

CommandSenderUtils

CommandSenderUtils provides methods for differentiating different `ICommandSender`s. You can differentiate between

- The console: `isConsole(sender)`
- Players `isPlayer(sender)`
- FakePlayers `isFakePlayer(sender)`
- Operators `isCommandSenderOp(sender)`

Revision #1

Created 6 June 2017 10:15:00 by deregges

Updated 6 June 2017 10:21:59 by deregges