

```
#####
# +-----+ #
# |                               | #
# |                               | #
# +-----+ #
#####
```

```
# If you want to use special characters in this document, such as
accented letters, you MUST save the file as UTF-8, not ANSI.
# If you receive an error when Essentials loads, ensure that:
#   - No tabs are present: YAML only allows spaces
#   - Indents are correct: YAML hierarchy is based entirely on
indentation
#   - You have "escaped" all apostrophes in your text: If you want to
write "don't", for example, write "don't" instead (note the doubled
apostrophe)
#   - Text with symbols is enclosed in single or double quotation marks

# If you have problems join the Essentials help support channel:
http://tiny.cc/EssentialsChat
```

```
#####
# +-----+ #
# |                               | #
# |                               | #
# +-----+ #
#####
```

```
# A color code between 0-9 or a-f. Set to 'none' to disable.
ops-name-color: '4'
```

```
# The character(s) to prefix all nicknames, so that you know they are not
true usernames.
nickname-prefix: '~'
```

```
# The maximum length allowed in nicknames. The nickname prefix is
included in this.
max-nick-length: 20
```

```
# When this option is enabled, nickname length checking will exclude
color codes in player names.
# ie: "&6Notch" has 7 characters (2 are part of a color code), a length
of 5 is used when this option is set to true
ignore-colors-in-max-nick-length: true
```

```
# Disable this if you have any other plugin, that modifies the
displayname of a user.
change-displayname: true
```

```
# When this option is enabled, the (tab) player list will be updated with
the displayname.
# The value of change-displayname (above) has to be true.
#change-playerlist: true
```

```
# When EssentialsChat.jar isn't used, force essentials to add the prefix
and suffix from permission plugins to displayname.
# This setting is ignored if EssentialsChat.jar is used, and defaults to
'true'.
# The value of change-displayname (above) has to be true.
# Do not edit this setting unless you know what you are doing!
```

```
#add-prefix-suffix: false

# If the teleport destination is unsafe, should players be teleported to
the nearest safe location?
# If this is set to true, Essentials will attempt to teleport players
close to the intended destination.
# If this is set to false, attempted teleports to unsafe locations will
be cancelled with a warning.
teleport-safety: true

# This forcefully disables teleport safety checks without a warning if
attempting to teleport to unsafe locations.
# teleport-safety and this option need to be set to true to force
teleportation to dangerous locations.
force-disable-teleport-safety: false

# The delay, in seconds, required between /home, /tp, etc.
teleport-cooldown: 0

# The delay, in seconds, before a user actually teleports. If the user
moves or gets attacked in this timeframe, the teleport is cancelled.
teleport-delay: 0

# The delay, in seconds, a player can't be attacked by other players
after they have been teleported by a command.
# This will also prevent the player attacking other players.
teleport-invulnerability: 10
# Whether to make all teleportations go to the center of the block; where
the x and z coordinates decimal become .5
teleport-to-center: true

# The delay, in seconds, required between /heal or /feed attempts.
heal-cooldown: 10

# Near Radius
# The default radius with /near
# Used to use chat radius but we are going to make it separate.
near-radius: 200

# What to prevent from /item and /give.
# e.g item-spawn-blacklist: 10,11,46
item-spawn-blacklist:

# Set this to true if you want permission based item spawn rules.
# Note: The blacklist above will be ignored then.
# Example permissions (these go in your permissions manager):
# - essentials.itemspawn.item-all
# - essentials.itemspawn.item-[itemname]
# - essentials.itemspawn.item-[itemid]
# - essentials.give.item-all
# - essentials.give.item-[itemname]
# - essentials.give.item-[itemid]
# - essentials.unlimited.item-all
# - essentials.unlimited.item-[itemname]
# - essentials.unlimited.item-[itemid]
# - essentials.unlimited.item-bucket # Unlimited liquid placing
#
```

```
# For more information, visit
http://wiki.ess3.net/wiki/Command_Reference/ICheat#Item.2FGive
permission-based-item-spawn: false

# Mob limit on the /spawnmob command per execution.
spawnmob-limit: 10

# Shall we notify users when using /lightning?
warn-on-smite: true

# Shall we drop items instead of adding to inventory if the target
inventory is full?
drop-items-if-full: false

# Essentials Mail Notification
# Should we notify players if they have no new mail?
notify-no-new-mail: true

# The motd and rules are now configured in the files motd.txt and
rules.txt.

# When a command conflicts with another plugin, by default, Essentials
will try to force the OTHER plugin to take priority.
# Commands in this list, will tell Essentials to 'not give up' the
command to other plugins.
# In this state, which plugin 'wins' appears to be almost random.
#
# If you have two plugin with the same command and you wish to force
Essentials to take over, you need an alias.
# To force essentials to take 'god' alias 'god' to 'egod'.
# See http://wiki.bukkit.org/Commands.yml#aliases for more information.

overridden-commands:
# - god
# - info

# Disabling commands here will prevent Essentials handling the command,
this will not affect command conflicts.
# You should not have to disable commands used in other plugins, they
will automatically get priority.
# See http://wiki.bukkit.org/Commands.yml#aliases to map commands to
other plugins.
disabled-commands:
# - nick
# - clear

# These commands will be shown to players with socialSpy enabled.
# You can add commands from other plugins you may want to track or
# remove commands that are used for something you dont want to spy on.
# Set - '*' in order to listen on all possible commands.
socialspy-commands:
- msg
- w
- r
- mail
- m
- t
- whisper
```

```

- emsg
- tell
- er
- reply
- ereply
- email
- action
- describe
- eme
- eaction
- edescribe
- etell
- ewhisper
- pm

# Mute Commands
# These commands will be disabled when a player is muted.
# Use '*' to disable every command.
# Essentials already disabled Essentials messaging commands by default.
# It only cares about the root command, not args after that (it sees /f
chat the same as /f)
mute-commands:
- *
# - '*'

# If you do not wish to use a permission system, you can define a list of
'player perms' below.
# This list has no effect if you are using a supported permissions
system.
# If you are using an unsupported permissions system, simply delete this
section.
# Whitelist the commands and permissions you wish to give players by
default (everything else is op only).
# These are the permissions without the "essentials." part.
player-commands:
- afk
- afk.auto
- back
- back.ondeath
- balance
- balance.others
- balancetop
- build
- clearinventory
- depth
- delhome
- help
- helpop
- home
- ignore
- info
- itemdb
- kit
- kits.tools
- mail
- mail.send
- me
- msg

```

- msg.color
- near
- pay
- ping
- protect
- r
- rules
- sell
- sethome
- setxmpp
- signs.create.protection
- signs.create.trade
- signs.break.protection
- signs.break.trade
- signs.use.balance
- signs.use.buy
- signs.use.disposal
- signs.use.enchant
- signs.use.free
- signs.use.gamemode
- signs.use.heal
- signs.use.info
- signs.use.kit
- signs.use.mail
- signs.use.protection
- signs.use.repair
- signs.use.sell
- signs.use.time
- signs.use.trade
- signs.use.warp
- signs.use.weather
- spawn
- suicide
- time
- tpa
- tpaccept
- tpahere
- tpdeny
- warp
- warp.list
- world
- worth
- xmpp

When this option is enabled, one-time use kits (ie. delay < 0) will be
removed from the /kit list when a player can no longer use it
skip-used-one-time-kits-from-kit-list: false

Note: All items MUST be followed by a quantity!
All kit names should be lower case, and will be treated as lower in
permissions/costs.
Syntax: - itemID[:DataValue/Durability] Amount [Enchantment:Level]..
[itemmeta:value]...
For Item Meta information visit http://wiki.ess3.net/wiki/Item_Meta
'delay' refers to the cooldown between how often you can use each kit,
measured in seconds.
Set delay to -1 for a one time kit.
For more information, visit <http://wiki.ess3.net/wiki/Kits>

```
kits:
  depart:
    delay: 3600
    items:
      - 17 64
      - 43:7 64
      - 364 64
      - 4 64
      - 58 1
      - 61 1
  valet:
    delay: 7200
    items:
      - 42 20
      - 17 64
      - 4 64
      - 57 1
      - 322 5
      - 364 128
  seigneur:
    delay: 10800
    items:
      - 322:1 10
      - 57 15
      - 364 256
      - 17 128
      - 166 64
      - 261 1
      - 262 64
      - 4 256
      - 384 64
      - 152 10
  boss:
    delay: 14400
    items:
      - 322:1 64
      - 57 50
      - 364 500
      - 17 500
      - 166 500
      - 261 1
      - 262 500
      - 4 500
      - 384 500
      - 152 20
```

Essentials Sign Control

See http://wiki.ess3.net/wiki/Sign_Tutorial for instructions on how to use these.

To enable signs, remove # symbol. To disable all signs, comment/remove each sign.

Essentials colored sign support will be enabled when any sign types are enabled.

Color is not an actual sign, it's for enabling using color codes on signs, when the correct permissions are given.

enabledSigns:

- color

- balance
- buy
- sell
- trade
- free
- disposal
- warp
- kit
- mail
- enchant
- gamemode
- heal
- info
- spawnmob
- repair
- time
- weather

How many times per second can Essentials signs be interacted with per player.

Values should be between 1-20, 20 being virtually no lag protection.

Lower numbers will reduce the possibility of lag, but may annoy players.

sign-use-per-second: 5

Backup runs a batch/bash command while saving is disabled.

backup:

- # Interval in minutes.
- interval: 60
- # Unless you add a valid backup command or script here, this feature will be useless.
- # Use 'save-all' to simply force regular world saving without backup.
- #command: 'rdiff-backup World1 backups/World1'

Set this true to enable permission per warp.

per-warp-permission: false

Sort output of /list command by groups.

You can hide and merge the groups displayed in /list by defining the desired behaviour here.

Detailed instructions and examples can be found on the wiki:
<http://wiki.ess3.net/wiki/List>

list:

- # To merge groups, list the groups you wish to merge
- #Staff: owner admin moderator
- Admins: owner admin
- # To limit groups, set a max user limit
- #builder: 20
- # To hide groups, set the group as hidden
- #default: hidden
- # Uncomment the line below to simply list all players with no grouping
- #Players: '*'

More output to the console.

debug: false

Set the locale for all messages.

```
# If you don't set this, the default locale of the server will be used.
# For example, to set language to English, set locale to en, to use the
file "messages_en.properties".
# Don't forget to remove the # in front of the line.
# For more information, visit http://wiki.ess3.net/wiki/Locale
locale: fr

# Turn off god mode when people leave the server.
remove-god-on-disconnect: true

# Auto-AFK
# After this timeout in seconds, the user will be set as AFK.
# This feature requires the player to have essentials.afk.auto node.
# Set to -1 for no timeout.
auto-afk: 300

# Auto-AFK Kick
# After this timeout in seconds, the user will be kicked from the server.
# essentials.afk.kickexempt node overrides this feature.
# Set to -1 for no timeout.
auto-afk-kick: 1200

# Set this to true, if you want to freeze the player, if the player is
AFK.
# Other players or monsters can't push the player out of AFK mode then.
# This will also enable temporary god mode for the AFK player.
# The player has to use the command /afk to leave the AFK mode.
freeze-afk-players: false

# When the player is AFK, should he be able to pickup items?
# Enable this, when you don't want people idling in mob traps.
disable-item-pickup-while-afk: false

# This setting controls if a player is marked as active on interaction.
# When this setting is false, the player would need to manually un-AFK
using the /afk command.
cancel-afk-on-interact: true

# Should we automatically remove afk status when a player moves?
# Player will be removed from AFK on chat/command regardless of this
setting.
# Disable this to reduce server lag.
cancel-afk-on-move: true

# Set the player's list name when they are AFK. This is none by default
which specifies that Essentials
# should not interfere with the AFK player's list name.
# You may use color codes, use {USERNAME} the player's name or {PLAYER}
for the player's displayname.
afk-list-name: {PLAYER}

# You can disable the death messages of Minecraft here.
death-messages: true

# Should players with permissions be able to join and part silently?
# You can control this with essentials.silentjoin and
essentials.silentquit permissions if it is enabled.
```



```
# In addition, people with essentials.silentjoin.vanish will be vanished
on join.
allow-silent-join-quit: false

# You can set a custom join message here, set to "none" to disable.
# You may use color codes, use {USERNAME} the player's name or {PLAYER}
for the player's displayname.
custom-join-message: "&b{PLAYER}&a a rejoint le serveur !"

# You can set a custom quit message here, set to "none" to disable.
# You may use color codes, use {USERNAME} the player's name or {PLAYER}
for the player's displayname.
custom-quit-message: "&b{PLAYER}&a quitte le serveur !"

# Add worlds to this list, if you want to automatically disable god mode
there.
no-god-in-worlds:
#   - world_nether

# Set to true to enable per-world permissions for teleporting between
worlds with essentials commands.
# This applies to /world, /back, /tp[a|o][here|all], but not warps.
# Give someone permission to teleport to a world with
essentials.worlds.<worldname>
# This does not affect the /home command, there is a separate toggle
below for this.
world-teleport-permissions: false

# The number of items given if the quantity parameter is left out in
/item or /give.
# If this number is below 1, the maximum stack size size is given. If
over-sized stacks.
# are not enabled, any number higher than the maximum stack size results
in more than one stack.
default-stack-size: 1

# Over-sized stacks are stacks that ignore the normal max stack size.
# They can be obtained using /give and /item, if the player has
essentials.oversizedstacks permission.
# How many items should be in an over-sized stack?
oversized-stacksize: 64

# Allow repair of enchanted weapons and armor.
# If you set this to false, you can still allow it for certain players
using the permission.
# essentials.repair.enchanted
repair-enchanted: true

# Allow 'unsafe' enchantments in kits and item spawning.
# Warning: Mixing and overleveling some enchantments can cause issues
with clients, servers and plugins.
unsafe-enchantments: false

#Do you want Essentials to keep track of previous location for /back in
the teleport listener?
#If you set this to true any plugin that uses teleport will have the
previous location registered.
register-back-in-listener: false
```

```
#Delay to wait before people can cause attack damage after logging in.
login-attack-delay: 10

#Set the max fly speed, values range from 0.1 to 1.0
max-fly-speed: 1.0

#Set the max walk speed, values range from 0.1 to 1.0
max-walk-speed: 0.9

#Set the maximum amount of mail that can be sent within a minute.
mails-per-minute: 1000

# Set the maximum time /tempban can be used for in seconds.
# Set to -1 to disable, and essentials.tempban.unlimited can be used to
override.
max-tempban-time: -1

# Changes /reply functionality. If true, /r goes to the person you
messed last, otherwise the first person that messaged you.
# If false, /r goes to the last person that messaged you.
last-message-reply-recipient: true

# If last-message-reply-recipient is true, this specifies the duration,
in seconds, that would need to elapse for the
# reply-recipient to update when receiving a message.
# Default is 180 (3 minutes)
last-message-reply-recipient-timeout: 180

# Toggles whether or not right clicking mobs with a milk bucket turns
them into a baby.
milk-bucket-easter-egg: true

# Toggles whether or not the fly status message should be sent to players
on join
send-fly-enable-on-join: true

# Set to true to enable per-world permissions for setting time for
individual worlds with essentials commands.
# This applies to /time, /day, /eday, /night, /enight, /etime.
# Give someone permission to teleport to a world with
essentials.time.world.<worldname>.
world-time-permissions: false

# Specify cooldown for both Essentials commands and external commands as
well.
# All commands do not start with a Forward Slash (/). Instead of /msg,
write msg
#
# Wildcards are supported. E.g.
# - '*i*': 50
# adds a 50 second cooldown to all commands that include the letter i
#
# EssentialsX supports regex by starting the command with a caret ^
# For example, to target commands starting with ban and not banip the
following would be used:
# '^ban([^ip])(.*)?': 60 # 60 seconds /ban cooldown.
```

```
# Note: If you have a command that starts with ^, then you can escape it
using backslash (\). e.g. \^command: 123
command-cooldowns:
# feed: 100 # 100 second cooldown on /feed command
# '*': 5 # 5 Second cooldown on all commands
```

```
# Whether command cooldowns should be persistent past server shutdowns
command-cooldown-persistence: true
```

```
#####
# +-----+ #
# | EssentialsHome | #
# +-----+ #
#####
```

```
# Allows people to set their bed at daytime.
update-bed-at-daytime: true
```

```
# Set to true to enable per-world permissions for using homes to teleport
between worlds.
# This applies to the /home only.
# Give someone permission to teleport to a world with
essentials.worlds.<worldname>
world-home-permissions: false
```

```
# Allow players to have multiple homes.
# Players need essentials.sethome.multiple before they can have more than
1 home.
# You can set the default number of multiple homes using the 'default'
rank below.
# To remove the home limit entirely, give people
'essentials.sethome.multiple.unlimited'.
# To grant different home amounts to different people, you need to define
a 'home-rank' below.
# Create the 'home-rank' below, and give the matching permission:
essentials.sethome.multiple.<home-rank>
# For more information, visit http://wiki.ess3.net/wiki/Multihome
sethome-multiple:
  default: 3
  vip: 5
  staff: 10
```

```
# In this example someone with 'essentials.sethome.multiple' and
'essentials.sethome.multiple.vip' will have 5 homes.
# Remember, they MUST have both permission nodes in order to be able to
set multiple homes.
```

```
# Set the timeout, in seconds for players to accept a tpa before the
request is cancelled.
# Set to 0 for no timeout.
tpa-accept-cancellation: 180
```

```
#####
# +-----+ #
# | EssentialsEco | #
# +-----+ #
#####
```

```

# For more information, visit
http://wiki.ess3.net/wiki/Essentials_Economy

# Defines the balance with which new players begin. Defaults to 0.
starting-balance: 1000000

# worth-# defines the value of an item when it is sold to the server via
/sell.
# These are now defined in worth.yml

# Defines the cost to use the given commands PER USE.
# Some commands like /repair have sub-costs, check the wiki for more
information.
command-costs:
  kit valet: 1000
  kit seigneur: 100000
  kit boss: 1000000

# Set this to a currency symbol you want to use.
# Remember, if you want to use special characters in this document,
# such as accented letters, you MUST save the file as UTF-8, not ANSI.
currency-symbol: '€'

# Set the maximum amount of money a player can have.
# The amount is always limited to 10 trillion because of the limitations
of a java double.
max-money: 10000000000000

# Set the minimum amount of money a player can have (must be above the
negative of max-money).
# Setting this to 0, will disable overdrafts/loans completely. Users
need 'essentials.eco.loan' perm to go below 0.
min-money: -1000000

# Enable this to log all interactions with trade/buy/sell signs and sell
command.
economy-log-enabled: true

# Use this option to force superperms-based permissions handler
regardless of detected installed perms plugin.
# This is useful if you want superperms-based permissions (with
wildcards) for custom permissions plugins.
# Default is false.
use-bukkit-permissions: false

# Minimum acceptable amount to be used in /pay.
minimum-pay-amount: 0.001

#####
# +-----+
# |                      EssentialsHelp                      | #
# +-----+
#####

# Show other plugins commands in help.
non-ess-in-help: true

# Hide plugins which do not give a permission.

```

```
# You can override a true value here for a single plugin by adding a
permission to a user/group.
# The individual permission is: essentials.help.<plugin>, anyone with
essentials.* or '*' will see all help regardless.
# You can use negative permissions to remove access to just a single
plugins help if the following is enabled.
hide-permissionless-help: true
```

```
#####
# +-----+ #
# | EssentialsChat | #
# +-----+ #
#####
```

```
# This section requires the EssentialsChat.jar to work.
```

```
chat:
```

```
# If EssentialsChat is installed, this will define how far a player's
voice travels, in blocks. Set to 0 to make all chat global.
# Note that users with the "essentials.chat.spy" permission will hear
everything, regardless of this setting.
# Users with essentials.chat.shout can override this by prefixing text
with an exclamation mark (!)
# Users with essentials.chat.question can override this by prefixing
text with a question mark (?)
# You can add command costs for shout/question by adding chat-shout and
chat-question to the command costs section."
radius: 0
```

```
# Chat formatting can be done in two ways, you can either define a
standard format for all chat.
```

```
# Or you can give a group specific chat format, to give some extra
variation.
```

```
# For more information of chat formatting, check out the wiki:
http://wiki.ess3.net/wiki/Chat\_Formatting
```

```
format: '[{DISPLAYNAME}]: {MESSAGE}'
#format: '&7[{GROUP}]&r {DISPLAYNAME}&7:&r {MESSAGE}'
```

```
group-formats:
```

```
# Default: '{WORLDNAME} {DISPLAYNAME}&7:&r {MESSAGE}'
# Admins: '{WORLDNAME} &c[{GROUP}]&r {DISPLAYNAME}&7:&c {MESSAGE}'
```

```
# If you are using group formats make sure to remove the '#' to allow
the setting to be read.
```

```
#####
# +-----+ #
# | EssentialsProtect | #
# +-----+ #
#####
```

```
# This section requires the EssentialsProtect.jar to work.
```

```
protect:
```

```
# General physics/behavior modifications.
```

```
prevent:
  lava-flow: false
  water-flow: false
  water-bucket-flow: false
  fire-spread: true
  lava-fire-spread: true
  flint-fire: false
  lightning-fire-spread: true
  portal-creation: false
  tnt-explosion: false
  tnt-playerdamage: false
  tnt-minecart-explosion: false
  tnt-minecart-playerdamage: false
  fireball-explosion: false
  fireball-fire: false
  fireball-playerdamage: false
  witherskull-explosion: false
  witherskull-playerdamage: false
  wither-spawnexplosion: false
  wither-blockreplace: false
  creeper-explosion: false
  creeper-playerdamage: false
  creeper-blockdamage: false
  enderdragon-blockdamage: true
  enderman-pickup: false
  villager-death: false
  # Monsters won't follow players.
  # permission essentials.protect.entitytarget.bypass disables this.
  entitytarget: false
  # Prevent the spawning of creatures.
spawn:
  creeper: false
  skeleton: false
  spider: false
  giant: false
  zombie: false
  slime: false
  ghast: false
  pig_zombie: false
  enderman: false
  cave_spider: false
  silverfish: false
  blaze: false
  magma_cube: false
  ender_dragon: false
  pig: false
  sheep: false
  cow: false
  chicken: false
  squid: false
  wolf: false
  mushroom_cow: false
  snowman: false
  ocelot: false
  iron_golem: false
  villager: false
  wither: false
  bat: false
```

```

    witch: false
    horse: false

# Maximum height the creeper should explode. -1 allows them to explode
everywhere.
# Set prevent.creeper-explosion to true, if you want to disable creeper
explosions.
creeper:
    max-height: -1

# Disable various default physics and behaviors.
disable:
    # Should fall damage be disabled?
    fall: false

# Users with the essentials.protect.pvp permission will still be able
to attack each other if this is set to true.
# They will be unable to attack users without that same permission
node.
pvp: false

# Should drowning damage be disabled?
# (Split into two behaviors; generally, you want both set to the same
value.)
drown: false
suffocate: false

# Should damage via lava be disabled? Items that fall into lava will
still burn to a crisp. ;)
lavadmg: false

# Should arrow damage be disabled?
projectiles: false

# This will disable damage from touching cacti.
contactdmg: false

# Burn, baby, burn! Should fire damage be disabled?
firedmg: false

# Should the damage after hit by a lightning be disabled?
lightning: false

# Should Wither damage be disabled?
wither: false

# Disable weather options?
weather:
    storm: false
    thunder: false
    lightning: false

```

```

#####
# +-----+ #
# |                EssentialsAntiBuild                | #
# +-----+ #
#####

```

```

# This section requires the EssentialsAntiBuild.jar to work.

# Disable various default physics and behaviors
# For more information, visit http://wiki.ess3.net/wiki/AntiBuild

# Should people with build: false in permissions be allowed to build?
# Set true to disable building for those people.
# Setting to false means EssentialsAntiBuild will never prevent you
from building.
build: true

# Should people with build: false in permissions be allowed to use
items?
# Set true to disable using for those people.
# Setting to false means EssentialsAntiBuild will never prevent you
from using items.
use: true

# Should we tell people they are not allowed to build?
warn-on-build-disallow: true

# For which block types would you like to be alerted?
# You can find a list of IDs in plugins/Essentials/items.csv after
loading Essentials for the first time.
# 10 = lava :: 11 = still lava :: 46 = TNT :: 327 = lava bucket
alert:
on-placement: 10,11,46,327
on-use: 327
on-break:

blacklist:

# Which blocks should people be prevented from placing?
placement: 10,11,46,327

# Which items should people be prevented from using?
usage: 327

# Which blocks should people be prevented from breaking?
break:

# Which blocks should not be pushed by pistons?
piston:

# Which blocks should not be dispensed by dispensers
dispenser:

#####
# +-----+ #
# |           Essentials Spawn / New Players           | #
# +-----+ #
#####

# This section requires essentialspawn.jar to work.

newbies:
# Should we announce to the server when someone logs in for the first
time?

```



```
# If so, use this format, replacing {DISPLAYNAME} with the player name.
# If not, set to ''
#announce-format: ''
announce-format: '&3Bienvenue &d{DISPLAYNAME} sur le serveur
SlikeyCraft !'

# When we spawn for the first time, which spawnpoint do we use?
# Set to "none" if you want to use the spawn point of the world.
spawnpoint: none

# Do we want to give users anything on first join? Set to '' to disable
# This kit will be given regardless of cost and permissions, and will
not trigger the kit delay.
#kit: ''
kit: depart

# Set this to lowest, if you want Multiverse to handle the respawning.
# Set this to high, if you want EssentialsSpawn to handle the respawning.
# Set this to highest, if you want to force EssentialsSpawn to handle the
respawning.
respawn-listener-priority: high

# When users die, should they respawn at their first home or bed, instead
of the spawnpoint?
respawn-at-home: false

# Teleport all joining players to the spawnpoint
spawn-on-join: false

# End of file <-- No seriously, you're done with configuration.
```