Actions

A ban entry may have multiple actions that will be executed when an item or block matches its criterias.

Name	Parameters	Description
Remove	-	Removes the item or block from the world. By default the player can keep the block or item that is banned (this is useful when an item is only banned in some dimensions).
Message	String message	Prints a message to the player.
Log	-	Logs the incident to the console
Kick	String kickMessage	Kicks the player from the server with the given message
Ban	String kickMessage, String banMessage	Bans a player from the server
ServerCommand	String command	Executes a command in a console point of view
PlayerCommand	String command	Executes a command in a player point of view

The command of ServerCommand and PlayerCommand has some patterns for the execution environment:

%p	The player name
%uuid	The player's UUID with hypens
%id	The item id
%meta	The item meta / damage
%size	The item stack size
%dim	The dimension id of the incident

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