

PlayerUtils

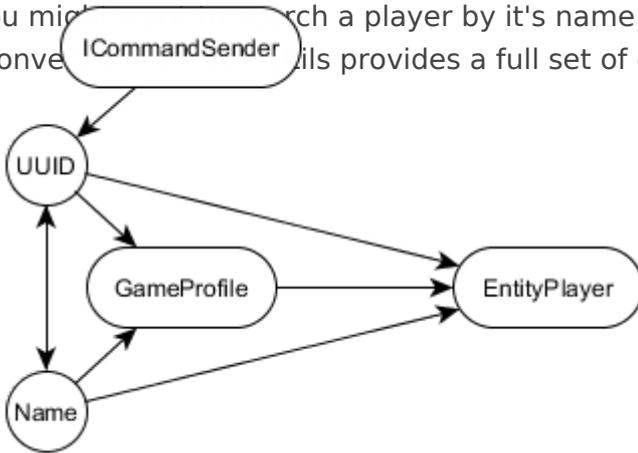
Player Teleportation

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 its name quite often. For such cases (and many more "conversion" 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:getId | ICommandSender:getName | EntityPlayer:getName | | typecast |
| ICommandSender | PlayerUtils:getId | 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 `CommandSender` 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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