GUI configuration file

> This documentation is for v2 version, unfortunately v1 is no longer maintained.

This configuration provides you all configurations related to GUI used by `/glist` and `/slist` command. For `/glist` command you must edit `gui-glist-menu.conf` file and for `/slist` command you must edit `gui-slist-menu.conf` file.

Take note that some configurations are common between both configurations. Also, due to technical limitations, console is not capable of view inventories, so in such case, console will always render chat messages for `/glist` and `/slist` commands.

> Follow Installation steps to enable GUI feature, otherwise these configurations will not have any effect.

Common configuration between /glist and /slist

Property	Description
`title`	Title of menu.
`rows`	Number of rows to use (between 2 and 6 rows). You can set it to -1 to automatically calculate the number of rows depending of the data.

do-not-edit-this

This section is used by EnhancedGlist to know the current state of configuration and apply updates if needed, you should never edit this.

data-format

Configurations related to items used by the menu to display data.

general-item

Base item to use for data display.

Property	Description
`material`	Item material. Use official Spigot material names (MC 1.13+): Click here
`amount`	Item amount.
`display-name`	Item display name.
`lore`	Item lore.

player-head

Only available if `material` is set to `PLAYER_HEAD`. With this configuration you can change the skin of head or the head owner (nick).

Only `skull-owner` or `skin-hash` should be set, not both.

Property	Description
`skull-owner`	Player name, skull will have the skin of this player.
`skin-hash`	A string containing skin texture. You can use some tools like Minecraft Heads to get this value: Sin título.png

empty-slot-item

Item to display on empty slots.

Property	Description
`material`	Item material. Use official Spigot material names (MC 1.13+): Click here
`amount`	Item amount.
`display-name`	Item display name.
`lore`	Item lore.

player-head

Only available if `material` is set to `PLAYER_HEAD`. With this configuration you can change the skin of head or the head owner (nick).

Only `skull-owner` or `skin-hash` should be set, not both.

Property	Description
`skull-owner`	Player name, skull will have the skin of this player.
`skin-hash`	A string containing skin texture. You can use some tools like Minecraft Heads to get this value: Sin título.png

toolbar

previous-page-item

Item to set for previous page "button".

Property	Description
`material`	Item material. Use official Spigot material names (MC 1.13+): Click here
`amount`	Item amount.
`display-name`	Item display name.
`lore`	Item lore.

player-head

Only available if `material` is set to `PLAYER_HEAD`. With this configuration you can change the skin of head or the head owner (nick).

Only `skull-owner` or `skin-hash` should be set, not both.

Property	Description
`skull-owner`	Player name, skull will have the skin of this player.
`skin-hash`	A string containing skin texture. You can use some tools like Minecraft Heads to get this value: Sin título.png

next-page-item

Item to set for next page "button".

Property	Description
`material`	Item material. Use official Spigot material names (MC 1.13+): Click here
`amount`	Item amount.
`display-name`	Item display name.
`lore`	Item lore.

player-head

Only available if `material` is set to `PLAYER_HEAD`. With this configuration you can change the skin of head or the head owner (nick).

Only `skull-owner` or `skin-hash` should be set, not both.

Property	Description
`skull-owner`	Player name, skull will have the skin of this player.
`skin-hash`	A string containing skin texture. You can use some tools like Minecraft Heads to get this value: Sin título.png

background

Property	Description
`pattern`	Pattern to set background, representating the nine slots of an inventory row. image.png Expected string to represent nine slots of an inventory row: `pattern="1 2 3 4 5 6 7 8 9"`

Declare definitions

You must define all items used by pattern, for example, if you set `"A B C B A B C B A"` as pattern you must declare definitions for `"A"`, `"B"` and `"C"`. Note that you can use any letter or number to define a pattern.

Item definition

```
background {
  pattern="1 B 1 2 S 2 1 N 1"
  definitions {
    i1 {
      material="LIME_STAINED_GLASS_PANE"
      display-name=" "
    }
    ...
  }
}
```

A definition key is conformed with: `"XY"` where `X` is the definition type and `Y` the letter to define, for example, `iA` defines an item for letter `A`.

As you have seen, `i` is used to define an item.

Properties for item idefinition

Property	Description
`material`	Item material. Use official Spigot material names (MC 1.13+): Click here

`amount`	Item amount.
`display-name`	Item display name.
`lore`	Item lore.

player-head

Only available if `material` is set to `PLAYER_HEAD`. With this configuration you can change the skin of head or the head owner (nick).

Only `skull-owner` or `skin-hash` should be set, not both.

Property	Description
`skull-owner`	Player name, skull will have the skin of this player.
`skin-hash`	A string containing skin texture. You can use some tools like Minecraft Heads to get this value: Sin título.png

Menu item definition

```
background {
  pattern="1 B 1 2 S 2 1 N 1"
  definitions {
    mB="previous-page-item
    mN="next-page-item"
    ...
  }
}
```

This type of definition is used by menu to know how put some menu items, such "back page" and "next page" items.

Also menu items are not directly configurable like item definition, you should look for `previous-page-item` and `next-page-item` configurations instead.

Available menu items:

- `previous-page-item`
- `next-page-item`

Remember that a definition key is conformed with: `"XY"` where `X` is the definition type and `Y` the letter to define, for menu items, definition type corresponds to the letter `m`.

Full example:

Example

```
  background {
    pattern="1 B 1 2 S 2 1 N 1"
    definitions {
      i1 {
        material="LIME_STAINED_GLASS_PANE"
        display-name=" "
      }
      i2 {
        material="YELLOW_STAINED_GLASS_PANE"
        display-name=" "
      }
      iS {
        material="PLAYER_HEAD"
        display-name="<aqua>Ver todos los servidores"
        player-head {
          skin-
hash="eyJ0ZXh0dXJlcyI6eyJTS0lOIjp7InVybCI6Imh0dHA6Ly90ZXh0dXJlcy5taW5lY3JhZnQubmV0L
3RleHR1cmUvZGZjM2MyNDNmYzA4OTRhYTQwMjhkMzJiMTlhODMwYTJmY2FkYzI5MzI3MGI0Y2IzMmMxYmFl
NDJjNzhjMDhiZSJ9fX0="
        }
        on-click {
          run-command = "glist"
        }
      }
      mB="previous-page-item"
      mN="next-page-item"
      iE {
        material="YELLOW_STAINED_GLASS_PANE"
        amount=1
        display-name="<red>¡Ítem de ejemplo!"
```

```
        lore=[
          "<gray>lore línea 1",
          "<aqua>lore línea 2",
          "<green>lore línea 3"
        ]
        on-click {
          send-chat="<yellow>¡Hola <player>!"
          run-command="glist"
          close-menu=true
        }
        player-head {
          skull-owner="Wirlie"
          skin-
hash="ewogICJ0aW1lc3RhbXAiIDogMTY1OTA0NzQ3MDM5OSwKICAicHJvZmlsZUlkIiA6ICI4N2RlZmVhM
TQwMWQ0MzYxODFhNmNhOWI3ZGQ2ODg0MyIsCiAgInByb2ZpbGVOYW1lIiA6ICJTcGh5bnhpdHMiLAogICJz
aWduYXR1cmVSZXF1aXJlZCIgOiB0cnVlLAogICJ0ZXh0dXJlcyIgOiB7CiAgICAiU0tJTiIgOiB7CiAgICA
gICJ1cmwiIDogImh0dHA6Ly90ZXh0dXJlcy5taW5lY3JhZnQubmV0L3RleHR1cmUvYjg0MThjZGExM2Y1OT
AxMmM4MTVkNmRiYTNlZDgzODUyZGExNzU5YzdiOTVjYTczYTFlNmM0YmNiMzI2MTg1MyIKICAgIH0KICB9C
n0="
        }
      }
    }
  }
```

/glist configuration (`gui-glist-menu.conf`)

data-format

custom-items

Set custom items to display depending of the server name, you can add unlimited custom items. If no custom item is defined for a server, then the general item will be used.

Properties:

Property	Description
`by-name`	Match servers by exact name, all matched servers will use this custom item.
`by-regex`	Match servers by name using regex expressions, all matched servers will use this custom item.
`material`	Item material. Use official Spigot material names (MC 1.13+): Click here
`amount`	Item amount. Set to -1 to automatically set amount based on the number of players connected to the server.
`display-name`	Item display name.
`lore`	Item lore.

player-head

Only available if `material` is set to `PLAYER_HEAD`. With this configuration you can change the skin of head or the head owner (nick).

Only `skull-owner` or `skin-hash` should be set, not both.

Property	Description
`skull-owner`	Player name, skull will have the skin of this player.
`skin-hash`	A string containing skin texture. You can use some tools like Minecraft Heads to get this value: Sin título.png

Example:

In this example, a custom item named "lobby-servers" is defined, and all servers that starts with "lobby" will use this custom item. *Note that you can name custom items as you want.*

```
data-format {
  custom-items {
    lobby-servers {
```

```
      by-regex="lobby.*"
      material="PLAYER_HEAD"
      amount=-1
      display-name="<yellow>Lobby Server"
      lore=[
        "<white><player-count></white> <aqua>online players</aqua>",
        " ",
        "<yellow>Click to view player list."
      ]
      player-head {
        skin-
hash="eyJ0ZXh0dXJlcyI6eyJTS0lOIjp7InVybCI6Imh0dHA6Ly90ZXh0dXJlcy5taW5lY3JhZnQubmV0L3Rle
HR1cmUvZDY3ZGYzNWI3YTgwMjdkZGM4M2M5MTlkNzNmMGEzOTk4YWQ1NGViMGQ5NzNlZjcxNmFlNTA1YzY3NTU4
MTBmNyJ9fX0="
      }
  }
}
```

/slist configuration (`gui-slist-menu.conf`)

format

Property	Description
`afk-status`	Prefix/Suffix to use for AFK status.
`vanish-status`	Prefix/Suffix to use for Vanish status.

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