

PlayerUtils

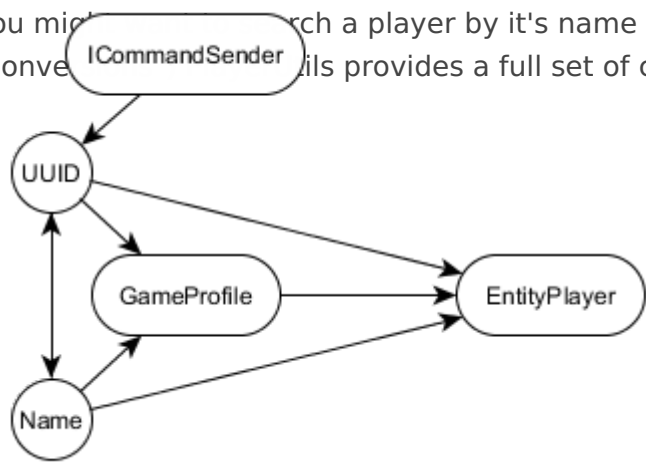
Player Teleportation

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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