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Custom villager trades plugin

Individualised tiers of rural population, trade and rebalasm. Supported version: Spigot 1.8 Pay attention! This is the original TradeCraft repository, but we will not update it any more. It will still work with Spigot 1.8, but no other version of is a fork supporting new versions of Spigot. See also: TradeCraft #52 Download If you don't want to install from the source, you can use our Jenkins website to download the latest version. Installing Drop TradeCraft.jar to the plugins directory Run the server Stop server Add-in will create your own TradeCraft directory and inside, config.yml, example.yml and trades.sqlite. Commands/crafts save run through console to save the trade queue to DB. It will automatically run the world save as well. / tradecraft <id> <profession>spawn a custom villager who can act as a store keeper. Parameters: Is a type of <id>rural resident, <profession>is a special profession defined in the configuration (CustomProfessions) outside the default. If you need this villager to stop moving and be inviolable you will have to use vanilla/entitydata. Configuration See example.yml to see how the add-in allows you to edit transactions. All villagers defined in configurations will replace their transactions with configuration values. Enchantment format pick pick node is useful when you choose one of several different enchantments. He inserted next to other enchant: - enchant: ... - enchant: ... - choose ... Select a simple primary node and select one of the subnodes: - select: - enchant: Performance: 1 - enchant: Performance: 2 Select multiple items You can also order it to select multiple items. For example: - select 2: - enchant: thorns: 1 - vicious: feather_falling: 4 - Charming: unbreaking: 3 - enchant: Protection: 4 The above example will choose 2 enchantments from 4 provided. Select Weights In the above examples, all items have the same option to be picked (their weight is 1). However, you can specify the weight of each item to change its ability to be picked. You can add weights after the number of items (which must be presented in this case). - choose: - weights 10 5 3 1 - vicious: thorns: 1 - vicious: feather_falling: 4 - enchant: unbreaking: 3 - enchant: protection: 4 The above example of the first enchant has a weight of 10, second 5, third 3 and fourth 1. This means that the first vicious is 10 times more likely to be taken as a fourth and twice as likely to be taken than the second. Pick groups - choose: - vicious: thorns: 1 - vicious: feather_falling: 4 - Group: - Charming: Unbreaking: 3 - Enchant: Protection: 4 You can create groups so you can choose one enchant or group lot Villager Trade 1.8 Plugins implements villager marketing mechanics from Minecraft 1.8. You need to understand how tiers work and how to trade restocking so that you can use this add-in efficiently. Below is a short summary based on wiki article and game</profession> <id> <profession> </id> Villagers spawn with a career that determines their transactions. For example, the brown garment villager formerly known as Farmer was divided into 4 careers: Farmer, Shepherd, Fisherman and Fletcher. Trade is divided into tiers. Think of tiers, for example, as trade groups. When you trade with Villager, you no longer need to unlock transactions, you can unlock new tiers, which then comes with trading (this may be 1, but usually it's way over). You don't need to complete the last trade to resume locked transactions. After the first completion of any trade, the whole tree (100%) will always be updated. Completing any trade a second time (and more) will have a 20% chance of restoring the whole tree. Any trade can be completed 3-13 times. This means that any completion of the 2nd + has a 20% chance of restoring the entire tree. If you trade something 8 times, the game will roll the dice 8 times. This means that there is an option to add the same trade when you close the GUI. There is a super small opportunity to lock every trade and make the villager idle. Known issues Since the profession and its professions are pulled from the database, when the villager is right-clicked, some modifications to the client's side may indicate a different profession than the one available in the trade window. The plugin will not cooperate with any other supplement that affects the transactions of villagers. Page 2 Cannot perform this action at this time. Online using a different tab or window. Reload to update the session. You've disconnected on another tab or window. Reload to update the session. Hi.I'm looking for a plugin for Spigot that would allow me to replace some vanilla villager trades/ There are some that could tank the economic system I'm trying to build. I found only one so far, which has not been updated in a year, not working 1.10+. Servers 1.14.4.Everyone has received suggestions, how can I do this? Page 2 9 Comments Villager Mods is a way for you to control the enchanted book economy on your server without turning the villagers off. Villagers provide ridiculously cheap deals for enchantments that should be harder to get beyond just 30 emeralds. With this plugin you can control exactly what currency is used to trade for each trade, as well as how much this currency is needed. Produced for version 1.15, the trade changes are running at 1.14, but the usage restriction does not result from . If you have any problems with setting up or configuring this plugin, please dm me divisive Xyaxfol #0001, spigot seems ridiculous about what it tells me about. The current version can ignore all villagers' transactions in each villager created on each server, without having to identify a single villager with whom all players need to talk. Players can leave Make villagers own bases and restrictions will still apply. Perfect for economical servers using plug-ins such as Towny, Towny, enchanted books and other items marketing can be something worthwhile. It also supports an option that changes the books needed for enchanted book deals to be available in a custom book that is only available to players as you see fit. With this option, OP can get a book using /vmbook, which you can use as a template for voting boxes or (stores) to ensure that the supply of books is limited. New 1.3: Added ability to ensure compatibility with other villagers plugins through the White List feature. Available in OAP or for users with permission for VillagerModifications.whitelist. You can identify rural residents who should not be included in the effect of this add-in by using the /vmwhitelist command, and remove them if they are added randomly using /vmremove. To disable these disable use /vmoff. The whitelist is stored in a separate file from the configuration and should not be edited, except for the use of game teams, As well as new 1.3: Fully control the transactions of any item that villagers can provide to players. When you set an item to the configuration list, you can limit and edit the transactions that result in the player receiving that particular item. Just add an item to the Customitem list using the name of the full capitol letters (find here: and then copy the CLOCK sample at the bottom of the configuration to create your own restrictions for any item. Make sure that the name CustomItem is the same as the constraint block name. The images shown are an example of adding bookshelves to be changed, time limits are available to villagers as well. By imposing value restrictions on rural residents with specific enchanted book deals can only be achieved at certain times of the day. Substances that can be used as a substitute for emeralds can be found here: . When determining the value of use, the number is the quantity of times when trading can be used against a villager over restocking. If set 1 base stock will be 1 and then the villager can replenish up to 2 times a day using normal mechanics. This means that the first cured or spawned villager will be able to receive 3 books and then 2 books each day thereafter. Once the value of use is set to 0, it will be possible to completely disable the trade of that particular vicious book, so that access to them can be normal enchanting and loot from the structures. Feel free to use the code in the open source GitHub link above to create your own versions and inspiration as code using villager mechanics. Any questions are left in the comments and I will try to answer at least once a day. If you use the plugin let me know the name and IP and I will add you to the list Using. Servers using the add-in: TQMC - play.townyquest.com SkyHell - play.skyhell.fr play.skyhell.fr

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