

NPC Controller

Dies sind VirtualPlayers, die automatische Commands für das Questsystem ausführen.

Die Virtuellen Player werden vom Admin eingerichtet und den einzelnen Questen zugeordnet. Mit diesen VP werden die Befehle ausgeführt, für die ein Player notwendig ist.

Der VP kann OP sein oder auch nicht.

Betroffene Plugins :

- HeroStronghold
- Citizen
- Sentry

Damit sollte eine weitgehende Automatisierung der Questen und Verwaltung möglich sein.

Commands

```
virtualplayers:
  aliases: [vp,virtualplayer]
ap:
  description: add virtual player
  usage: /ap [arguments]
vdc:
  aliases: [dc]
  description: do command as a virtual player
  usage: /dc [arguments]
```

Commands: dc = do command, <virtual player> = the name of virtual player

- dc <virtual player> any command you would normally do as a player
- dc <virtual player> op : op virtual player
- dc <virtual player> deop : deop virtual player
- dc <virtual player> respawn : respawn the virtual player
- dc <virtual player> disconnect
- dc <virtual player> connect
- dc <virtual player> reconnect
- dc <virtual player> health <amount> : give the virtual player some health (or kill them if 0)
- dc <virtual player> inv : print out their inventory
- dc <virtual player> giveinv <item> : give them an item
- dc <virtual player> tp <location> : teleport them to the given location („world,3,3,3“)
- dc <virtual player> chat my message : have the virtual player talk in chat
- dc <virtual player> hit <player2> [damage] : attack other players, defaults to 5 damage
- dc <virtual player> interact <left | right> <location> : do a PlayerInteractEvent on the specified block location
- /dc <virtual player> bpe <block> <location> : do a BlockPlaceEvent of the given material at the given location
- /dc <virtual player> bbe <location> : do a BlockBreakEvent at the given location

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