



**NOTE:**

< >	parameters are required
[ ]	parameters are optional
int	integer value (1, 2, 3, etc)
string	specific text value
bool	0 (false) 1 (true)

**PROCESS**

- 1) document current /slash commands present in /help pages (completed 17/6/22) (v0.1)
- 2) test and confirm functionality of commands (pending)

## Slash Commands for #MinecraftEE (1.0.17) - page 2

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**/ability** <player: target> <ability: string> <value: bool>  
**/ability** <player: target> [ability: string]  
**/classroommode**  
**/clear** [player: target] [itemName: string] [data: int] [maxCount:int]  
**/clearfixedinv**  
**/clone** <begin: x y z> <end: x y z> <destination: x y z> [maskMode: string] [cloneMode: string] [tileName: string] [tileData:int]  
**/code**  
**/deop** <player: target>  
**/difficulty** <difficulty: int>  
**/difficulty** <difficulty: string>  
**/effect** <player: target> <clear: string>  
**/effect** <player: target> <effect: string> [seconds: int] [amplifier: int] [hideParticles: bool]  
**/enchant** <player: target> <enchantmentID: int> [level: int]  
**/enchant** <player: target> <enchantmentName: string> [level: int]  
**/execute** <origin: target> <position: x y z> <command: string>  
**/execute** <origin: target> <position: x y z> <detect: string> <detectPos: x y z> <detectBlock: string> <detectData: int> <command: string>  
**/fill** <from: x y z> <to: x y z> <tileName: string> <tileData:int> <oldBlockHandling: string> <replaceTileName: string> <replaceDataValue: int>  
**/fill** <from: x y z> <to: x y z> <tileName: string> <tileData:int> <oldBlockHandling: string>  
**/gamemode** <gameMode: int> [player: target]  
**/gamemode** <gameMode: string> [player: target]  
**/gamerule** <rule: string> <value: bool>  
**/give** <player: target> <itemName: string> [amount: int] [data: int] [components: components]  
**/help** <command: string>  
**/help** [page: int]  
**/immutableworld** [value: bool]  
**/kill** [target: target]  
**/list**  
**/locate** <feature: string>  
**/me** <action: string>  
**/op** <player: target>  
**/playsound** <sound: string> <player: target> [position: x y z] [volume: float] [pitch: float] [minimumVolume: float]  
**/position**  
**/replaceitem** <block: string> <position: x y z> <slotType: string> <slotId: int> <itemName: string> [amount: int] [data: int] [components: components]  
**/replaceitem** <entity: string> <target: target> <slotType: string> <slotId: int> <itemName: string> [amount: int] [data: int] [components: components]  
**/say** <message: string>  
**/setblock** <position: x y z> <tileName: string> [tileData: int] [oldBlockHandling: string]

## Slash Commands for #MinecraftEE (1.0.17) - page 3

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**/setfixedinvslot** <fixedinvslotnum: int> <itemName: string> [date: int]  
**/setmaxplayers** <maxPlayers: int>  
**/setworldspawn** [spawnPoint: x y z]  
**/spawnpoint** [player: target] [spawnPos: x y z]  
**/spreadplayers** <x: rotation> <z: rotation> <spreadDistance: float> <maxRange: float> <victim: target>  
**/stopsound** <player: target>  
**/summon** <entityType: string> [spawnPos: x y z]  
**/tell** <recipient: target> <message: string>  
**/testfor** <victim: target>  
**/testforblock** <position: x y z> <tileName: string> [dataValue: int]  
**/testforblocks** <begin: x y z> <end: x y z> <destination: x y z> [mode: string]  
**/time add** <amount: int>  
**/time query** <time: string>  
**/time set** <time: int>  
**/title** <player: target> <actionbar: string> <titleText: string>  
**/title** <player: target> <clear: string>  
**/title** <player: target> <reset: string>  
**/title** <player: target> <subtitle: string> <titleText: string>  
**/title** <player: target> <times: string> <fadeIn: int> <stay: int> <fadeOut: int>  
**/title** <player: target> <title: string> <titleText: string>  
**/toggledownfall**  
**/tp** <destination: target>  
**/tp** <destination: x y z> [y-rot: rotation] [x-rot: rotation]  
**/tp** <victim: target> <destination: target>  
**/tp** <victim: target> <destination: x y z> [y-rot: rotation] [x-rot: rotation]  
**/transferserver** <server: string> <port: int>  
**/weather** <type: string> [duration: int]  
**/worldbuilder**  
**/wsserver** <serverUrl: string>  
**/xp** <amount: int> <player: target>  
**/xp** <amount: int>L <player: target>