Manage Bans

After you got to read what a ban consists of we have to talk about adding and removing bans.

- Ingame GUI
- RestrictIO command
- File editing

Ingame GUI

RestrictIO has an ingame GUI that can be opened with `/rio gui`.

RestrictIO command

You can manage the bans over the console with the `/rio` commands.

> Unfortunately you can't edit a ban over console - you have to remove the old and recreate it. Alternatively you can edit a ban with the ingame GUI or by editing the file.

Adding a ban

`/rio ban <criterias> <actions> <triggers>`

- Criterias:

  `none` or a comma-separated list of criterias (see [criteria list](#))
- Actions:

  `none` or a comma-separated list of actions (see [action list](#))
- Triggers:

  `none` or `all` or a comma-separated list of triggers (see [trigger list](#))

> If you want to use spaces in strings like in the Message action, use underscores instead of spaces!
> If you explicitly want to use underscores, escape them with a backslashes.

Examples:

`rio ban ID(minecraft:wool),meta(12) remove(),Message(This_is_banned!!!) all`
   removes brown wool and gives a message at all incidents.

`rio ban mod(minecraft) none blockbreak,blockplace`
   blocks any block break or place without any other action

Removing a ban

`rio unban <index>` removes a ban entry of the ban list at the specified index. You can obtain the index with `/rio list`. Note that if you want to delete several entries, the index may be moved.

File editing

RestrictIO uses the JSON format for storing the ban entries. The file is located at
`./config/RestrictIO/restrictedItems.json` .

It is only useful to edit current values as it is fairly simple (i.e. if you don't have enough space for your text in the GUI or console). Adding new criterias/actions/etc. needs you to know the field names (the JSON is a serialization of the data structure in the core). For that you have to look into the [source code](#).

If you have edited your file you can reload it with `rio reload` .