Intermediate Server Guides

These guides are for people who have basic-intermediate knowledge on how to run a Minecraft Server

- Permissions Quick-Start Guide
- Geyser Setup (Bedrock & Java)
- VeinMiner Plugin

Permissions Quick-Start Guide

Permissions is a system that tells the server/plugins who can use what command/feature and difficulty can range from beginner, to expert level, But this small guide is hopefully able to help you understand a bit more about this complex system

> This Guide is based off of the use of the Luckperms permission plugin

To start things off we would like to personally recommend Luckperms as your permissions plugin as it has

1. A visual web editor to manage permissions with, making Luckperms one of the easiest to use permissions plugin.
2. Mysql Database compatibility if you want to have more advanced setups with multiple servers
3. Contexts, (under what circumstances will this permission apply) and much more

> If you need help installing a plugin to your server, Please visit the page: How to Upload & Remove Plugins

First access to the Luckperms Web Editor

The Luckperms web editor is a intuitive way to visually manage your permissions system

1. Join your Minecraft server ingame, and Navigate to the Console tab on the Game Panel
2. type in the terminal: `lp user "yourusername" permission set *` (remove parenthesis "", fill your ingame name in)
3. ingame type: `/lp editor` and you will be given a link to access your permission web editor
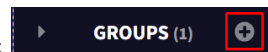
Web editor of a fresh installation (expandable)
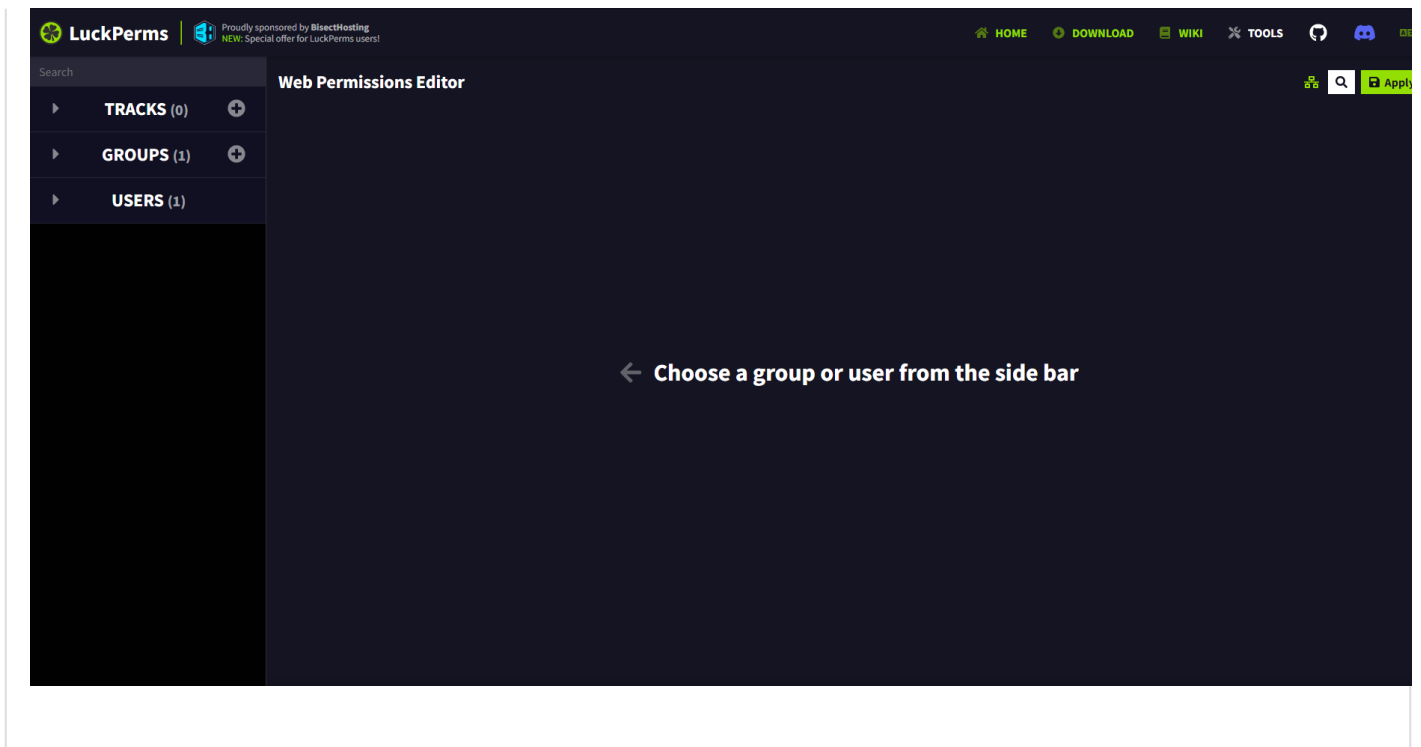
Creating your first Group

A Group is a functional title making applying permissions easier, every player will gain permissions applied to the default group

To create a group Click the plus button next to groups

This will open a prompt asking for multiple different pieces of information Look in the "create group prompt" dropdown for short expiations of each option

Once your group has been created it'll auto create some permissions then you can then start applying permissions to the group

Create Group Prompt (expandable)

Group Name: Name of the group on web editor and commands
Weight: Higher weighted groups will override lower weighted groups
Display Name: Sets the groups display name. This can effectively be used as an "alias" for the group.
Prefix: is a piece of text shown before a player name in chat (ex. [Member], [Mod], [Admin])
Parent: Will gain permissions from selected group
Suffix: is a piece of text shown after a player name in chat

Finding Plugin Permissions

Permissions will be different for each plugin. to find permissions specific to your plugin, look around the spigot page where you downloaded it from, You can also google: `Plugin name permission nodes`

Example of plugin permission nodes (expandable)

Permission node	Description
luckperms.sync	`/lp sync` command and `/lp networksync` command
luckperms.info	`/lp info` command
luckperms.editor	`/lp editor` command
luckperms.applyedits	`/lp applyedits` command
luckperms.verbose	`/lp verbose` command
luckperms.verbose.commandother	`/lp verbose command <name> <command>` command
luckperms.tree	`/lp tree` command
luckperms.search	`/lp search` command
luckperms.import	`/lp import` command
luckperms.export	`/lp export` command
luckperms.reloadconfig	`/lp reloadconfig` command
luckperms.translations	`/lp translations` command

Assigning permissions

To assign permissions ingame type: `/lp group (group) permission set (permission.node)` (Take out the () in the command)

In the Luckperms Web editor, Navigate to the Groups tab, Select your newly created group and you will see a new window pop up

Luckperms Web editor (Expand to see example)

Overview of the group: Member

At the bottom you will a light gray bar, This will be the area you will be adding permissions

1. Paste your permission node into the "Add Permission" textbox, After hitting enter, you can paste another permission in
2. click the "Add" button on the far right of the light gray bar, You will notice newly added permissions will be lit up green
3. Once you are done adding your permission(s), Hit the save button on the top right of the page
4. It will generate you a link, You will want to take that link and paste it in your server (either ingame or in console terminal)

By no means is this a complete explanation of this powerful tool If you are looking for more advanced information, We highly suggest checking out the Luckperms Wiki

Geyser Setup (Bedrock & Java)

Geyser is a Spigot/Paper Plugin that gives Bedrock Players the ability to join and play on a Java Server

> A Port must be opened to be able to use this plugin. Make a ticket on our discord server and we will get that sorted for you.

Spigot/Paper Setup

> - The server must allow connections from the latest versions, Either by using ViaVersion, or updating your server.
> - The server Must be running at least java 16. You can change this under your Settings Tab, If you must use a version below java 16, Create a ticket with us; We will add this startup flag for you: "DPaper.ignoreJavaVersion=true"

Step 1:

- Download the following plugins, put them in your plugins folder: Geyser, and Floodgate

Step 2:

- Open server.properties and make sure "enforce-secure-profile" is set to false
- Restart your server to generate any necessary files

Step 3:

- Open /plugins/Geyser-Spigot/config.yml
- On Line 15 Change the port listed there to the assigned port we have given your in your Support Ticket.
- On Line 49 Change auth-type: to "floodgate"
- Restart your server to apply new changes

VeinMiner Plugin

VeinMiner is a Minecraft plugin that allows players to mine entire veins of ores or resources with a single swing of their tool.

Here's how to install and configure the plugin:

Step 1:

Download the plugin from: https://www.spigotmc.org/resources/veinminer.12038/
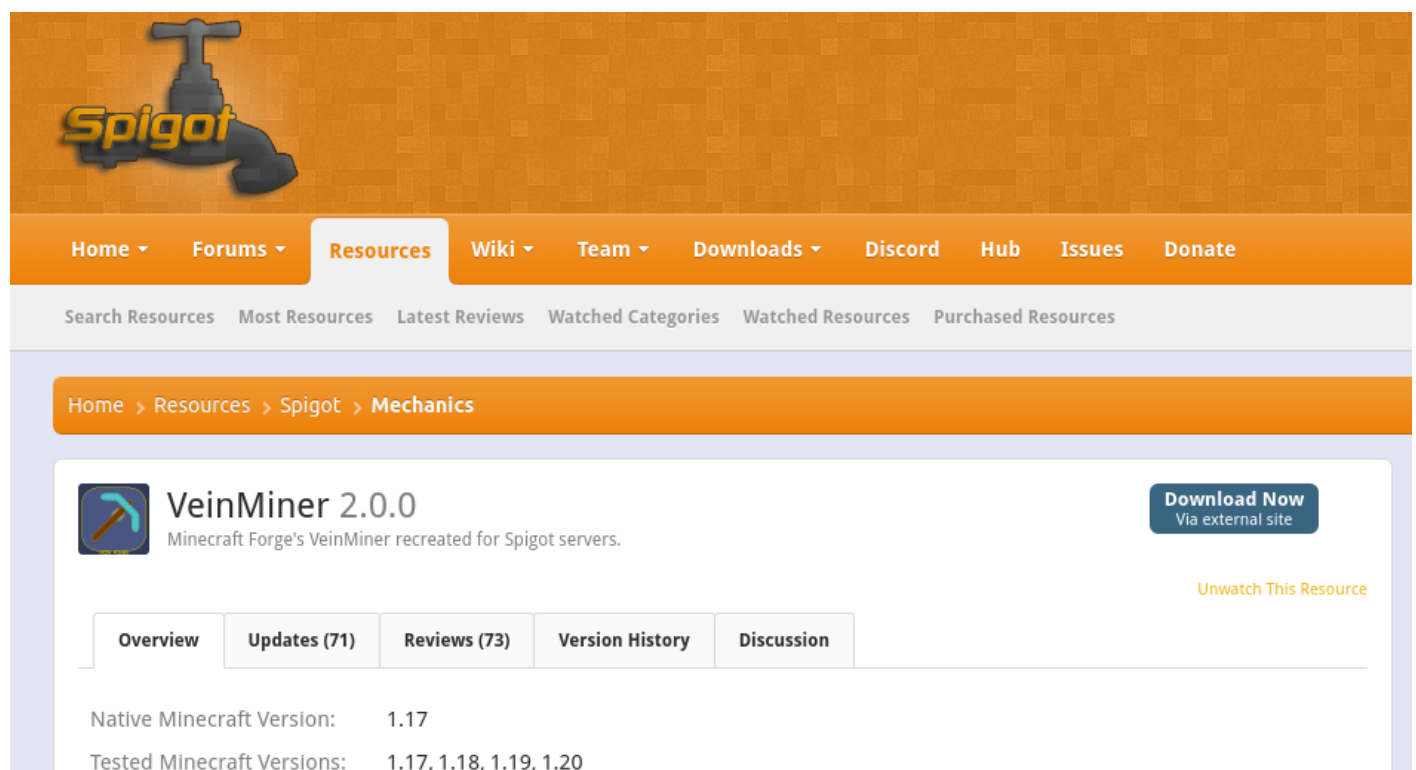
Step 2:

Go to the Midnight hosting panel and select File Managers -> plugins

From there click the Upload button, Locate the plugin, select it, and then upload it. Alternatively, you could just drag and drop the plugin from your desktop into the plugins folder. Make sure that the file is uploaded before continuing on.

Midnight Hosting Service

Account

Servers

SERVER CONTROLS

← Search Something...

Console | File managers | Plugins Installer | Version | Mods | Databases | Schedules | Users | Backups | Network | Startup

Settings | Activity

/ home / container / plugins

Create Directory | Upload | New file

Step 3:

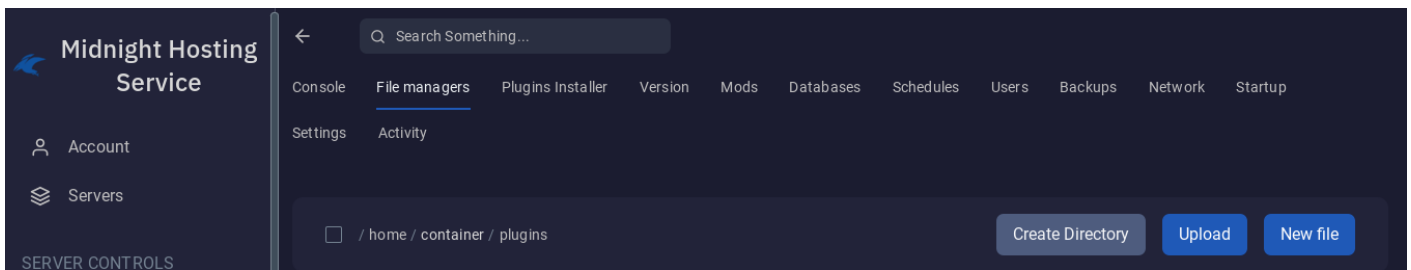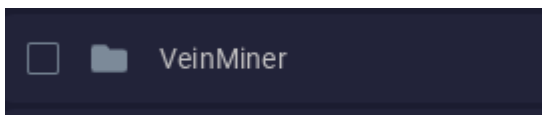Now that it is in the server files, all you need to do is restart your server to activate the plugin. It's that easy! The steps after this are optional but are recommended to look at.

» Type a command   Start | Restart | Stop

Step 4:

Now in the Plugins folder, you should see Veinminer click on it to access its contents.

☐ 📁 VeinMiner

Within this folder, there are two editable files. **Categories.yml**, and **Config.yml,** and the third file doesn't need to be updated. Lets Click on the config file.

☐ 📄 categories.yml
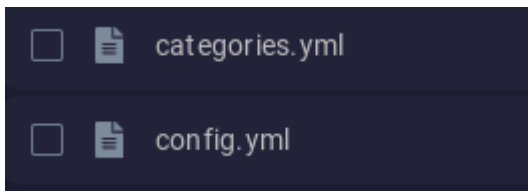
☐ 📄 config.yml

Highlighted text below is edited to help explain the section better.

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config.yml

MetricsEnabled: true
PerformUpdateChecks: true

DefaultActivationStrategy: SNEAK # The default activation strategy to set for players that have not explicitly set it
DefaultVeinMiningPattern: 'veinminer:default' # The vein mining pattern to use by default for new players
CollectItemsAtSource: true # Whether items from vein mines will be dropped at the source block
NerfMcMMO: false # If true, only grants McMMO experience for the FIRST block mined in a vein,

as opposed to all blocks if false

RepairFriendly: false # Whether or not vein miner will stop vein mining if the tool reaches 1 durability while mining
MaxVeinSize: 64 # The maximum size of a vein for all categories (unless otherwise specified in the categories.yml)
Cost: 0.0 # The cost per use of vein miner. This requires Vault and an economy plugin to be installed

DisabledGameModes: # A list of game modes in which VienMiner is disabled
- CREATIVE
- SPECTATOR
DisabledWorlds: # A list of all worlds in which VeinMiner is disabled
- WorldName

Hunger: # Various hunger-related options
  HungerModifier: 4.0 # How much exhaustion is applied for every block broken while vein mining. Every point is 0.025 hunger/exhaustion per block
  MinimumFoodLevel: 1 # The minimum food level required to vein mine. If vein mining while this value is hit, it will stop
  HungryMessage: "&7You are too hungry to vein mine!" # The message to send the player when they are too hungry

Client: # Options that allow better control over the optional client-sided mod
  AllowActivationKeybind: true # Whether or not the VeinMiner Companion mod is allowed to activate vein miner with a key bind
  AllowPatternSwitchingKeybind: true # Whether or not the VeinMiner Companion mod is allowed to switch patterns with key binds
  AllowWireframeRendering: true # Whether or not the VeinMiner Companion mod is allowed to render wireframes around vein mineable blocks

Storage:
 # Supported types...
  # JSON: Each player's data is stored in its own JSON file under the specified directory.
  # SQLite: Player data is stored in an SQLite database table. A flat file database. Generally faster than JSON.
  # MySQL: Player data is stored remotely in a MySQL-compliant database (MySQL, MariaDB, etc.). Use this if you want to share VeinMiner data on multiple servers and have a MySQL server available to use.
  Type: 'SQLite'

  JSON: # Only required if "Type" is set to "JSON"
    Directory: '%plugin%/playerdata/' # "%plugin%" is replaced with the plugin directory

```yaml
  MySQL: # Only required if "Type" is set to "MySQL"
    Host: 'localhost' # The database host
    Port: 3306 # The database port
    Username: 'username' # The database username
    Password: 'password' # The database password
    Database: 'veinminer' # The specific database to use
    TablePrefix: 'veinminer_' # The prefix to use for all created tables

# This BlockList option is dynamic. For every entry in the BlockList (i.e. "Pickaxe", "Axe",
"Shovel", etc.),
# an entry with the exact same ID is listed in the categories.yml

BlockList: # To find a full list of Minecraft Item ID's you can check out
https://minecraftitemids.com/
  Pickaxe: # A list of all blocks breakable by the "Pickaxe" category
   - 'minecraft:amethyst_cluster'
   - 'minecraft:ancient_debris'
   - 'minecraft:coal_ore'
   - 'minecraft:copper_ore'
   - 'minecraft:deepslate_coal_ore'
   - 'minecraft:deepslate_copper_ore'
   - 'minecraft:deepslate_diamond_ore'
   - 'minecraft:deepslate_emerald_ore'
   - 'minecraft:deepslate_gold_ore'
   - 'minecraft:deepslate_iron_ore'
   - 'minecraft:deepslate_lapis_ore'
   - 'minecraft:deepslate_redstone_ore'
   - 'minecraft:diamond_ore'
   - 'minecraft:emerald_ore'
   - 'minecraft:gold_ore'
   - 'minecraft:iron_ore'
   - 'minecraft:lapis_ore'
   - 'minecraft:nether_quartz_ore'
   - 'minecraft:nether_gold_ore'
   - 'minecraft:raw_copper_block'
   - 'minecraft:raw_gold_block'
   - 'minecraft:raw_iron_block'
   - 'minecraft:redstone_ore'
  Axe: # A list of all blocks breakable by the "Axe" category
   - 'minecraft:acacia_log'
   - 'minecraft:acacia_wood'
   - 'minecraft:birch_log'
   - 'minecraft:birch_wood'
   - 'minecraft:brown_mushroom_block'
```

- 'minecraft:carved_pumpkin'
- 'minecraft:crimson_hyphae'
- 'minecraft:crimson_stem'
- 'minecraft:dark_oak_log'
- 'minecraft:dark_oak_wood'
- 'minecraft:jungle_log'
- 'minecraft:jungle_wood'
- 'minecraft:mangrove_log'
- 'minecraft:mangrove_roots'
- 'minecraft:mangrove_wood'
- 'minecraft:melon'
- 'minecraft:oak_log'
- 'minecraft:oak_wood'
- 'minecraft:pumpkin'
- 'minecraft:red_mushroom_block'
- 'minecraft:spruce_log'
- 'minecraft:spruce_wood'
- 'minecraft:warped_stem'
- 'minecraft:warped_hyphae'
Shovel: # A list of all blocks breakable by the "Shovel" category
- 'minecraft:clay'
- 'minecraft:gravel'
- 'minecraft:mud'
- 'minecraft:muddy_mangrove_roots'
- 'minecraft:powder_snow'
- 'minecraft:sand'
- 'minecraft:snow'
- 'minecraft:soul_sand'
- 'minecraft:soul_soil'
Hoe: # A list of all blocks breakable by the "Hoe" category
- 'minecraft:beetroots[age=3]'
- 'minecraft:brown_mushroom'
- 'minecraft:carrots[age=7]'
- 'minecraft:moss_block'
- 'minecraft:moss_carpet'
- 'minecraft:potatoes[age=7]'
- 'minecraft:red_mushroom'
- 'minecraft:sculk'
- 'minecraft:sculk_vein'
- 'minecraft:wheat[age=7]'
Shears: # A list of all blocks breakable by the "Shears" category
- 'minecraft:acacia_leaves'
- 'minecraft:azalea_leaves'
- 'minecraft:birch_leaves'

```yaml
    - 'minecraft:black_wool'
    - 'minecraft:blue_wool'
    - 'minecraft:brown_wool'
    - 'minecraft:cobweb'
    - 'minecraft:cyan_wool'
    - 'minecraft:dark_oak_leaves'
    - 'minecraft:flowering_azalea_leaves'
    - 'minecraft:gray_wool'
    - 'minecraft:green_wool'
    - 'minecraft:jungle_leaves'
    - 'minecraft:light_blue_wool'
    - 'minecraft:light_gray_wool'
    - 'minecraft:lime_wool'
    - 'minecraft:magenta_wool'
    - 'minecraft:mangrove_leaves'
    - 'minecraft:oak_leaves'
    - 'minecraft:orange_wool'
    - 'minecraft:pink_wool'
    - 'minecraft:purple_wool'
    - 'minecraft:red_wool'
    - 'minecraft:spruce_leaves'
    - 'minecraft:white_wool'
    - 'minecraft:yellow_wool'
  Hand: [] # A list of all blocks breakable by the "Hand" category (empty by default)
  All: # A list of all blocks breakable by all registered categories
    - 'minecraft:ice'
    - 'minecraft:packed_ice'
    - 'minecraft:blue_ice'

# A list of collections of blocks that should be calculated in the same vein
# For example, when mining a red mushroom block, brown mushroom blocks will also be
broken in the same vein
Aliases:
- 'minecraft:acacia_log;minecraft:acacia_wood'
- 'minecraft:birch_log;minecraft:birch_wood'
- 'minecraft:brown_mushroom_block;minecraft:red_mushroom_block'
- 'minecraft:carved_pumpkin;minecraft:pumpkin'
- 'minecraft:crimson_hyphae;minecraft:crimson_stem'
- 'minecraft:dark_oak_log;minecraft:dark_oak_wood'
- 'minecraft:grass;minecraft:tall_grass'
- 'minecraft:jungle_log;minecraft:jungle_wood'
- 'minecraft:mangrove_log;minecraft:mangrove_wood'
- 'minecraft:oak_log;minecraft:oak_wood'
- 'minecraft:spruce_log;minecraft:spruce_wood'
```

- 'minecraft:warped_hyphae;minecraft:warped_stem'

After making changes please remember to save.

Step 5:

If you want an item that isn't on the list to have its own vein miner properties click **categories.yml**

Categories.yml example

How this works:

Each category is structured like this

"Name of Category":
  Items: #The items that are considered to be part of said category.
  - 'minecraft:wooden_axe' #This can be any in-game item.
  - 'minecraft:stone_axe'

Example category:

This is an example of a custom category. The stick is now part of a stick category.

Stick:
  Items:
  - 'minecraft:stick'

Default categories.yml

Axe:
  Items:
  - 'minecraft:wooden_axe'
  - 'minecraft:stone_axe'
  - 'minecraft:golden_axe'
  - 'minecraft:iron_axe'
  - 'minecraft:diamond_axe'
  - 'minecraft:netherite_axe'

Hoe:
  Items:
  - 'minecraft:wooden_hoe'
  - 'minecraft:stone_hoe'

```
  - 'minecraft:golden_hoe'
  - 'minecraft:iron_hoe'
  - 'minecraft:diamond_hoe'
  - 'minecraft:netherite_hoe'

Pickaxe:
  Items:
  - 'minecraft:wooden_pickaxe'
  - 'minecraft:stone_pickaxe'
  - 'minecraft:golden_pickaxe'
  - 'minecraft:iron_pickaxe'
  - 'minecraft:diamond_pickaxe'
  - 'minecraft:netherite_pickaxe'

Shears:
  Items:
  - 'minecraft:shears'

Shovel:
  Items:
  - 'minecraft:wooden_shovel'
  - 'minecraft:stone_shovel'
  - 'minecraft:golden_shovel'
  - 'minecraft:iron_shovel'
  - 'minecraft:diamond_shovel'
  - 'minecraft:netherite_shovel'
```

Remember to save the file!

After learning how to set up a category you can now add this category to the config file.

---

custom category

This is a cropped version of config.yml please don't use just this...

...

This is a basic view on the vein minable in-game blocks

BlockList:
  Pickaxe: # The category name. Everything below it is a list of the breakable material that the category can vein mine.

```
  - 'minecraft:amethyst_cluster'
  - 'minecraft:ancient_debris'
  - 'minecraft:coal_ore'
  - 'minecraft:copper_ore'
  - 'minecraft:deepslate_coal_ore'
  - 'minecraft:deepslate_copper_ore'
```

Lets add our "Stick" category to break coarse dirt, and leaves

---

```
BlockList:
  Stick:
  - 'minecraft:coarse_dirt'
  - 'minecraft:oak_leaves'
  - 'minecraft:dark_oak_leaves'
  - 'minecraft:birch_leaves'
  - 'minecraft:jungle_leaves'
  - 'minecraft:spruce_leaves'
```

Now in-game a stick can veinmine coarse dirt, and the selected leaves.

That's how you add a custom category.

Step 6:

If you are needing help with anything else join the Official Discord to get more advanced help. Or look at the plugin's website to get more info.