

Triggers

There are different incidents where RestrictIO checks whether the item or block is banned. You can specify for every Ban entry in which case it should be checked.

Name	Description	Checked Items	Performance Cost
BlockBreak	When a block gets broken	The block being broken	low
BlockPlace	When a block gets placed	The block being placed	low
InvScan	Periodic (all 30s) scan of all player inventories	All stacks in the player's inventory	low
ItemDrop	When a player drops an item or when he dies	The item(s) being dropped	low
ItemPickup	When a player tries to pickup an item	The items will be picked up	high
ItemInteract	When a player interacts (item rightclick, block left or rightclick)	The (optional) block the player interacts with and/or (optional) the item in hand	very high
ReciepeRegistration	When the reciepes get registered. <u>The reciepe will be disabled globally!</u>	All standard shape(less) crafting outputs	on startup

For performance reasons you should use as few triggers as possible for your needs.

Don't use BlockBreak/BlockPlace in conjunction with ItemInteract!
ItemInteract covers the them.

Examples:

- Blocking a machine that is not placed
 - BlockPlace
 - ReciepeRegistration (when not allowed anywhere)
- Blocking a machine that may have already been placed
 - ItemInteract
 - ReciepeRegistration (when not allowed anywhere).
- Completely blocking an item or block that is already in inventories and in the world
 - ItemDrop
 - ItemPickup
 - ItemInteract

- ReciepeRegistration
 - InvScan
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Revision #3

Created 21 November 2017 10:22:13 by deregges

Updated 27 November 2017 15:46:18 by deregges