

Criteria

A ban entry may have multiple criterias that will be matched against when checking a block or item. Every criteria has to match for a ban entry to fit.

Name	Parameters	Description
ID	String itemID	Match the item id (e.g. <code>minecraft:stone</code>). Blocks without a corresponding item can't be matched
Meta	int meta	Match the item meta or damage.
Dimension	String dimName	the world name where the entry should apply. The id is also allowed
Nbt	String nbtJson	Matches the item's NBT tag. For blocks it matches to the tile entity's NBT. For blocks without tile entity this criteria will be ignored.
Player	String name	The playername of the player for which the the entry should be valid
Mod	String modid	The modID the item will be matched against. The modID is the first part of the item's resource location (e.g. <code>minecraft</code> for <code>minecraft:stone</code>)
Not	Criteria crit	Negates a given criteria (e.g. <code>Not(Dimension(0))</code> will be any dimension except 0)
And	Criteria c1, Criteria c2	Combines two criterias with a logical AND. This is not very useful in the ban entry itself because the criterias in the ban entry are already linked to each other with AND
Or	Criteria c1, Criteria c2	Combines two criterias with a logical OR

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