
PiggyDocs Documentation

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PiggyDocs is not finished yet and only PiggyFactions is currently documented.

PiggyAuctions is an open-sourced auction house plugin allowing players to place auctions and bid on items. No documentation is currently available.

1.1 Configuration

No documentation is available yet.

1.2 Commands and Permissions

1.2.1 Commands

Command	Description	Permission	Aliases
<code>/auctionhouse</code>	Open the auction house	<code>piggyauctions.command.auctionhouse</code>	<code>/ah</code>

Last updated: 06/07/20

1.2.2 Permissions

Permission Node	Description	Default
<code>piggyauctions</code>	Allow usage of all PiggyAuctions features	<code>op</code>
<code>piggyauctions.command</code>	Allow usage of all PiggyAuctions commands	<code>op</code>
<code>piggyauctions.command.auctionhouse</code>	Allow usage of the <code>/auctionhouse</code> command	<code>true</code>

Last updated: 06/07/20

PiggyCrates is a simple and customizable crates plugin, supporting an unlimited amount of crate types. It also supports vanilla and custom enchants, such as [PiggyCustomEnchants](#).

No documentation is currently available.

2.1 Configuration

No documentation is available yet.

2.2 Commands and Permissions

2.2.1 Commands

Command	Description	Permission	Aliases
<code>/crate</code>	Create a crate	<code>piggycrates.command.crate</code>	
<code>/key</code>	Give a crate key	<code>piggycrates.command.key</code>	
<code>/keyall</code>	Give all online players a crate key	<code>piggycrates.command.keyall</code>	

Last updated: 06/07/20

2.2.2 Permissions

Permission Node	Description	Default
<code>piggycrates</code>	Allows usage of all PiggyCrates features	<code>false</code>
<code>piggycrates.command</code>	Allow usage of all PiggyCrates commands	<code>op</code>
<code>piggycrates.command.crate</code>	Allow usage of the <code>/crate</code> command	<code>op</code>
<code>piggycrates.command.key</code>	Allow usage of the <code>/key</code> command	<code>op</code>
<code>piggycrates.command.keyall</code>	Allow usage of the <code>/keyall</code> command	<code>op</code>

Last updated: 06/07/20

PiggyCustomEnchants

PiggyCustomEnchants is an open-sourced custom enchants plugin featuring over 90 custom enchantments.
No documentation is currently available.

3.1 Configuration

No documentation is available yet.

3.2 Commands and Permissions

3.2.1 Commands

Command	Description	Permission	Aliases
<code>/customenchants</code>	Manage Custom Enchants		<code>/ce</code> , <code>/customenchant</code>
<code>/customenchants about</code>	Displays basic information about the plugin	<code>piggycustomenchants.command.ce.about</code>	
<code>/customenchants enchant</code>	Apply an enchantment on an item	<code>piggycustomenchants.command.ce.enchant</code>	
<code>/customenchants info</code>	Get info on a custom enchant	<code>piggycustomenchants.command.ce.list</code>	
<code>/customenchants list</code>	Lists all registered custom enchants	<code>piggycustomenchants.command.ce.list</code>	
<code>/customenchants nbt</code>	Displays NBT tags of currently held item	<code>piggycustomenchants.command.ce.nbt</code>	
<code>/customenchants remove</code>	Remove an enchantment from an item	<code>piggycustomenchants.command.ce.remove</code>	

Last updated: 06/07/20

3.2.2 Permissions

Permission Node	Description	Default
<code>piggycustomenchants</code>	Allows usage of all PiggyCustomEnchants features	<code>false</code>
<code>piggycustomenchants.command</code>	Allow usage of all PiggyCustomEnchants commands	<code>op</code>
<code>piggycustomenchants.command.ce</code>	Allow usage of the <code>/customenchant</code> command	<code>op</code>
<code>piggycustomenchants.command.ce.about</code>	Allow usage of the <code>/customenchant about</code> subcommand	<code>true</code>
<code>piggycustomenchants.command.ce.enchant</code>	Allow usage of the <code>/customenchant enchant</code> subcommand	<code>op</code>
<code>piggycustomenchants.command.ce.help</code>	Allow usage of the <code>/customenchant help</code> subcommand	<code>true</code>
<code>piggycustomenchants.command.ce.info</code>	Allow usage of the <code>/customenchant info</code> subcommand	<code>true</code>
<code>piggycustomenchants.command.ce.list</code>	Allow usage of the <code>/customenchant list</code> subcommand	<code>true</code>
<code>piggycustomenchants.command.ce.nbt</code>	Allow usage of the <code>/customenchant nbt</code> subcommand	<code>true</code>
<code>piggycustomenchants.command.ce.remove</code>	Allow usage of the <code>/customenchant remove</code> subcommand	<code>op</code>
<code>piggycustomenchants.overridecheck</code>	Allow overriding of custom enchant level limit and item restriction	<code>false</code>

Last updated: 06/07/20

PiggyCustomEnchantsShop

PiggyCustomEnchantsShop is an add-on the the PiggyCustomEnchants plugin, adding shops.

No documentation is currently available.

4.1 Configuration

No documentation is available yet.

4.2 Commands and Permissions

4.2.1 Commands

Command	Description	Permission	Aliases
/ customenchantshop	Buy Custom Enchants	piggycustomenchantsshop. command.ceshop.use	/ ceshop
/ customenchantshop add	Add a shop entry to PiggyCustomEnchantsShop	piggycustomenchantsshop. command.ceshop.add	

Last updated: 06/07/20

4.2.2 Permissions

Permission Node	Description	Default
<code>piggycustomenchantsshop</code>	Use everything in PiggyCustomEnchantsShop	op
<code>piggycustomenchantsshop.sign</code>	Use all sign related permissions	op
<code>piggycustomenchantsshop.command</code>	Use all PiggyCustomEnchantsShop commands	op
<code>piggycustomenchantsshop.sign.break</code>		op
<code>piggycustomenchantsshop.sign.create</code>	Create CE shop signs	op
<code>piggycustomenchantsshop.sign.use</code>	Use CE shop signs	true
<code>piggycustomenchantsshop.command.ceshop</code>	Use /ceshop	op
<code>piggycustomenchantsshop.command.ceshop.add</code>	Use /ceshop add	op
<code>piggycustomenchantsshop.command.ceshop.use</code>	Use /ceshop	true

Last updated: 06/07/20



PiggyFactions

PiggyFactions is an open-sourced factions plugin for [PocketMine-MP](#).

Warning: PiggyFactions is still in *BETA*. Please report any bugs to the issue tracker at our [GitHub](#) repository.

5.1 Prerequisites

5.1.1 Requirements

- [PocketMine-MP](#): 3.13.0+
- [mysql](#) or [sqlite3](#) PHP extensions
 - These should already be installed in your [PocketMine-MP](#) PHP binaries.
 - If not, download your operating system's version at [jenkins.pmmp.io](#).
- Virions (pre-bundled in [Poggit](#) builds):
 - [DaPigGuy/libPiggyEconomy](#): 2.0.0+
 - [ParoxityTeam/Commando](#): 2.1.0+
 - [poggit/libasynql](#): 3.3.1+
 - [jojoe77777/FormAPI](#): 1.3+

5.1.2 Soft Dependencies

- [PiggyCustomEnchants](#): 2.1.1+
- [HRKChat](#): 1.1.1+
- [PureChat](#): PR-17

- ScoreHud: 6.1.0+

Note: You **must** use Poggit-CI *PR-17* build for PureChat support and set `default-factions-plugin` to `PiggyFactions`. All other syntax remains the same. You can modify the rank symbols in `PiggyFaction's config.yml`.

Note: `PiggyFactions` is **NOT** compatible with `FactionsPro's` or `FactionPE's` database schemas.

5.2 Quick Start Guide

Table of Contents

- *Quick Start Guide*
 - *Installation*
 - *Configuration*
 - *Setting up your Chat Provider*
 - * *HRKChat*
 - * *PureChat*
 - *Setting up Safezones / Warzones*
 - *You're done!*

5.2.1 Installation

1. Download the plugin from [Poggit](#), or click `PiggyFactions`.
2. Install the plugin by placing it in the `plugins/` directory.
3. Start your server to generate the configuration files, then stop the server.

5.2.2 Configuration

1. Navigate to `plugins/PiggyFactions/`
2. Open `config.yml`
 1. Setup the data provider that `PiggyFactions` will be using.
 1. By default, `PiggyFactions` will use `SQLite3`. No additional setup is required. (RECOMMENDED)
 2. Optionally, `PiggyFactions` can also use `MySQL`:
 1. Change `database.type` from `sqlite` to `mysql`.
 2. Enter your `MySQL` credentials in the `database.mysql` field.
 3. Change `worker-limit` from `1` to `2`.

2. Changing Languages

1. Navigate to lang/
2. Available languages are shown in this folder.
 1. To change the default language, simply change `languages.default` to the language's file name.
 2. A player can change their own language with `/f language <language>`.
3. Toggle whether or not you want to enable forms with commands.
 - By default, this option is enabled. You can still run commands normally, or through a form.

5.2.3 Setting up your Chat Provider

Currently, only [HRKChat](#) and [PureChat PR-17](#) supports PiggyFactions.

HRKChat

Tag Name	Description
<code>piggyfacs.name</code>	Player's faction name
<code>piggyfacs.power</code>	Player's faction power
<code>piggyfacs.rank.name</code>	Your Faction's rank name
<code>piggyfacs.rank.symbol</code>	Your Faction's rank symbol
<code>piggyfacs.members.all</code>	Faction's total member count
<code>piggyfacs.members.online</code>	Faction's online member count

Listing 1: A sample chat and nametag format for HRKChat.

```
chatFormat:
  1: "&6{{piggyfacs.rank.symbol}}{{piggyfacs.name}} &r&7{{hrk.displayName}}&r: {{msg}}
↵"
nameTagFormat:
  1: "&6{{piggyfacs.rank.symbol}}{{piggyfacs.name}} &r&7{{hrk.displayName}}"
```

PureChat

Tag Name	Description
<code>{fac_name}</code>	Player's faction name
<code>{fac_rank}</code>	Player's faction rank symbol

Listing 2: A sample chat and nametag format for PureChat.

```
groups:
  Guest:
    chat: '&7[Guest] &6{fac_rank}{fac_name} &r&7{display_name}&r: {msg}'
    nametag: '&7[Guest] &6{fac_rank}{fac_name} &f{display_name}'
    worlds: []
```

Warning: You **must** use Poggit-CI PR-17 build for PureChat support and set `default-factions-plugin` to `PiggyFactions`. All other syntax remains the same. You can modify the rank symbols in `PiggyFaction's config.yml`.

5.2.4 Setting up Safezones / Warzones

1. Run the command `/f admin`. This will allow you to bypass faction permissions.
2. Create a safezone faction with `/f create <name>`.
3. Flag the faction as a Safezone with `/f flag <safezone|warzone>`.
 - This will remove the faction from `/f top` and prevent other factions from claiming the area.
 - Furthermore, the `safezone` flag will prevent combat.
4. Claim safezone chunks with `/f claim <auto|square|circle> <radius>`.
5. While you're still in admin mode, use `/f leave` to leave the faction.
 - This will allow you to leave the faction without disbanding it.
6. Run the command `/f admin` to exit admin mode.

Note: You'll have to repeat this process twice: once for Safezone, once for Warzone.

5.2.5 You're done!

- PiggyFactions is now setup.
 - For further configuration, see [Advanced Configuration](#).
 - For a list of Commands & Permissions, see [Commands and Permissions](#).

5.3 Further Configuration

This page will cover extra configuration settings that were not covered in the [Quick Start](#) guide.

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- *Further Configuration*
 - *Databases*
 - *Economy*
 - *Factions*
 - * *General*
 - * *PVP*
 - * *Power*
 - * *Homes*

- * *Claims*
- *Languages*
- *Symbols*
- * *General*
- * *Relation Colors*
- * *Ranks*
- *Forms*

5.3.1 Databases

database			
	type	sqlite	
	sqlite		
		file	"factions.sqlite"
	mysql		
		host	localhost
		username	root
		password	" "
		schema	"piggyfactions"
	worker-limit	1	

type Determines which database provider to use.

Available Types: `sqlite`, `mysql`

sqlite This section lists the settings for the `sqlite` database provider.

file The file name of the database in the plugin data folder. You can also put an absolute path here.

mysql This section lists the settings for the `mysql` database provider.

host Your MySQL database's host address.

username Your MySQL username. Avoid using the `root` user for security reasons.

password Your MySQL user's password.

schema The schema that PiggyFactions should use. The schema should be empty and created beforehand.

worker-limit Sets the maximum number of simultaneous SQL queries.

`libasynql`'s documentation recommends the limit to be set to 1 for `sqlite` and 2 for `mysql`. If you are using MySQL, you may want to further increase this value if your MySQL connection is very slow.

5.3.2 Economy

economy			
	enabled	false	
	provider	economyapi	
	faction-bank		
		enabled	true

enabled Determines whether to enable economy features or not.

Options: `false`, `true`

provider Determines which economy provider to use.

Options: `economyapi`, `multieconomy`, `xp`

faction-bank This section lists the settings for the faction bank.

enabled Determines whether to enable faction bank or not.

Options: `true`, `false`

5.3.3 Factions

General

factions		
	blacklisted-names	[]
	max-name-length	16
	max-players	50

blacklisted-names Determines which faction names should be prevented from being created.

Example: `["Owners", "Admins", "Pigs"]`

max-name-length Determines the maximum length of a faction's name.

max-players Determines the maximum amount of players that can be in a faction.

PVP

factions.pvp		
	factionless	true
	between-factionless	true

factionless Whether to allow factionless players to attack players in factions.

Options: `true`, `false`

between-factionless Whether to allow factionless players to attack other factionless players.

Options: `true`, `false`

Power

factions.power			
	default	0	
	min	0	
	max	10	
	per		
		death	-2
		kill	1
		hour	2

default A player's default power when they first join the server.

min The minimum amount of power a player can have. Negative power is supported.

max The maximum amount of power a player can have.

per This section lists what should happen per...

death The amount of power that should be deducted each death.

kill The amount of power that should be gained each kill.

hour The total amount of power that should be passively gained per hour.

Homes

factions.homes		
	within-territory	true
	teleport-on-death	true

within-territory Whether to disallow `/f sethome` from being set outside of faction territory.

Options: true, false

teleport-on-death Whether to teleport players to faction's home upon death.

Options: true, false

Claims

factions.claims			
	blacklisted-worlds	[]	
	denied-commands		
		enemy	[]
		none	[]
		truce	[]
		ally	[]
	overclaim	true	
	cost	1	
	max	-1	
	shield-factor	0.1	

blacklisted-worlds Determines which worlds should have claiming disabled in.

Example: ["hub", "shop", "plots"]

denied-commands This section details what commands should be denied to the following relations when they are in a faction's territory:

enemy Commands listed here will prevent **enemy** factions from using commands in a faction's territory.

Example: ["home", "spawn", "hub"]

none Commands listed here will prevent **factionless** players from using commands in a faction's territory.

truce Commands listed here will prevent **truced** factions from using commands in a faction's territory.

ally Commands listed here will prevent **allied** factions from using commands in a faction's territory.

overclaim Determines whether overclaiming is enabled or not. See [Claiming](#) for how overclaiming works in comparison to `FactionsPro`.

Options: true, false

cost Determines the amount of power required per claim.

max Determines the max amount of claims which a faction can have. A value of -1 means unlimited.

shield-factor Determines the damage reduction when a player gets attacked in their territory.

5.3.4 Languages

languages		
	default	"english"

default The default language that is set for all players.

Available Languages: english, chinese_simplified, chinese_traditional, german, indonesian, serbian, spanish

5.3.5 Symbols

General

symbols		
	factionless	" "
	powerless	"0"

factionless Symbol that is shown if the player is factionless.

powerless Symbol that is shown if the player is powerless.

Relation Colors

symbols.colors.relations	
member	" { GREEN } "
ally	" { DARK_PURPLE } "
truce	" { LIGHT_PURPLE } "
neutral	" { WHITE } "
enemy	" { RED } "
safezone	" { GOLD } "
warzone	" { DARK_RED } "

member The relationship color for Members of your faction.

ally The relationship color for allied factions.

truce The relationship color for truced factions.

neutral The relationship color for neutral factions.

enemy The relationship color for enemy factions.

safezone The relationship color of the Safezone faction.

warzone The relationship color of the Warzone faction.

Ranks

symbols.ranks	
leader	" ^ "
officer	" * "
member	" + "
recruit	" - "
none	" "

leader The rank symbol for Leaders.

officer The rank symbol for Officers.

member The rank symbol for Members.

recruit The rank symbol for Recruits.

none The rank symbol for factionless players.

5.3.6 Forms

forms Whether to enable Forms or not.

Options: true, false

5.4 Functionality

5.4.1 Claiming

Claiming in PiggyFactions is essentially identical to [MassiveCraft's Factions](#) plugin on Java Edition.

Claim System

A chunk is defined as a $16 \times 16 \times 256$ segment of land, and cannot be modified. You can use `/f seechunks` or `/f sc` to get a pseudo-visualization of the chunk boundaries. You should have your particle effects enabled. By default, each claim will cost the faction 1 power. This value can be modified in the configuration under `factions.claims.cost`. Factions should use their power for claims sparingly, or they risk being **overclaimed**.

In comparison, [FactionsPro](#) used an area-based claiming system that claims a $25 \times 25 \times 256$ segment of land. The area-based system was not adopted because the implementation of a chunk-based system was far simpler.

Overclaiming

Overclaiming is when a faction claims over an existing claim that belonged to another faction. A faction's land can only be overclaimed if the faction's total land claims exceeds that of their current power.

- To overclaim a faction's land...
 - Create a claim of your own right at the edge of their territory.
 - From that claim you just created, walk into their territory and claim again.
 - You can continue overclaiming until their power and land have reached equilibrium.

5.4.2 Power

Player

Player Power

Player Power is the power that each player has. You can see your own, or others, power with `/f player <player>`

- When a new player joins the server, the player will start off with 0 power.
- Players will passively gain 2 power per hour **while the player is online**.
 - No power is gained while the player is offline.
- An easy way to gain power is by killing other players, which gives 1 power per kill.
 - On the contrary, each death reduces the player's power by 2.
- Players can hold up to 10 power maximum and cannot go lower than 0 power unless changed.

To configure the power values for players, please refer to [Further Configuration#Power](#).

Player Power Boost

Player Power Boost increases the maximum power which a player can hold.

Faction

Faction Power

Faction Power is the power that each faction has. You can see your own, or others, power with `/f info <faction>`

- Faction Power can be split up into two parts: current and maximum power.
 - Current Power: The cumulative CURRENT power of all players in the faction.
 - * Current Power is important to keep in mind while claiming.
 - * If your total land claims exceeds that of your current power, your land can be overclaimed by other factions.
 - Maximum Power: The cumulative MAXIMUM power of all players in the faction.
- Unlike FactionsPro,
 - Allying factions will not give additional power.
 - There is no minimum player requirement in order to claim land.
 - Creating a faction home does not require power.

Faction Power Boost

Faction Power Boost adds to both the current and maximum power of the faction.

5.5 Frequently Asked Questions

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- *Frequently Asked Questions*
 - *Can you overclaim land?*
 - *DTR / Death to Raidable?*

5.5.1 Can you overclaim land?

Yes, you can. Please refer to the [Claiming#Overclaiming](#) section for how to overclaim.

5.5.2 DTR / Death to Raidable?

This will be created in a separate addon for PiggyFactions. We do not have an ETA for the addon currently since it's low priority.

5.6 Commands and Permissions

5.6.1 Commands

Command	Description	Permission
<code>/faction</code>	The PiggyFactions command	<code>piggyfactions.command.faction.use</code>
<code>/f addpower</code>	Add player power	<code>piggyfactions.command.faction.addpower</code>
<code>/f admin</code>	Toggle admin mode	<code>piggyfactions.command.faction.admin</code>
<code>/f allychat</code>	Toggle ally chat	<code>piggyfactions.command.faction.allychat</code>
<code>/f ally</code>	Ally with other factions	<code>piggyfactions.command.faction.ally</code>
<code>/f ban</code>	Ban a member from your faction	<code>piggyfactions.command.faction.ban</code>
<code>/f chat</code>	Toggle faction chat	<code>piggyfactions.command.faction.chat</code>
<code>/f claim</code>	Claim a chunk	<code>piggyfactions.command.faction.claim</code>
<code>/f create</code>	Create a faction	<code>piggyfactions.command.faction.create</code>
<code>/f description</code>	Set faction description	<code>piggyfactions.command.faction.description</code>
<code>/f demote</code>	Demote a faction member	<code>piggyfactions.command.faction.demote</code>
<code>/f deposit</code>	Deposit money into faction bank	<code>piggyfactions.command.faction.deposit</code>
<code>/f disband</code>	Disband your faction	<code>piggyfactions.command.faction.disband</code>
<code>/f enemy</code>	Mark faction as an enemy	<code>piggyfactions.command.faction.enemy</code>
<code>/f flag</code>	Manage faction flags	<code>piggyfactions.command.faction.flag</code>
<code>/f fly</code>	Fly within faction territories	<code>piggyfactions.command.faction.fly</code>
<code>/f help</code>	Display command information	<code>piggyfactions.command.faction.help</code>
<code>/f home</code>	Teleport to faction home	<code>piggyfactions.command.faction.home</code>
<code>/f info</code>	Display faction info	<code>piggyfactions.command.faction.info</code>
<code>/f invite</code>	Invite a player to your faction	<code>piggyfactions.command.faction.invite</code>
<code>/f join</code>	Join a faction	<code>piggyfactions.command.faction.join</code>
<code>/f kick</code>	Kick a member from your faction	<code>piggyfactions.command.faction.kick</code>
<code>/f language</code>	Change personal language for PiggyFactions	<code>piggyfactions.command.faction.language</code>
<code>/f leader</code>	Transfer leadership of your faction	<code>piggyfactions.command.faction.leader</code>
<code>/f leave</code>	Leave your faction	<code>piggyfactions.command.faction.leave</code>
<code>/f logs</code>	View your Factions logs!	<code>piggyfactions.command.faction.logs</code>
<code>/f map</code>	View map of area	<code>piggyfactions.command.faction.map</code>
<code>/f money</code>	View faction bank balance	<code>piggyfactions.command.faction.money</code>
<code>/f motd</code>	Set faction MOTD	<code>piggyfactions.command.faction.motd</code>
<code>/f name</code>	Rename your faction	<code>piggyfactions.command.faction.name</code>
<code>/f neutral</code>	Reset relation with another faction	<code>piggyfactions.command.faction.neutral</code>
<code>/f permission</code>	Set faction role permissions	<code>piggyfactions.command.faction.permission</code>
<code>/f player</code>	Display player info	<code>piggyfactions.command.faction.player</code>
<code>/f powerboost</code>	Increases max power	<code>piggyfactions.command.faction.powerboost</code>
<code>/f promote</code>	Promote a faction member	<code>piggyfactions.command.faction.promote</code>
<code>/f seechunk</code>	Toggle chunk visualizer	<code>piggyfactions.command.faction.seechunk</code>
<code>/f sethome</code>	Set faction home	<code>piggyfactions.command.faction.sethome</code>
<code>/f setpower</code>	Set player power	<code>piggyfactions.command.faction.setpower</code>
<code>/f top</code>	Display top factions	<code>piggyfactions.command.faction.top</code>
<code>/f truce</code>	Truce with other factions	<code>piggyfactions.command.faction.truce</code>
<code>/f unally</code>	End faction alliance	<code>piggyfactions.command.faction.unally</code>
<code>/f unban</code>	Unban a member from your faction	<code>piggyfactions.command.faction.unban</code>
<code>/f unclaim</code>	Unclaim a chunk	<code>piggyfactions.command.faction.unclaim</code>
<code>/f version</code>	Display version & credits for PiggyFactions	<code>piggyfactions.command.faction.version</code>
<code>/f withdraw</code>	Withdraw money from faction bank	<code>piggyfactions.command.faction.withdraw</code>

Last updated: 06/07/20

5.6.2 Permissions

Permission Node	Description	Default
piggyfactions	Allow usage of all PiggyFactions features	op
piggyfactions.command	Allow usage of all PiggyFactions commands	op
piggyfactions.command.faction	Allow usage of all /f subcommands	op
piggyfactions.command.faction.seechunk	Allow usage of /f seechunk	true
piggyfactions.command.faction.money	Allow usage of /f money	true
piggyfactions.command.faction.motd	Allow usage of /f motd	true
piggyfactions.command.faction.name	Allow usage of /f name	true
piggyfactions.command.faction.neutral	Allow usage of /f neutral	true
piggyfactions.command.faction.permission	Allow usage of /f permission	true
piggyfactions.command.faction.player	Allow usage of /f player	true
piggyfactions.command.faction.powerboost	Allow usage of /f powerboost	op
piggyfactions.command.faction.promote	Allow usage of /f promote	true
piggyfactions.command.faction.setpower	Allow usage of /f setpower	op
piggyfactions.command.faction.sethome	Allow usage of /f sethome	true
piggyfactions.command.faction.logs	Allow usage of /f logs	true
piggyfactions.command.faction.top	Allow usage of /f top	true
piggyfactions.command.faction.truce	Allow usage of /f truce	true
piggyfactions.command.faction.unally	Allow usage of /f unally	true
piggyfactions.command.faction.unban	Allow usage of /f unban	true
piggyfactions.command.faction.unclaim	Allow usage of /f unclaim	true
piggyfactions.command.faction.version	Allow usage of /f version	true
piggyfactions.command.faction.withdraw	Allow usage of /f withdraw	true
piggyfactions.command.faction.map	Allow usage of /f map	true
piggyfactions.command.faction.use	Allow usage of /f	true
piggyfactions.command.faction.addpower	Allow usage of /f addpower	op
piggyfactions.command.faction.description	Allow usage of /f description	true
piggyfactions.command.faction.admin	Allow usage of /f admin	op
piggyfactions.command.faction.ally	Allow usage of /f ally	true
piggyfactions.command.faction.allychat	Allow usage of /f allychat	true
piggyfactions.command.faction.ban	Allow usage of /f ban	true
piggyfactions.command.faction.chat	Allow usage of /f chat	true
piggyfactions.command.faction.claim	Allow usage of /f claim	true
piggyfactions.command.faction.create	Allow usage of /f create	true
piggyfactions.command.faction.demote	Allow usage of /f demote	true
piggyfactions.command.faction.deposit	Allow usage of /f deposit	true
piggyfactions.command.faction.disband	Allow usage of /f disband	true
piggyfactions.command.faction.leader	Allow usage of /f leader	true
piggyfactions.command.faction.enemy	Allow usage of /f enemy	true
piggyfactions.command.faction.flag	Allow usage of /f flag	true
piggyfactions.command.faction.fly	Allow usage of /f fly	true
piggyfactions.command.faction.help	Allow usage of /f help	true
piggyfactions.command.faction.home	Allow usage of /f home	true
piggyfactions.command.faction.info	Allow usage of /f info	true
piggyfactions.command.faction.invite	Allow usage of /f invite	true
piggyfactions.command.faction.join	Allow usage of /f join	true

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Table 2 – continued from previous page

Permission Node	Description	Default
<code>piggyfactions.command.faction.kick</code>	Allow usage of <code>/f kick</code>	true
<code>piggyfactions.command.faction.language</code>	Allow usage of <code>/f language</code>	true
<code>piggyfactions.command.faction.leave</code>	Allow usage of <code>/f leave</code>	true

Last updated: 06/07/20

5.7 Addons

5.7.1 ScoreHud v6

ScoreHud support is enabled out-of-the-box and no setup is required on PiggyFaction's part.

Tag	Description
<code>{piggyfactions.faction_name}</code>	The faction's name.
<code>{piggyfactions.faction_rank}</code>	Your rank in the faction.
<code>{piggyfactions.faction_power}</code>	The faction's current power.

5.7.2 ScoreHud v5 (Legacy)

- An addon for JackMD's [ScoreHud](#) can be downloaded at [DaPigGuy/PiggyFactionsAddon.php](#).
 - Installation instructions can be found at [ScoreHud/v5#how-to-use-addons](#).
 - Users on ScoreHud v5 should consider updating to ScoreHud v6 for better performance.
 - Differences between v5 and v6 can be found at [ScoreHud#version-60-update](#).

Tag	Description
<code>{faction}</code>	The faction's name.
<code>{faction_rank}</code>	Your rank in the faction.
<code>{faction_power}</code>	The faction's current power.

PiggyShopUI is an open-sourced plugin using `libFormAPI` to create form shops.

No documentation is currently available.

6.1 Configuration

No documentation is available yet.

6.2 Commands and Permissions

6.2.1 Commands

Command	Description	Permission	Aliases
<code>/shop</code>	Open the shop menu	<code>piggyshopui.command.shop.use</code>	
<code>/shop edit</code>	Edit shop categories	<code>piggyshopui.command.shop.edit</code>	

Last updated: 06/07/20

6.2.2 Permissions

Permission Node	Description	Default
<code>piggyshopui</code>	Allows usage of all PiggyShopUI features	<code>false</code>
<code>piggyshopui.command</code>	Allow usage of all PiggyShopUI commands	<code>op</code>
<code>piggyshopui.command.shop</code>	Allow usage of the <code>/shop</code> commands	<code>op</code>
<code>piggyshopui.command.shop.edit</code>	Allow usage of the <code>/shop edit</code> subcommand	<code>op</code>
<code>piggyshopui.command.shop.use</code>	Allow usage of the <code>/shop</code> command	<code>true</code>

Last updated: 06/07/20

CHAPTER 7

Crashes

Nothing yet.

CHAPTER 8

GitHub

Nothing yet.

Contact and Support

If you still require additional help after consulting the documentation, you can join the [Piggy Hangouts](#) Discord server.

- Upon joining the server, you will be greeted with a list of rules and information which you have 10 minutes to read.
- Failure to comply with these rules will instantly lead to a ban; there are typically no warnings given.
- Use `g!roleslist` and assign yourself the `Minecraft` role to access Minecraft-related channels.
- Do not expect an instant reply, we don't have a 24/7 support team. An answer will usually be given within 24 hours.

If you require help with general PocketMine-MP plugins, go to the [PocketMine-MP Community](#) Discord server instead.

CHAPTER 10

Contributors

Nothing yet.

Thank you to all the translators who helped translate our plugins.

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- *Translators*
 - *Transifex*
 - *PiggyFactions*

11.1 Transifex

If you would like to help translate any of our plugins...

1. Join the [Piggy Hangouts](#) discord server.
2. Sign up with Transifex by clicking the “[Help Translate](#)” button.
 1. Once you’ve created an account...
 1. Notify DaPigGuy#4580 about your Transifex account w/ image proof of account ownership.
 2. You will receive the “Translator” role on our discord server.
 2. After we approve you, you will be able to start translating.
3. While translating, please keep the following in mind.
 1. Any words wrapped in { }, < >, or [] should not be translated.
 1. [] rule does not apply to headers, like in `/f help`.
 2. Any commands (i.e. `/f ally`) should not be translated.
 3. No colors or text formats should be modified.

4. Stay consistent with translated words.
 1. If you chose a word to translate `Member`, use the same word throughout the entire file.
5. If you are unsure about anything, please ask in the `#translation` channel once you've received your role.

11.2 PiggyFactions

PiggyFactions Translation Progress

Language	Translators
Chinese (Simplified)	Tylarity, Aericio, TGPNG, prprprprprprpr
Chinese (Traditional)	Tylarity, Aericio, TGPNG, prprprprprprpr
French	adeynes, ItsMax123, steelfri_031, superbobby2000
German	SalmonDE
Indonesian	MrAshshiddiq, SillierShark195
Serbian	yuriiscute53925
Spanish	UnEnanoMas

CHAPTER 12

Links

Nothing yet.

13.1 Plugins License

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13.2 PiggyDocs License

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