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# **MarketPlaceDocs Documentation**

***Release 1.0***

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## Contents

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<b>1</b>	<b>Contents</b>	<b>1</b>
1.1	Configuration . . . . .	1
1.2	Commands . . . . .	13
1.3	Misc . . . . .	15



## 1.1 Configuration

### 1.1.1 Configuration

#### Default Configuration

Table

Configuration Node	Type	Default	Help
allowPublish	Boolean (true or false)	true	Disallow players from publish items
commands.skiphelp	Boolean (true or false)	false	If true /marketplace command will skip help message and instead open make the same function as /marketplace search
commands.help	String	&a/market &c{name} &3{arguments} &6(&7{help}&6)	Commands help format
commands.show-default-aliases	Boolean (true or false)	true	If true, help command will display the default sub-commands
commands.autoCompleteEnabled	Boolean (true or false)	true	No info!
commands.deepAutoCompleteEnabled	Boolean (true or false)	true	No info!
command.aliases	String list	This is a list, click on the name to see it	You have to restart the server to apply the changes
command.marketall.autoComplete	String	marketall	No info!

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Table 1 – continued from previous page

Configuration Node	Type	Default	Help
command.marketall.aliases	String list	This is a list, click on the name to see it	No info!
command.marketall.permissions	String	none	No info!
commands.nopermission	String	&cYou don't have permission to use this command	No info!
command.my.autoComplete	String	my	No info!
command.my.aliases	String list	This is a list, click on the name to see it	No info!
command.my.description	String	Check your sold, unsold, history etc	No info!
command.my.argumentsHelp	String		No info!
command.listings.autoComplete	String	listings	No info!
command.listings.aliases	String list	This is a list, click on the name to see it	No info!
command.listings.description	String	Open the menu of unbrought items of any player (You can remove listings)	No info!
command.listings.argumentsHelp	String	<player_name player_uid>	No info!
command.publish.autoComplete	String	publish	No info!
command.publish.aliases	String list	This is a list, click on the name to see it	No info!
command.publish.description	String	Publish a item in the marketplace	No info!
command.publish.argumentsHelp	String	<price>	No info!
command.purge.autoComplete	String	purge	No info!
command.purge.aliases	String list	This is a list, click on the name to see it	No info!
command.purge.description	String	Before use this command make sure you read this: <a href="http://marketplacedocs.readthedocs.io/en/latest/commands/purge.html">http://marketplacedocs.readthedocs.io/en/latest/commands/purge.html</a>	No info!
command.purge.argumentsHelp	String	<argument-name> [argument-value]	No info!
command.search.autoComplete	String	search	No info!
command.search.aliases	String list	This is a list, click on the name to see it	No info!
command.search.description	String	Open the search menu	No info!
command.search.argumentsHelp	String	[all id categories name lore player-name]	No info!
command.search.arguments.all	String	all	No info!
command.search.arguments.id	String	id	No info!
command.search.arguments.categories	String	categories	No info!
command.search.arguments.name	String	name	No info!
command.search.arguments.lore	String	lore	No info!
command.search.arguments.player	String	player	No info!
command.select.autoComplete	String	select	No info!
command.select.aliases	String list	This is a list, click on the name to see it	No info!

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Table 1 – continued from previous page

Configuration Node	Type	Default	Help
command.select.description	String	Same args as purge, but it show the info instead on remove: <a href="http://marketplacedocs.readthedocs.io/en/latest/commands/purge.html">http://marketplacedocs.readthedocs.io/en/latest/commands/purge.html</a>	No info!
command.select.arguments	String	<argument-name> [argument-value]...	No info!
command.limits.autoComplete	String	limits	No info!
command.limits.aliases	String list	This is a list, click on the name to see it	No info!
command.limits.description	String	Manage player limits	No info!
command.limits.arguments	String	[set get increment decrement] [player] [slots]	No info!
command.reload.autoComplete	String	reload	No info!
command.reload.aliases	String list	This is a list, click on the name to see it	No info!
command.reload.description	String	Reload configuration	No info!
command.reload.arguments	String		No info!
command.help.autoComplete	String	help	No info!
command.help.aliases	String list	This is a list, click on the name to see it	No info!
command.help.description	String	Display this menu or help for a specific command	No info!
command.help.arguments	String	[command]	No info!
command.migrate.autoComplete	String	migrate	No info!
command.migrate.aliases	String list	This is a list, click on the name to see it	No info!
command.migrate.description	String	Migrate from other plug-ins	No info!
command.migrate.arguments	String	<database-type>	No info!
command.setpin.autoComplete	String	setpin	No info!
command.setpin.aliases	String list	This is a list, click on the name to see it	No info!
command.setpin.description	String	Set the pin for login through the web client	No info!
command.setpin.arguments	String	<new-pin>	No info!
command.cancel.autoComplete	String	cancel	No info!
command.cancel.aliases	String list	This is a list, click on the name to see it	No info!
command.cancel.description	String	Cancel all the listings (this is an experimental/migration command)	No info!
command.cancel.arguments	String	-all	No info!
command.wallet.autoComplete	String	wallet	No info!
command.wallet.aliases	String list	This is a list, click on the name to see it	No info!

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Table 1 – continued from previous page

Configuration Node	Type	Default	Help
command.wallet.description	String	Adds money to your web account, this allows you to purchase items through the web system	No info!
command.wallet.arguments	String	<deposit withdraw check> [player amount] [amount]	No info!
command.wallet.arguments.deposit	String	deposit	No info!
command.wallet.arguments.withdraw	String	withdraw	No info!
command.wallet.arguments.check	String	check	No info!
database.mysql.hostname	String	localhost	Database hostname
database.mysql.username	String	root	Database username
database.mysql.password	String	123	Database password
database.mysql.port	String	3306	Database port
database.mysql.database	String	marketplace	Database database name
database.sqlite.file	String	marketplace.db	In case of using SQLite, the name of the file
database.type	String	sqlite	sqlite or mysql (MySQL recommended and needed for webmarket feature)
database.tables.catalog	String	catalog	Name of the table where selling items will be saved
database.tables.limit	String	limit	Name of the table where limits will be saved (If db limits system is enabled)
database.tables.webaccounts	String	webaccounts	Name of the table where web accounts will be saved (If db web market system is enabled)
database.tables.sync_info	String	syncinfo	This table will contain info for the webmarket, protocol number, taxes etc
webmarket.enabled	Boolean (true or false)	false	Purchase, Manage Listings & more through web (Note that you have to enable mysql db for this to work)
webmarket.pin.empty	String	&cPlease insert a pin (All web sessions have been closed)	Purchase, Manage Listings & more through web (Note that you have to enable mysql db for this to work)
webmarket.pin.done	String	&aYour pin has been established	Message displayed when a player's pin changes
webmarket.pin.error	String	&cUnexpected error while changing your pin, please contact an administrator	Message displayed when an error occurs on pin change procedure

Continued on next page



Table 1 – continued from previous page

Configuration Node	Type	Default	Help
webmarket.account.invalid	String	&cSorry but this account doesn't exists, please use /mp setpin <pin> to set a pin and create the account	Used mainly by administrators, when they search an invalid user, and by users, when they query their money
webmarket.account.money	String	&7Wallet Money:&6{money}\$	Used mainly by administrators, when they search an invalid user, and by users, when they query their money
webmarket.account.deposit	String	&aYou just deposited &6\${money}&a in your wallet	When player deposit money in their wallet
webmarket.account.withdraw	String	&aYou just withdraw &6\${money}&a from your wallet	When player withdraw money from their wallet
webmarket.account.error	String	&cUnexpected error while modifying your account data, please contact an administrator	Unexpected error updating the account data
webmarket.account.allow_withdraw	Boolean (true or false)	false	Depending on the context on the server, sometime is not useful to have a simple bank
limits.default	Integer	-1	That means any player will have access to have 3 (Default) items selling at the same time, until you modify it with /market limits (-1 to unlimited)
limits.reach	String	&cYou reach the limit of &6{number}&c listings at the same time!	When players reach the limit
limits.mode	String	permissions	More info: <a href="http://marketplacedocs.readthedocs.io/en/latest/misc/limits.html">http://marketplacedocs.readthedocs.io/en/latest/misc/limits.html</a>
limits.multiple	String	stack	More info: <a href="http://marketplacedocs.readthedocs.io/en/latest/misc/limits.html">http://marketplacedocs.readthedocs.io/en/latest/misc/limits.html</a>
limits.permissions	String list	This is a list, click on the name to see it	No info!
limits.visualize	String	&7You have &6{used}&7/&6{limit}&7 published listings	No info!
limits.visualize_other	String	&7{player} has &6{used}&7/&6{limit}&7 published listings	No info!

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Table 1 – continued from previous page

Configuration Node	Type	Default	Help
logs.console	Boolean (true or false)	true	Log marketplace transactions in console?
logs.file	Boolean (true or false)	true	Log marketplace transactions in plugins/MaketPlace/marketplace.log?
logs.publish	Boolean (true or false)	true	Log /market publish command?
logs.remove_listing	Boolean (true or false)	true	Log /market my > Unbrought items > Remove an item action?
logs.admin_cancel	Boolean (true or false)	true	Log whenever an admin cancels and item?
logs.claim	Boolean (true or false)	true	Log /market my > Waiting for Money Claim > Claim money action?
logs.purchase	Boolean (true or false)	true	Log /market search > Purchase an item action?
publish.publish_menu.enabled	Boolean (true or false)	true	Open the publish menu if no arguments are provided
publish.publish_menu.click	String	&6Click: &7{delta}	No info!
publish.publish_menu.shiftClick	String	&6Shift-Click: &7{delta}	No info!
publish.publish_menu.rightClick	String	&6Right Click: &7{delta}	No info!
publish.publish_menu.shiftRightClick	String	&6Shift-Right Click: &7{delta}	No info!
publish.publish_menu.moneyDecimal	Decimal/Double	1.0	No info!
publish.publish_menu.moneyDigi	Digital/Double	10.0	No info!
publish.publish_menu.amountDecimal	Decimal/Double	1.0	No info!
publish.publish_menu.amountDigi	Digital/Double	10.0	No info!
publish.publish_menu.publish	String	&aPublish!	No info!
publish.publish_menu.amount	String	&7Item Amount: &6{amount}	No info!
publish.publish_menu.tax	String list	This is a list, click on the name to see it	No info!
publish.identical_limit	Integer	-1	Avoid players from publishing more than X listings of the same item (counting id, name, lore, nbt and ignoring amount), -1 for infinite
publish.identical_message	String	&cYou have too many identical items published already!	Message displayed when the identical limit is passed
publish.price.min	Integer	1	Min price (No recommended less than 1)
publish.price.max	Integer	2000000000	Max price (It may have problems upper 2,000,000,000)
publish.price.error	String	&cThat price is out of bounds!	When the price is out of min or max

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Table 1 – continued from previous page

Configuration Node	Type	Default	Help
publish.invaliditem	String	&cInvalid item	When the item is air
publish.done	String	&aYou publish &6{item} &afor &7\${price}&a into the marketplace	When a item is published
publish.claim	String	&aYou claim &6\${price}&a from &6{item}	When claim a sold listing
publish.bulkclaim	String	&aYou claimed the money of &6{amount}&a sold items and got &6{price}\$	When claim all sold list- ing
publish.bulkclaim_enabled	Boolean (true or false)	true	No info!
publish.error	String	&cUnexpected error occurred while publishing your item, please contact to server administrator with the current time	When internal stuff fails, you should search the er- ror in console with the hour and report it to rodel77
messages.header	String	&6[&dMarket&bPlace&6]&7	Header of all messages
messages.invalidnumber	String	&cInvalid number	Invalid number
messages.invalidplayer	String	&cInvalid player	Invalid player
messages.dropped	String	&eSome items have been dropped!	When your menu is full and some items got dropped
menu.nextpage	String	&7Next page	No info!
menu.previouspage	String	&7Previous page	No info!
menu.page.title	String	&7Page: &6{page}/{pages}	No info!
menu.page.lore	String list	This is a list, click on the name to see it	No info!
menu.marketplace.title	String	&9MarketPlace (&6{search}&9)	No info!
menu.marketplace.filters.title	String	&7Filters. . .	No info!
menu.marketplace.item	String list	This is a list, click on the name to see it	No info!
menu.marketplace.back	String	&bBack	No info!
menu.marketplace.loading	String	&6Loading. . .	No info!
menu.marketplace.gotomy	String	&6Go to Your Listings	No info!
menu.marketplace.reference	String	&6In-Game	No info!
menu.marketplace.reference	String	&3Web	No info!
menu.marketplace.order.price	String	&7Order By: &6Price	No info!
menu.marketplace.order.price	String	&3Cheap to expensive	No info!
menu.marketplace.order.price	String	&3Expensive to cheap	No info!
menu.marketplace.order.item	String	&7Order By: &7Amount	No info!
menu.marketplace.order.item	String	&3Less to more	No info!
menu.marketplace.order.item	String	&3More to less	No info!
menu.marketplace.order.publ	String	&7Order By: &2Time	No info!
menu.marketplace.order.publ	String	&3Older to newer	No info!
menu.marketplace.order.publ	String	&3Newer to older	No info!
menu.marketplace.claimall	String	&6Claim All	No info!
menu.marketplace.asc	String	&3Ascending	No info!

Continued on next page

Table 1 – continued from previous page

Configuration Node	Type	Default	Help
menu.marketplace.desc	String	&3Descending	No info!
menu.main.title	String	&9MarketPlace	No info!
menu.main.idsearch	String	&eSearch By ID	No info!
menu.main.namesearch	String	&eSearch By Name	No info!
menu.main.loresearch	String	&eSearch By Lore	No info!
menu.main.allsearch	String	&eSearch all MarketPlace	No info!
menu.main.categories	String	&eSearch Categories	No info!
menu.categories.title	String	&eSelect a category	No info!
menu.listings.deliveries	String	&5Deliveries ({amount})	No info!
menu.listings.gotosearch	String	&7Go to Search Menu	No info!
menu.listings.unclaimed	String	&dWaiting for money claim	No info!
menu.listings.unbought	String	&cUnbought listings	No info!
menu.listings.cancelled	String	&cCancelled/Expired listings	No info!
menu.listings.removed	String	&aYou remove successfully your listing &6{listing}!	No info!
menu.deliveries.claimed	String	&7You claimed a delivery!	No info!
menu.deliveries.lore	String list	This is a list, click on the name to see it	No info!
menu.deliveries.title	String	&6Your deliveries	No info!
menu.listings.history.purchases	String	&3Purchases History	No info!
menu.listings.history.purchasesList	String list	This is a list, click on the name to see it	No info!
menu.listings.history.sales	String	&9Sales History	No info!
menu.listings.history.salesList	String list	This is a list, click on the name to see it	No info!
menu.listings.claims.title	String	&9Claim menu	No info!
menu.listings.claims.claimsList	String list	This is a list, click on the name to see it	No info!
menu.confirm.title	String	&aConfirm Purchase	No info!
menu.confirm.cancel	String	&cCancel	No info!
menu.confirm.seller	String	&7Seller:&6 {seller}	No info!
menu.confirm.price	String	&7Price:&6 \${price}	No info!
menu.confirm.confirm.name	String	&aPurchase	No info!
menu.confirm.confirm.lore	String list	This is a list, click on the name to see it	No info!
menu.idsearch.title	String	&3Search By ID	No info!
menu.idsearch.info	String list	This is a list, click on the name to see it	No info!
menu.my.title	String	&5My Listings	No info!
menu.items.background.item	String	GRAY_STAINED_GLASS_PANE	No info!
menu.items.background.subid	Integer	7	No info!
menu.items.background.name	String	&0	No info!
menu.items.changemenu.item	String	ARROW	No info!
menu.items.purchasesHistory.item	String	ENCHANTED_BOOK	No info!
menu.items.unbought.item	String	NAME_TAG	No info!
menu.items.deliveries.item	String	MINECART	No info!

Continued on next page

Table 1 – continued from previous page

Configuration Node	Type	Default	Help
menu.items.cancelled.item	String	BARRIER	This may vary in versions
menu.items.salesHistory.item	String	BOOK	No info!
menu.items.claimNormal.item	String	GOLDEN_APPLE	No info!
menu.items.claimNotification.item	String	GOLDEN_APPLE	No info!
menu.items.claimNotification.item	Integer	1	No info!
menu.items.searchName.item	String	NAME_TAG	No info!
menu.items.searchID.item	String	APPLE	No info!
menu.items.searchCategories.item	String	BOOKSHELF	No info!
menu.items.searchLore.item	String	BOOK	No info!
menu.items.searchAll.item	String	GOLDEN_APPLE	No info!
menu.items.back.item	String	REDSTONE	No info!
menu.items.confirmCancel.item	String	REDSTONE_BLOCK	No info!
menu.items.confirmPurchase.item	String	LIME_STAINED_GLASS_PANE	No info!
menu.items.confirmPurchase.item	Integer	5	No info!
menu.items.page.item	String	FEATHER	No info!
menu.items.pageNext.item	String	ARROW	No info!
menu.items.pageBack.item	String	ARROW	No info!
menu.items.priceOrder.item	String	ARROW	No info!
menu.items.amountOrder.item	String	COBBLESTONE	No info!
menu.items.timeOrder.item	String	CLOCK	No info!
menu.items.claimAll.item	String	GOLDEN_APPLE	No info!
misc.disabled	String	&cThis feature is currently disabled!	No info!
misc.nomoney	String	&cYou don't have money to perform this action	No info!
misc.moneylimit	String	&cYou can't receive more money than your limit!	No info!
misc.fetchHeads	Boolean (true or false)	true	If true will try to fetch heads from Mojang's API, otherwise just use steve head
misc.showOwnItems	Boolean (true or false)	false	If true players will be able to see their own items in the marketplace
inventory.dropItemsOnFull	Boolean (true or false)	true	If false, items will not drop when inventory is full, instead a message will show
inventory.full	String	&cYour inventory is full	If inventory.dropItemsOnFull option is false, this message will be displayed if player inventory is full
inspect.player	String	&aInspect {player}'s listings	No info!
inspect.cancel_listing	String	&cCancel this listing	No info!
inspect.inspecting	String	&aInspecting {player}	No info!
inspect.action1	String	&c&lClick to &ncancel	No info!
inspect.action2	String	&c&lShift-Click to &ndelete	No info!

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Table 1 – continued from previous page

Configuration Node	Type	Default	Help
inspect.action3	String	&c&lClick to &ndelete	No info!
inspect.broadcast	Boolean (true or false)	false	No info!
inspect.broadcast_message	String	&c{canceller} cancelled {player}'s {item}	No info!
inspect.remove_permission	String	marketplace.inspect.remove	No info!
inspect.cancel_permission	String	marketplace.inspect.cancel	No info!
inspect.remove_enabled	Boolean (true or false)	true	No info!
searches.categories	Boolean (true or false)	true	No info!
searches.name	Boolean (true or false)	true	No info!
searches.id	Boolean (true or false)	true	No info!
searches.lore	Boolean (true or false)	true	No info!
categories.tools.name	String	&bTools	No info!
categories.tools.icon	String	WOOD_PICKAXE	No info!
categories.tools.description	String	&7Axes, Pickxes, Hoes and more tools!	No info!
categories.tools.items	String list	This is a list, click on the name to see it	No info!
categories.equipment.name	String	&5Equipment	No info!
categories.equipment.icon	String	IRON_HELMET	No info!
categories.equipment.description	String	&7Armors of any kind	No info!
categories.equipment.items	String list	This is a list, click on the name to see it	No info!
categories.blocks.name	String	&7Blocks	No info!
categories.blocks.icon	String	DIRT	No info!
categories.blocks.description	String	&bAll the blocks you can imagine	No info!
categories.blocks.items	String list	This is a list, click on the name to see it	No info!
categories.weapons.name	String	&6Weapons	No info!
categories.weapons.icon	String	STONE_SWORD	No info!
categories.weapons.description	String	&7Swords, bows and ar- rows	No info!
categories.weapons.items	String list	This is a list, click on the name to see it	No info!
categories.redstone.name	String	&cRedstone	No info!
categories.redstone.icon	String	REDSTONE	No info!
categories.redstone.description	String	&7Everything you need ton&7create redstone con- traptions	No info!
categories.redstone.items	String list	This is a list, click on the name to see it	No info!
chatsearch.lore	String	&aWrite in chat the lore you want to search (- to cancel):	No info!
chatsearch.name	String	&aWrite in chat the name you want to search (- to cancel):	No info!
chatsearch.cancel	String	•	No info!

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Table 1 – continued from previous page

Configuration Node	Type	Default	Help
chatsearch.cancelled	String	&cSearch cancelled	No info!
chatsearch.timeout_seconds	Integer	60	No info!
purchase.nomoney	String	&cYou don't have money to purchase this item!	No info!
purchase.noavailable	String	&cSorry, this item is no longer available	No info!
purchase.purchase	String	&aYou purchase &6{item}&a successfully	No info!
purchase.notification	String	&6{buyer}&a buy your &6{item}&a claim your money in &7/market my	No info!
purchase.notificationJoin	String	&aYou have &6{listings}&a listings to claim (Use &7/market my&a to claim it)!	No info!
shout.permission	String	market.shout	No info!
shout.message	String	&6{player}&3 published &6{item}&3 in the marketplace	No info!
shout.click	String	&7[Click here to open {player}'s shop]	No info!
date.format	String	dd/MM/yy	No info!
date.now	String	just now	No info!
date.seconds	String	{time} seconds ago	No info!
date.minutes	String	{time} minutes ago	No info!
date.never	String	Never	No info!
money.format	String	#,###.00	This is not the right to replace commas, dots, please check money.formatLocale instead
money.formatLocale	String	en-US	Click on the node name to see more into
tax.sellerTax	Decimal/Double	1.35	Tax percent to the seller when the money its claimed (0-100)
tax.buyerTax	Integer	0	Extra tax that the buyer have to pay (percentage from the original price, 0-100)
tax.webPurchaseTax	Decimal/Double	0.0	The extra percentage of the total price paid on purchasing through web-client
tax.publish.permissions	String list	This is a list, click on the name to see it	No info!
tax.publish.default	Decimal/Double	0.0	No info!

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Table 1 – continued from previous page

Configuration Node	Type	Default	Help
tax.publish.confirm	String	&cBy publishing this item \${money} (A {tax}% of the raw price) will be withdrawn from your ac- count, please type this command again to con- firm	No info!
tax.publish.confirm_cancel	String	&cPublish confirm can- celled	No info!
tax.publish.confirm_time	Integer	5	After this time (in sec- onds) the confirm option will be canceled
tax.publish.nomoney	String	&cSorry but you have not enough money to pay pub- lish taxes (\${money})	No info!
tax.publish.return_on_cancel	Boolean (true or false)	false	No info!
tax.publish.return_on_cancel_expire	Boolean (true or false)	false	No info!
tax.publish.return_message	String	&a\${amount} has been deposited to your account	No info!
timeout.default	String	7d	No info!
timeout.permissions	String list	This is a list, click on the name to see it	No info!
placeholderapi.latest	String	&6{item} &c{price}\$ &7({seller})	No info!
langutils.default	String	en_us	No info!
blacklist.enabled	Boolean (true or false)	false	No info!
blacklist.message	String	&cYou cannot publish this item in the market!	No info!
blacklist.items	String list	This is a list, click on the name to see it	No info!
blacklist.lore_enabled	Boolean (true or false)	false	No info!
blacklist.lores	String list	This is a list, click on the name to see it	No info!
blacklist.name_enabled	Boolean (true or false)	false	No info!
blacklist.names	String list	This is a list, click on the name to see it	No info!
discordWebhook.enabled	Boolean (true or false)	false	No info!
discordWebhook.debug	Boolean (true or false)	false	No info!
discordWebhook.url	String		No info!
discordWebhook.botName	String	MarketPlace	No info!
discordWebhook.botAvatar	String	<a href="https://www.spigotmc.org/data/resource_icons/48/48526.jpg">https://www.spigotmc. org/data/resource_icons/ 48/48526.jpg</a>	No info!
discordWebhook.notification_enabled	Boolean (true or false)	true	No info!
discordWebhook.notification_publish.title	String	New Item Published	No info!
discordWebhook.notification_publish.description	String	<b>{player}</b> published <b>{item}</b> for <b>\${price}</b>	No info!
discordWebhook.notification_publish.color	String	#fec601	No info!
discordWebhook.notification_purchase.enabled	Boolean (true or false)	true	No info!
discordWebhook.notification_purchase.title	String	Item Purchased	No info!

Continued on next page



Table 1 – continued from previous page

Configuration Node	Type	Default	Help
discordWebhook.notification.send	Single	<b>{buyer}</b> purchased <b>{item}</b> for <b>\${price}</b> published by <b>{seller}</b>	No info!
discordWebhook.notification.send	Single	#30e539	No info!

## 1.2 Commands

### 1.2.1 Commands

Information about the commands

Command	Permission	Recommended Rank	Description
/mp publish/sell <price>	market.publish	Users	Sell the item in your hand.
/mp search	market.search	Users	Open the search menu.
/mp my/self	market.my	Users	Open your “dashboard”.
/mp listings/inspect <playeruid/playername>	market.listings	Moderators	Open the “dashboard” of another player (You can delete items).
/mp purge <parameters>	market.purge	Moderators	Purge listings with specific parameters.
/mp reload	market.reload	Admins	Reload the plugin configuration.
/mp limits [get set increment decrement] [player] [slots]	Check: <i>Limits</i>	Admins & Players	Manage the limits of players.
/mp select <parameters>	market.select	Moderators	Get a plain chat message of specific listings (Same parameters as purge).
/mp help [command]	(No permission required)	Users	Open the help menu or get help from a specific command.
/mp cancel/borrow <options>	market.cancel	Moderators	Cancel items, for now just –all enabled (Experimental/Migration).
/mp setpin/webpin <new-pin>	market.setpin	Users	Sets the pin of your webclient account. WebMarket should be enabled.
/mp wallet/webmoney <deposit/withdraw/check> [player/\$]	market.wallet	Users	Manage the money in your webclient account. WebMarket should be enabled.
/mp migrate	market.migrate	Admins	Used to migrate from other plugins similar to MP. (Requests Open).
/mp migrate-nbt	market.migrate-nbt	Admins	Used to migrate from SNBT to NBT (Update 3.0.0).

## Contents

### Purge Command

With purge commands, you can clear unused data, remove all listings of a player or remove all the listings

### Command Syntaxis

```
/market purge <argument-name> [argument-value]
```

### Arguments & Examples (Read all before executing any purge command)

These arguments will remove ANY listing published 1 year ago

```
/market purge -t 360d
```

As you can see it says -t “Time” 360 Days you can use d (Days) h (Hours) m (Minutes) s (Seconds) and you can multiple units ex: “23d40h20m18s” or “900m” etc but notice that will make players that has items published in marketplace lose it

Then you can remove only history with this command: (Items that are sold and claimed unused data, its just there to show when players search their old purchases/sales)

```
/market purge -h -t 360d
```

Now you are clearing the history of 1 year ago

---

**Note:** Its recommended to purge history data if you have to much players publisng items or just a cheap db

---

As well you can remove the time argument to remove all history data

```
/market purge -h
```

You can also remove all the listings in the marketplace (This will truncate the db table)

```
/market purge -all
```

### Specifinyg Users

To remove all data of a specific seller you can use this command:

```
/market purge -s rodel77
```

This will search the last name registered in the db but players can change the name then you can use uuid:

```
/market purge -s 658f236d-5ecc-49d4-b074-4161ebff9117
```

You can also mix this with the command showed above to delete listings of time ago

```
/market purge -s 658f236d-5ecc-49d4-b074-4161ebff9117 -t 306d
```

Or just clear the history of the player

```
/market purge -s 658f236d-5ecc-49d4-b074-4161ebff9117 -h
```

Or clear the history of 1 year ago

```
/market purge -s 658f236d-5ecc-49d4-b074-4161ebff9117 -h -t 306d
```

As well you can specify the buyer

```
/market purge -b <uuid or name>
```

And remove purchases specifinyg the buyer and the seller

```
/market purge -b buyer -s seller
```

Or the history

```
/market purge -b buyer -s seller -h
```

---

**Note:** When you perform the command he's going to tell you what he's going to do (Any question please join in the discord support chat and ask to rodel before experimenting!)

---

## 1.3 Misc

### 1.3.1 Misc

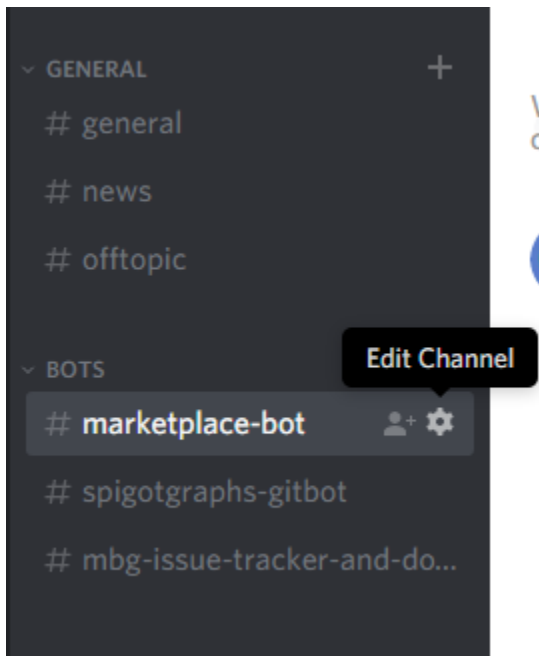
#### Contents

#### Discord WebHooks

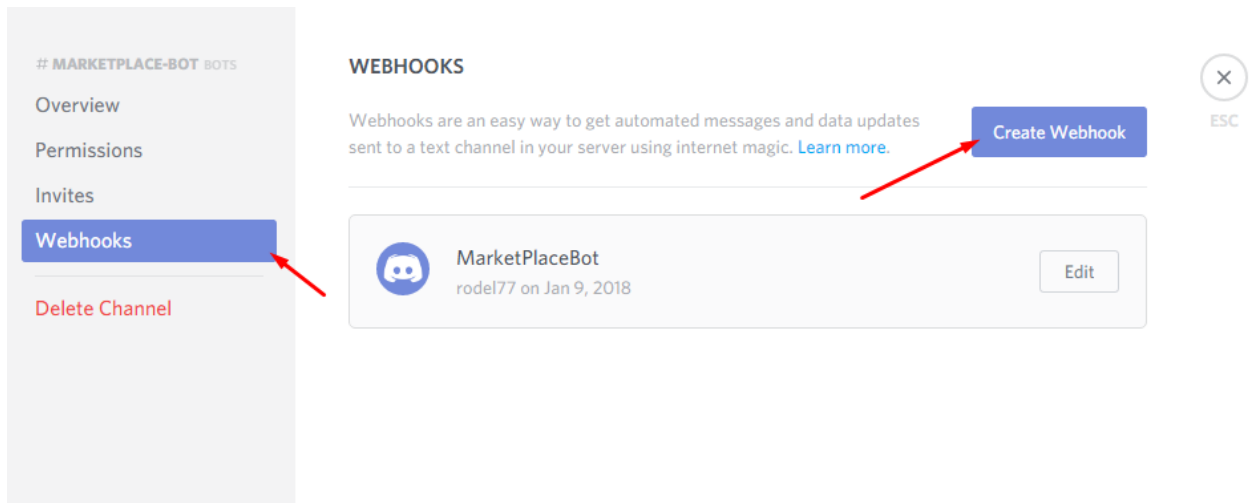
In MarketPlace you can add notifications into your Discord Server, this will send custom messages about new listings and purchases (You can enable what you want)

#### Getting Webhook URL

- Click `Edit channel` in the channel that you want to put the bot



- Now click on Webhooks and then Create Webhook



- Then it will open this:

## EDIT WEBHOOK

NAME

Captain Hook


CHANNEL

#marketplace-bot

WEBHOOK ICON

We recommend an image of at least 256x256

Upload Image



Minimum Size: 128x128

WEBHOOK URL

Copy

[Need help with setup?](#)

Cancel

Save

- Now copy the WEBHOOK URL this is secret, with this URL any software can send messages to that channel

**Note:** Is not needed to edit name or avatar image, it will be overrited by the plugin (In the config, see above)

---

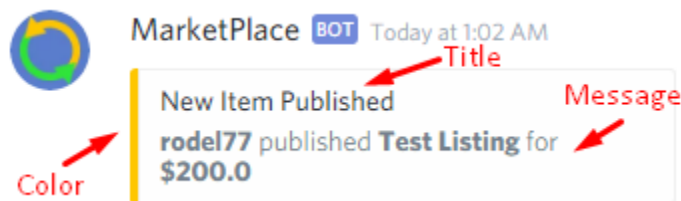
### Configuration

Now lets configure the webhook in the plugin!

- Make sure that you are using at least MarketPlace **1.3.0**
- Open your `config.yml` and search the `discordWebhook` key, usually at the bottom
- By default it is disabled, `enabled: false` turn it on, `enabled: true`
- Now paste the URL you copy before and paste it on the `url:` key
- To make the first test or report errors with webhooks you can enable `debug:`, this will print a lot of information about the hook (If you report errors make sure to remove the webhook url to avoid)
- Then you can change the `botName:` and the `botAvatar:` the avatar by default its this:



- You can modify the messages to, the title, message/description and color



- The color format its in hex, so you may wan't to use a hex color selector, Chrome has one built-in, but its a bit tricky to use it, then you can use this: <https://www.webpagefx.com/web-design/color-picker/>
- Awesome, you have setup the webhook! Now just do `/mp reload` publish an item or buy one to test that your webhook work! (If you have any problem enabled debug and send me all debug logs)

### What is a WebHook

This is a bit more techical, for those ones that are curious!

A page gives you an URL, and then you can send stuff to that URL like a RESTAPI, its generally used to send notifications, create builds from git commits... etc

### Limits

## Command

Command	Permission	Use
/mp limits	market.limits.see	Let players see their limits
/mp limits get <uuidname>	market.limits.see_others	Let players (moderators) see other people limits
/mp limits set <uuidname> <amount>	market.limits.edit	Set the limits of a player (only database limits)
/mp limits increment <uuidname> <amount>	market.limits.edit	Increment the limits of a player (only database limits)
/mp limits decrement <uuidname> <amount>	market.limits.edit	Decrement the limits of a player (only database limits)

## Systems

In marketplace you can add limit of listings, there are 2 system that you can use

### Permission-based limits

With this system (Selected by default) you can define permissions in your `limits.permissions` node in the config file, just like this

```
limits:
  permissions:
    - marketplace.limits.vip=3
    - marketplace.limits.donor=2
```

This mean that **ANY** player that has `marketplace.limits.vip` permission would have access to publish **3** listings

---

**Note:** You can add any permission name you want, not necessarily `marketplace.*`

---



---

**Note:** Unlike database-based method, you can only use `get` command, if you want to manipulate the limits you should change the entire permission

---

### What happend if i have multiple permissions?

You can choose between two options on `limits.multiple` node in config file:

`stack` (Selected by default) **Sum all the permissions you have**

`priority` **Find the permission with more limits**

### Database-based limits

To enabled this mode you have to edit `limits.mode` node in your config to `db` instead of `permissions`

This mode can be used by commands:

```
/mp limits set <player> <slots> Set the limits of a player (The player should be online!) /mp
limits get <player> <slots> Get the limits of a player (The player should be online!) /mp limits
increment <player> <slots> Increment the limits of a player (The player should be online!) /mp
limits decrement <player> <slots> Decrement the limits of a player (The player should be online!)
```

## What method choose?

This depends on what you wanna do, if you want to grant limits to a player for donating just use the permission-based system though if you want to grant different limits for each player for example buying in ingame store you should use the database-based system since is more practical for this kind of implementations

## Default limits & Unlimited

Use `limits.default` node in config to define the default limit that a player have And also you can use -1 limits to make it unlimited (Works in both systems and default in config)

## SNBT -> NBT Migration

MarketPlace was using SNBT (String NBT) to save item data but since 3.0.0 we are going to use Binary NBT, this requires a migration process.

This might seem useless but otherwise, there's a huge chance that your whole MP catalog will not work in future versions.

## Why the migration

Minecraft String NBT system is inconsistent, just look at this test that I did:

- 1.7.10: {pages:[0:"This is the body part 1",1:"This is the body part 2"],,author:"rodel77",title:"This is the titl",}
- 1.8.8: {pages:[0:"This is the body part 1",1:"This is the body part 2"],author:"rodel77",title:"This is the titl"}
- 1.9.4: {pages:[0:"{\"text\":\"This is the body part 1\"}",1:"{\"text\":\"This is the body part 2\"}"],author:"rodel77",title:"This is the titl",resolved:1b}
- 1.10.2: {pages:[0:"{\"text\":\"This is the body part 1\"}",1:"{\"text\":\"This is the body part 2\"}"],author:"rodel77",title:"This is the titl"}
- 1.11.2: {generation:0,pages:[0:"{\"text\":\"This is the body part 1\"}",1:"{\"text\":\"This is the body part 2\"}"],author:"rodel77",title:"This is the titl",resolved:1b}
- 1.12.2: {generation:0,pages:["{\"text\":\"This is the body part 1\"}", "{\"text\":\"This is the body part 2\"}"],author:"rodel77",title:"This is the titl",resolved:1b}
- 1.13.2: {generation:0,pages:["{\"text\":\"This is the body part 1\"}", "{\"text\":\"This is the body part 2\"}"],author:"rodel77",title:"This is the titl",resolved:1b}



- 1.14.4: 

```
{generation:0,pages:['{"text":"This is the body part 1"}',  
{'text":"This is the body part 2"}'],author:"rodel77",title:"This is the  
titl",resolved:1b}
```
- 1.15.2: 

```
{generation:0,pages:['{"text":"This is the body part 1"}',  
{'text":"This is the body part 2"}'],author:"rodel77",title:"This is the  
titl",resolved:1b}
```

As you can see this doesn't make any sense because:

- Imagine you are in 1.8.8, then you can't update to 1.9.4 for the fact that your SNBT is invalid
- MarketPlace-WebClient uses regex so reading "pages", for example, will yield `text` of 0: depending on the MC server

With these change we cannot guarantee that items will work forever in any given version, NBTS **CONTENT** can change, but structure didn't since 2011 and there's no chance of doing so.

After doing tests with GZIP-Compressed Binary NBTS (parsing the binary in each version and again) I can tell that they are all the same; deterministic.

## How to do it?

If you just downloaded the plugin and made a few tests just delete the tables, that would be the best, new tables will generate with new NBTS.

Otherwise you would like to backup your `catalog` table first (in SQLite just copy the `.db` file, in MySQL you can export the SQL Migration).

Then you can run `/mp migrate-nbt`, this will disable the MarketPlace for obvious security reasons and might take a while (you will be told the current percentage, each 10%). I don't really recommend stopping the server but is not a mortal thing to do (you'll have to start the whole process).

After the migration is completed only people with `marketplace.post-migration` permission will be able to use the MarketPlace, this process allows you and other OPs to check that everything is okay (it should be if all of your items were created in the same version as you run this command).

To leave everything just like before use `/mp migrate-nbt` again, now all the users with access to the marketplace can enjoy it again.

### **I am not responsible for data-loss in case you haven't made a backup**

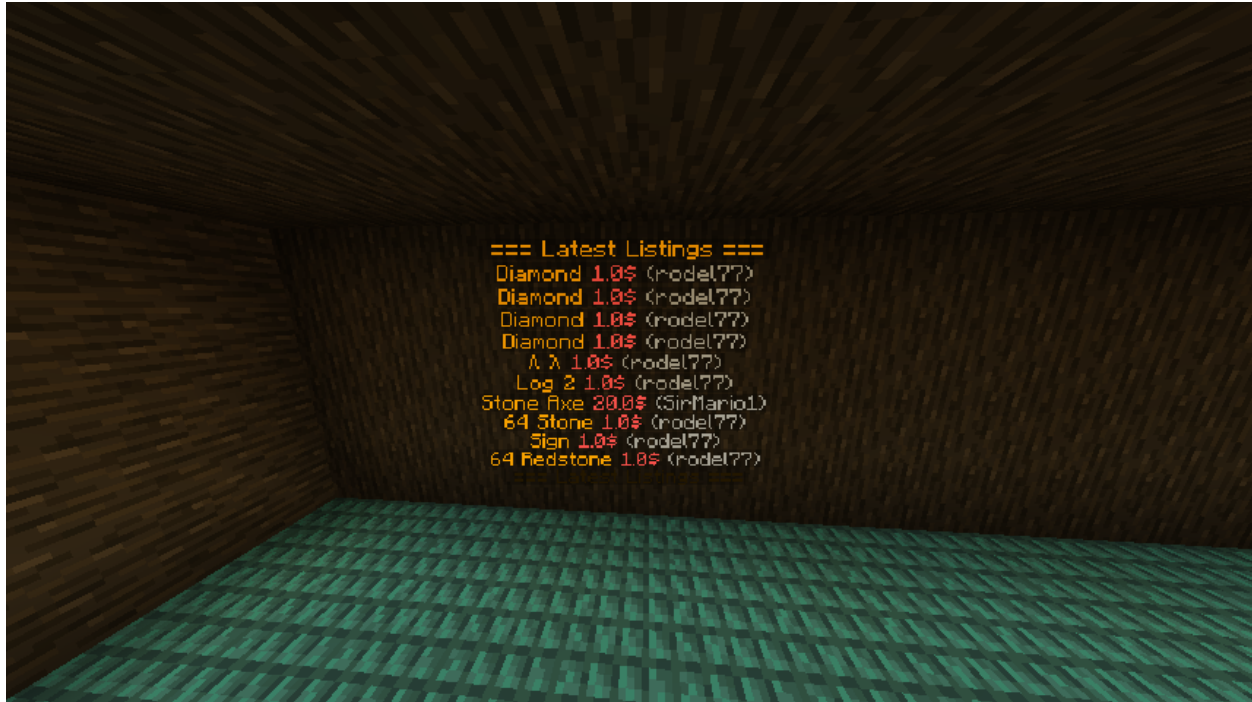
You can report any other issue to me, please grant as much info as possible.

## Placeholder API

In marketplace you have the ability to link with [Placeholder API](#), these are the current one you can use:

`%marketplace_last_[x]%` will allow you to show the latest listings published on your server, you can use from 1 to 10 (1th being the latest and 10th the oldest)

With this placeholder you can do something like this



%marketplace\_limit% show the published listings limit to that player

%marketplace\_published% show the amount of published listings

%marketplace\_limit\_remaining% show the remaining slots (*limit-published*)