

Messages

List of things that can be done to messages. All messages supports hex colors

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Prefix

Insert the Prefix from settings.yml into any message just add `{prefix}` to the message

Json

Minecraft allows you to create more advanced messages using json you can use a json text generator like this one [here](#)

To use json in a message all you have to do is put [JSON] at the start of the message

Example:

```
"[JSON][",{"text":"Example ","color":"dark_red"},{"text":"message",  
,"color":"#E124E1"},{"text":"with ","color":"dark_gray"},{"text":"hover",  
,"color":"gold","hoverEvent":{"action":"show_text","contents":"Hover  
text! "}}, {"text":"text", "color":"red"}]"
```

Player variable

You can also show the players name by inserting `{player}` into the message

Send Message As Action Bar

You can choose to send a chat message as an actionbar instead by adding `<actionbar>` to the start of the message

Send Message As Toast

You can choose to send a chat message as a toast by adding `<toast>` to the start of the message

Send Message As A Title

You can choose to send a chat message as a title by adding `<title>` to the start of the message

Send Message As A Boss Bar

You can choose to send a chat message as a bossbar by adding `<bossbar>` to the start of the message, it will show a boss bar for 10 seconds.

Center A Message In Chat

To center a message in chat add `<center>` to the start of the message.