Creating a Pouch

Creating a pouch is relatively simple once you understand the configuration.

This is a full example pouch configuration file:

```
name: Example
weight: 0.1

lockedItem:
  material: DIAMOND_BLOCK
  name: '<red><bold>Example Pouch'
  lore:
    - '<gray>Break 100 cobblestone blocks and'
    - '<gray>10 diamond ores to unlock this pouch!'
    - ''
    - '<yellow>Cobblestone: %progress_breakCobblestone%/%goal_breakCobblestone%'
    - '<yellow>Diamond Ores: %progress_breakDiamonds%/%goal_breakDiamonds%'
unlockedItem:
  material: DIAMOND_BLOCK
  name: '<green><bold>Example Pouch'
  lore:
    - '<gray>Break 100 cobblestone blocks and'
    - '<gray>10 diamond ores to unlock this pouch!'
    - ''
    - '<yellow>Click to open!'

singleMission: false
missions:
  breakCobblestone:
    type: BLOCK_BREAK
    goal: 100
    parameters:
      blocks:
        - COBBLESTONE
  breakDiamonds:
    type: BLOCK_BREAK
```

```
      goal: 10
      parameters:
        blocks:
          - DIAMOND_ORE


expireTime: -1


pouchUpgrade: Example2


recipe:
  shape:
    - AAA
    - ABA
    - AAA
  ingredients:
    A: GLASS
    B: NETHER_STAR


actions:
  guaranteed:
    - '[Message] text=<gray>Congratulations, you redeemed the Example Pouch!'
  randomAmount: 1
  random:
    '0':
      actions:
        - '[Message] text=<green>This green message can appear 50% of the time.'
      weight: 0.5
      requirePermission: false
      invertPermissionCheck: false
      permission: actions.check
    '1':
      actions:
        - '[Message] text=<red>This red message can appear 50% of the time.'
      weight: 0.5
      requirePermission: true
      invertPermissionCheck: false
      permission: actions.check
```

- **name:** This parameter defines the internal name of your pouch. This must be unique across all pouches.

- **weight:** The weight of your pouch when giverandom is used.
- **lockedItem & unlockedItem:** These are the items used when the pouch is locked and unlocked, respectively
  - Both of these support custom model data and skull textures. Example:

    ```
    unlockedItem:
      material: PLAYER_HEAD
      name: '<green><bold>Example Pouch'
      headTexture: 'example'
      lore:
        - '<gray>Break 100 cobblestone blocks and'
        - '<gray>10 diamond ores to unlock this pouch!'
        - ''
        - '<yellow>Click to open!'
    ```

  - Model data example:

    ```
    unlockedItem:
      material: PAPER
      modelData: 10000
      name: '<green><bold>Example Pouch'
      lore:
        - '<gray>Break 100 cobblestone blocks and'
        - '<gray>10 diamond ores to unlock this pouch!'
        - ''
        - '<yellow>Click to open!'
    ```

- **singleMission:** This defines whether a single mission is required to unlock the pouch, or all missions are required.
- **missions:**
  - **type:** Mission type.
  - **goal:** The goal needed to complete the mission.
  - **parameters:** Additional parameters. These vary per mission type - check the expansion information.
- **expireTime:** The amount of time before the pouch expires. This time starts to run once the pouch is given. Set to -1 to disable.
- **pouchUpgrade:** This defines the pouch that can be obtained by combining multiple of the same pouch in a crafting table. Optional feature.
- **recipe:**
  - **shape:** Shape of the recipe. All letters need to be specified in the ingredients, and needs to be in a 3x3 grid.
  - **ingredients:** Ingredients to use in the shape.
- **actions:**

- **guaranteed:** These actions will always fire. Check the Actions page for a full list of actions.
- **randomAmount:** Amount of random actions to fire.
- **random:**
  - **actions:** Actions to fire for this random object.
  - **weight:** Weight of this random object.
  - **requirePermission:** Whether this random object requires a permission to fire.
  - **invertPermissionCheck:** Whether the permission check should be inverted (so it only fires if you do not have the permission). Needs "requirePermission" to be set to true.
  - **permission:** Permission required. Needs "requirePermission" to be set to true.

If you need more help creating your pouches, feel free to reach out on Discord!