Natbyte's Basic Command Guide

for

Clueless Builders @ MCS

Table of Contents

Chest & Door Locking

Chest Locking:

We offer our players security allowing you to restrict access to the contents of chests and doors.

To use, simply place a signpost on the floor directly beside a chest or other container to be locked. Enter [Private] as the first line. Your own name will automatically be entered on line 2 as the chest owner. Optionally type in the full names of two other users allowed to access the chest's inventory on lines 3 and 4.

When done correctly, the sign will automatically fix itself to the side the target chest, protecting it from unauthorized access! Only the chests owner can then break the sign or chest.

Locking Doors:

To protect a door, you can use the same method as protecting a chest, the sign will attach to the door automatically. In addition, you can attach a [Private] wall sign to any side of the blocks just above or just below a door. For double doors only one side needs a sign.

Once a door is protected it will only open for someone listed as a user, and will not respond to redstone power or switches unless [Everyone] is listed as a user. Iron doors which usually won't open from clicking will work just as wooden doors. Also double doors will open together automatically!

You can also use [More Users] signs as with chest, with the caveat that the sign can not be placed on the block above the door if the [Private] sign is not above the door as well!

A timer can be set individually for each door by using the tag [Timer: #] on line 3 or 4 of the [Private] sign, where # is the number of seconds that the door should remain open. If the timer is set to 0, this means the door will never automatically close. When the server is shut down or restarted any open doors will be closed, note that the initial state of a door is assumed to be closed.

Care must me taken to place protected doors on a stable block. Building a door on sand, gravel, leaves, TNT and et cetera are allowed, but cannot be secured fully.

Economy & Currency

On minecraftserver our currency is gold ingots, we have use these to enable trade between players. If you need money go and mine for gold ingots! To see how many gold ingots you have in your inventory, you simply type **/money** remember when typing this command it only counts the gold ingots in your inventory.

If you wish to trade with another player on the server they will usually want payment in gold ingots, to send a payment to them just type **/money pay playername amount** e.g. **/money pay**

natbyte 64 this will send 64 gold ingots to natbyte from your inventory. Remember you can only send the total amount of gold ingots you have in your inventory to another player.

If you require more help with money just type **/money help** in game.

<mark>Addition</mark>: <u>Lottery</u>!!! If you feel lucky, type /lottery to win lots of gold ingots! To buy tickets for lottery, type **/lottery buy amountofticket** (i.e. **/lottery buy 4** to buy 4 tickets)

<u>Chest Shops</u>

You can simply turn a chest into a shop by placing a sign above it against a block.

When placing the sign, you write the item name as defined here <u>Chest Shop Item Names</u>, surrounded by square brackets on the first line. On the second line you write the rate you want to sell to customers and on the third line you write the rate you want to buy from customers. Both lines are optional (though you need at least one). The only requirement on these two lines is that it contains two separate numbers, you can write stuff around or between them in whatever way you want, preferably to make clear which line show what rate. You do not have to write your name on the last line, this is done automatically cutting off long player names when needed.

The shop owner can add gold ingots (when buying from customers) and items (when selling to customers) to the chest and then store them in the chest shop by right-clicking the sign. If items are already stored in the chest and gold ingots are added, the items are actually placed in the

chest (as the owner is notified in chat – see the image). So be sure to right-click again to return the items to the chest. This is actually part of the following step.

When a customer right-clicks on a sign of a chest and there are no items in the chest they will be informed about the rates and amounts of items and gold ingots available in the shop.

A customer can buy something from a chest shop (if enabled) by placing the gold ingots in the chest and then right-click the sign. If the amount of currency placed in the chest does not match the rate, or the customer tried to buy more than stock there is present in the chest, the remaining currency will be safe in the chest. Be sure not to right-click twice quickly or you might sell the just received goods again, possibly against a less favorite rate, making you lose gold. In the same way a customer can sell items (if the shop buys from customers), by placing them in the chest followed by a right-click.

Minecraft Server Sign Colours

Our server allows for text on signs to be coloured. Please read the instructions below on how to use coloured text on your signs when playing on minecraftserver.com . We allow all players on the server to add coloured text to signs. Simply use the & character followed by a hexadecimal digit **(0-f)** to give the rest of that line of text a colour. Using the & in a sign in any other circumstances will keep the & symbol.

Adding the coloured text to a sign:

&4###WARNING###
&6Land Mines
so be &Ecareful
(or &fdie&0)

Results in:

Minecraft Server Channel Chat

On Minecraft server we use a channel based chat below is a description of the commands and how to use them. As a builder on the Minecraft server you have toggle-able channels that you can join and leave at will. You are always listening in to all channels you have joined. The two default channels are global (g) and local (l). When you log in you start connected with your default channel global (g) if you talk everyone on the server can hear you. However if you change channels to local by giving the /ch l command, only players within a 40 block range can hear you this is local server chat. Unique private chat channels can be created and any player can join them providing they know the name of the created channel. All channels are only stored in memory so everything resets when the server does apart from the default global (g) and local (l). As with the channels, the channels you have joined are also cleared to the defaults between play sessions.

Information:

l : Local chat channel, permanent channel represented as <username> normal text.
g : Global chat channel, permanent channel represented as [Global] coloured text.

Commands:

/ch [channel] : Change your current output channel.
/tell [player] : Use as an alternative to /msg
/leave [channel] : Leaves the channel.
/ch list <page> : List all viewable channels available as well as your current channels.
/ch who: List everyone in your current channel.

Notes:

The channel name l is specific to local chat.

* Example Output
l : <natbyte> White Text

Custom : [Tag][natbyte] Blah blah.

* Tags: When a channel is made at run time, the tag will be given the first letter.

Minecraft Stargates

Minecraft Server also supports stargates. Building these in game allows you to create portals to different destinations.

Building a stargate portal:

OOOO
O   O – These are Obsidian blocks. You need 14.
O   O – Place a sign on either of these two blocks of Obsidian
O   O
OOOO

Sign Layout:
- Line 1: Gate Name (Max 11 characters)
- Line 2: Destination Name [Optional] (Max 11 characters, used for fixed-gates only)
- Line 3: Network name [Optional] (Max 11 characters)
- Line 4: Options [Optional] (options for admin use only at the moment)

Example:

Using a stargate:

- Right click the sign to choose a destination.
- Left click the button to open up a portal.
- Step through.

<u>Fixed stargates:</u>

- Fixed gates are like normal gates, but can only go to one destination and will always remain open.
- If you create two fixed gates that point to each other, you will have a two-way portal.
- You can link gates to normal gates, or to other fixed gates which can link to another fixed gate etc. You can't link a normal gate to a fixed gate though.
- Creating a fixed gate is the same as a normal gate, but you must specify the destination on the second line.

<u>Gate networks:</u>

- Gates are all part of a network.
- You can specify (and create) your own network on the third line of the sign when making a new gate. You can leave this blank for the default network.
- Gates on one network will not see gates on the second network, and vice versa.