

PlayerUtils

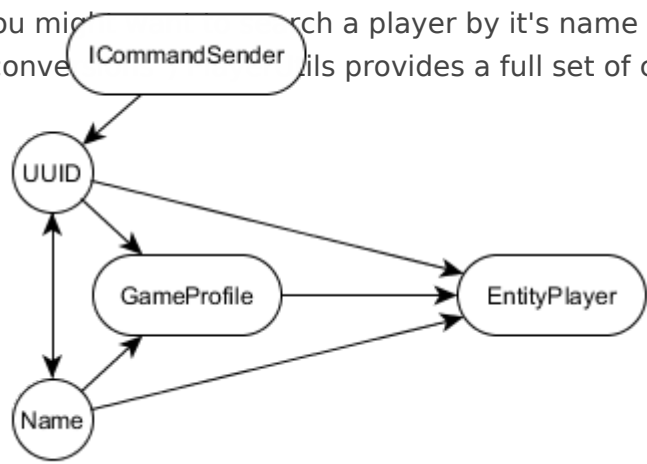
Player Teleportation

In version 1.10 BaseIO contains multiple teleport implementations. If you encounter issues regarding teleportations, try switching the implementation in BaseIO's config file

`PlayerUtils.teleportPlayerUnsafe(EntityPlayerMP player, Position position)` teleports a player to the specified position forcibly. If you want to be sure the player doesn't teleport into blocks, use `PlayerUtils.teleportPlayer(EntityPlayerMP player, Position position, boolean noisy)`. When the destination is an unsafe block this method won't teleport the player, returning false and (with noisy = true) printing a message to the player specifying the problem. For convenience teleportPlayer is overloaded with a ICommandSender instead of EntityPlayerMP (other senders than EntityPlayerMP will be discarded).

Identifier conversion

You might want to search a player by it's name quite often. For such cases (and many more "convenient" cases) PlayerUtils provides a full set of conversion methods:



| ↓ From To → | UUID | Name | GameProfile | EntityPlayer | ICommandSender |
|---------------|---------------------|---------------------|----------------------------|-----------------------|-----------------------|
| UUID | | PlayerUtils:getName | PlayerUtils:getGameProfile | PlayerUtils:getPlayer | PlayerUtils:getPlayer |
| Name | PlayerUtils:getUUID | | PlayerUtils:getGameProfile | PlayerUtils:getPlayer | PlayerUtils:getPlayer |
| GameProfile | GameProfile:getId | GameProfile:getName | | PlayerUtils:getPlayer | PlayerUtils:getPlayer |

| | | | | | |
|-----------------------|----------------------|------------------------|----------------------|----------|----------|
| EntityPlayer | EntityPlayer:getUUID | ICommandSender.getName | EntityPlayer:profile | | typecast |
| ICommandSender | PlayerUtils:UUID | ICommandSender.getName | (only via typecast) | typecast | |

If no player is found `null` will be returned.

In 1.7, ICommandSender.getName was named ICommandSender.getCommandSenderName

PlayerUtils is capable to convert **any** ICommandSender to an UUID, including console and command blocks. This UUID might not be a valid UUID of Minecraft but it can be used to identify it and additionally PlayerUtils.getName supports these UUIDs. Every Command Sender of one class has the same UUID.

Ranges

All conversion methods have a range parameter that determines how broad the search should be.

| Range | Inclusion | Full search area |
|--------|---|------------------------------|
| ONLINE | Includes online players | online players |
| FAKE | Includes fake players | online (fake)players |
| SERVER | Includes offline players | online/offline (fake)players |
| ALL | Includes players that have never been on the server | all minecraft players |

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