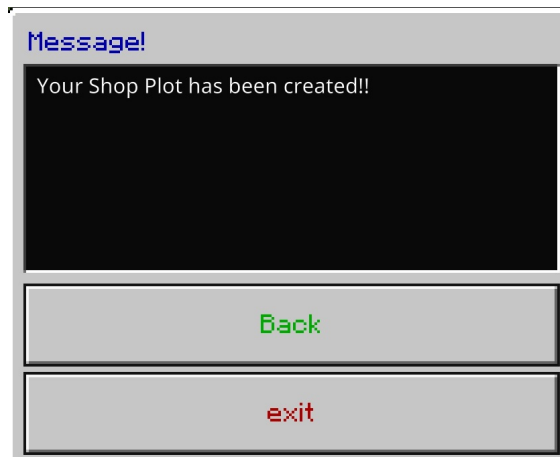
The shop plots and management is done via the Clock, this allows you to create a shop plot and manage who has access to the plot.

- You need to be a Plot owner or be in a Kingdom to create a Shop Plot

**Create a Shop Plot:** while holding the clock sneak and click the ground



If the details are correct click Submit, you will then see the following confirmation.



### *5.1 – Manage Shop Plot:*

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Once you create a Shop plot your UI menu will change to the following:



**Manage Storage:** refer to section 3.4 on page 7.

**Manage Players:** used for adding and removing players from your Shop plot, remember adding a player gives them full access to your Shop Plot