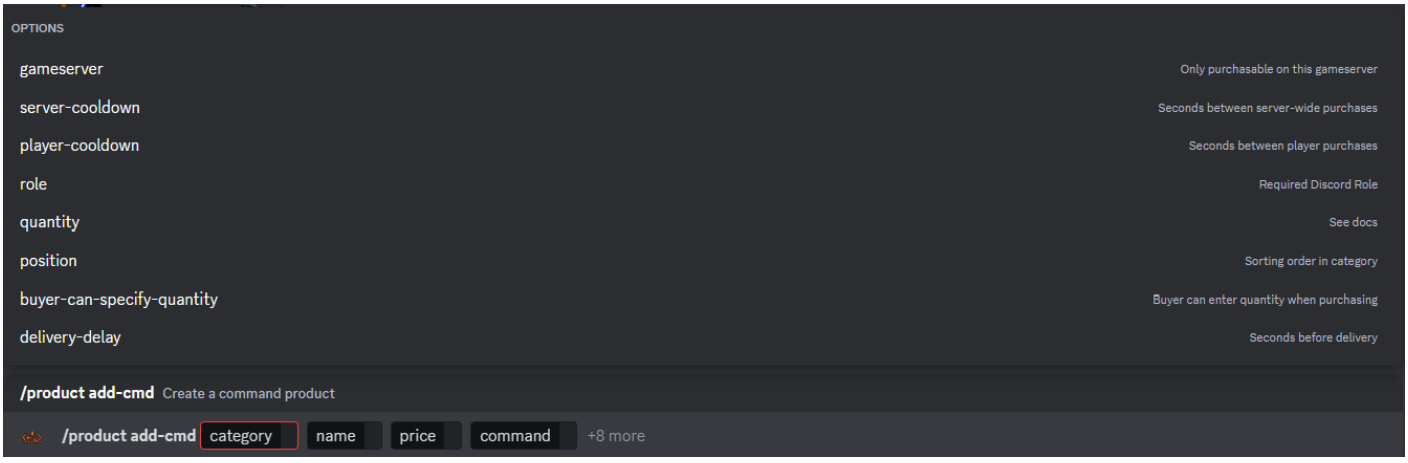
Adding Command Groups To Economy

Adding Commands to a Category

Adding commands to your store opens up endless opportunities for your players. This allows you the opportunity for players to purchase Daytime, Purchase a Airdrop Spawn on the map etc.

Before we get started we will need to create a command group and add the command/commands to it. To do this checkout the guide here. Just to clarify when this product is purchased we will execute EVERY command in that command group.

To get started you will need to use the command /product add-cmd, much like creating a kit or an item for the store you will be greeted with a number of parameter options, please see the image below;



It is important to note that we have 4 mandatory fields and a further 8 optional, again, you will probably recognize this from adding the previous 2 options to the store, but we will again break them down,

Mandatory Options

Category - Please select which category you wish for this item to be placed in.

Name - Please name the item - *A location is a good name to call it.*

Command - This is where you select the command group you created earlier.

Optional Options

Gameserver - If you select a gameserver here players will only be able to purchase this command on that 1 gameserver.

Server-cooldown - You can specify that only one player can buy this and then a cool down timer is enabled at your required length. *(Must be whole number and time is in seconds)*

Player-cooldown - *You can specify after a player has purchased the item, how long he then has to wait to purchase it again, this will not affect any other players ability to buy this product. (Must be whole number and time is in seconds)*

Role - *You can specify which Discord role is allowed to see this item. Please Note: Being the Discord owner does not give you automatic immunity to this rule, please ensure as owner you have every role available within your Discord.*

Price - *You will need to price this item accordingly within your store.*

Position - You can adjust the order in which these items appear in your store by clicking this menu, starting at 0
eg; 0=1st, 1=2nd, 2=3rd, 3=4th ect...

Delivery-delay - You can specify how long after the item is purchased it takes to run the command.
(Please enter whole numbers and time is in seconds).

Placeholders Options

You may be asking but how do I add playernames and specified quantity. These work very much like customising feeds covered in Customising Feeds.

Placeholders	Description	Example
{PlayerPositionX}	Produces the X axis position of the player	24.5
{PlayerPositionY}	Produces the Y axis position of the player	225.6
{PlayerPositionZ}	Produces the Z axis position of the player	-114.3

{PlayerPositionNorthX}	Produces the X axis position of the player 1M north of the position.	25.5
{PlayerPositionNorthY}	Produces the Y axis position of the player 1M north of the position.	226.6
{PlayerPositionNorth Z}	Produces the Z axis position of the player 1M north of the position.	-113.3

These could be implemented in the example below

entity.spawn recycler_static {PlayerPositionX},{PlayerPositionY},{PlayerPositionZ} (This command will cause a recycler to spawn on the players position.

This concludes adding commands to your store. It is very important you test these before announcing their sale to avoid any problems when players use it.

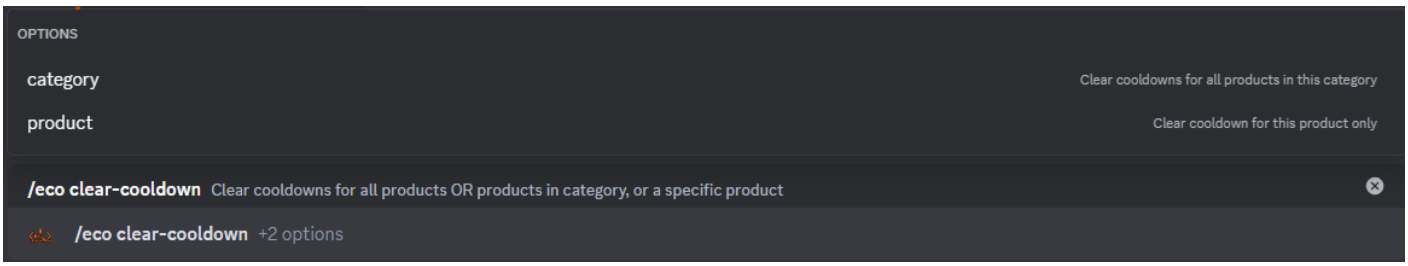
Clearing Cooldowns on CMDs

Following certain actions, for example wipes, there comes a time when we require a method to clear all cooldowns for products in the store. Using the command **/eco clear-cooldown** we can do this. Following triggering this command we have 2 options;

Category - Please select the category which you wish to clear the cooldowns from.

Product - Please select the category which you wish to clear the cooldowns from.

If you leave BOTH options BLANK - The entire shop will have all cooldowns wiped.
If you select CATEGORY and leave product BLANK, all items within that category will have cooldowns wiped.
If you select PRODUCT and leave category BLANK, Only the specified product will have cooldown wiped.
If you select BOTH, only the specified product will have cooldown wiped.



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