

Sponge

- 

[illegible]

11

[illegible]

1.

2. `□□□□□{item}`

[illegible]

2. `□□□□□{item $num}`

```
(num[0] [0][0][0][0][0][0][0][0][0][0][0][0][0][0]{item $4}[0])
```

Boop — @

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boop.group.staff

□□AT□□□

/sponge plugins reload Boop

ClearMob — □□□□□□□□□□□□□□□□

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```
/clearmob dump
```

[illegible]

clearmob.admin

/clearmob reload

■■■■■

clearmob.admin

/clearmob run

■■■■■

clearmob.admin

/clearmob unloadchunks

■■■■■■■ - 1.3~1.4■■■■■

clearmob.admin

/clearmob info

■■■■■

clearmob.info

/clearmob tps

Tps■■■■■■■

clearmob.tps

■/clearmob run■■■■■■■

/clearmob run entity

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/clearmob run tileentity

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/clearmob run items

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XySafeShulkerBox——■■■■■■BUG■■■■

Latch —— ■■■■■

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/latch or /lock -
 /latch help -
 /latch private - /
 /latch password [password] - ()
 -a - ()
 -o -
 /latch change - ()
 --type=[PRIVATE, PASSWORD_ALWAYS, PASSWORD_ONCE] -
 --password=[password] - ()
 --add=[player] - ()
 --remove=[player] - ()
 --owner=[player] -
 --redstone=[true/false] -
 /latch remove -
 /latch persist - -p ()
, /latch clear
 /latch info /latch display - , ,
 /latch list -
 /latch list [player] - (latch.admin.list)
 /latch open [password] /unlock [password] -
 /latch add [user] or '/latch remove [user]` -
 /latch lockable add (block id) -
 /latch lockable remove (block id) -
 /latch lockable list -
 /latch bypass -

latch.normal

latch.normal.info

latch.normal.create

latch.normal.create.password.always

latch.normal.create.password.once

latch.normal.create.private

latch.normal.create.public

latch.normal.create.donation

■■■■■

latch.admin

latch.admin.list

EpicBanItem——■■■■ NBT ■■■■■■

Discord■<https://discord.gg/TftabgG>

■■■■■■<https://docs.ebi.team/zh/>

■■■■■■<https://docs.ebi.team/zh/tutorial>

Ore■<https://ore.spongepowered.org/EpicBanItem/EpicBanItem>

■■■ bStats ■■■<https://bstats.org/plugin/sponge/EpicBanItem>

TreeDestroyage——■■■■★■■■■■■

■■&■■

/trds reload - TreeDestroyage.reload

/trds set <■■> [■■] - TreeDestroyage.set

LuckPerms ——■■■■■■■■

<https://www.mcbbs.net/thread-676818-1-1.html>

Prism ——■■Sponge■■■■■■/■■■■

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/pr i - ■/■■■■■

/pr l - ■■■■■■■■■■

/pr near - ■■■■■■

/pr rb (parameters) - ■■■■■■■■■■

/pr rs (parameters) - ■■■■■■■■■■

/pr undo - []/[]

[]

[]

a:(event) - “[]” [] break []place [].....

b:(block id) - “[]” []“grass” []

before:(time) - “[]” []

c:(cause) - []“environment” []

player:(name)- “[]” []

r:(number) - “[]” - []

since:(time) - “[]” []

[]

Flag []

-clean - []

-drain - []

-no-group - []

-extended - [] /lookup [] - []X []Y []Z []

[]

[]

prism.info - []prism []

prism.help - []

prism.inspect - [] /pr i

prism.lookup - [] /pr l [] /pr n

prism.rollback - []/pr rb

prism.undo - [] /pr undo

prism.override.radius - []

[]

VirtualChest——[]Sponge []GUI []

<https://www.mcbbs.net/thread-602364-1-1.html>