

# Messages

The list of actions that can be taken on messages. Hex colors are supported in all messages.

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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.