

Built-in Actions

Actions allow you to define a variety of things to run whenever a pouch gets redeemed.

Actions support PlaceholderAPI and has 2 built-in placeholders:

- `%player%` - Replaced with the player name.
- `{random:<min>-<max>}` - Replaced with a random number between those bounds.

1. Broadcast

- Arguments:
 - *text*: Text to send. Formatted in MiniMessage.
- Example: "[Broadcast] text=<green>Test Broadcast"

2. Console

- Arguments:
 - *cmd*: Command to execute as console.
- Example: "[Console] cmd=say Hello!"

3. GiveEffect

- Arguments:
 - *type*: Potion effect type. A list is available here:
<https://hub.spigotmc.org/javadocs/bukkit/org/bukkit/potion/PotionEffectType.html>
 - *strength*: Strength of the effect. Starts at 0.
 - *duration*: Duration in seconds.
- Example: "[GiveEffect] type=SPEED;;strength=2;;duration=30"

4. GiveFood

- Arguments:
 - *amount*: Amount of food points to give.
- Example: "[GiveFood] amount=5"

5. GiveHealth

- Arguments:
 - *amount*: Amount of health to give. 1 health equals to 1/2 heart.
- Example: "[GiveHealth] amount=6"

6. Message

- Arguments:
 - *text*: Text to send. Formatted in MiniMessage.
- Example: "[Message] text=<green>Test Message"

7. Sudo

- Arguments:
 - *cmd*: Command to execute as player.
- Example: "[Sudo] cmd=say Hello!"

8. PlaySound

- Arguments:
 - *sound*: Sound to play. This needs to be a full Minecraft sound key. Here is a list: <https://minecraft.wiki/w/Sounds.json>
 - *source*: Sound source. Available values: AMBIENT, BLOCK, HOSTILE, MASTER, MUSIC, NEUTRAL, PLAYER, RECORD, VOICE, WEATHER. Defaults to AMBIENT.
 - *volume*: Sound volume. Usually goes from 0.0 to 1.0. Defaults to 1.0.
 - *pitch*: Sound pitch. Usually goes from 0.0 to 1.0. Defaults to 1.0.
- Example: "[PlaySound]
sound=block.note_block.bell;;source=MUSIC;;volume=1.0;;pitch=0.5"

9. Title

- Arguments:
 - *title*: Title to send. Formatted in MiniMessage.
 - *subtitle*: Optional subtitle to send. Also formatted in MiniMessage.
 - *fadeIn*: Fade in time.
 - *stay*: How long the title stays on screen.
 - *fadeOut*: Fade out time.
- Example: "[Title] title=<green>Test;;subtitle=<yellow>Test
2;;fadeIn=50;;stay=100;;fadeOut=50"

If you need more actions, contact me on Discord!

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