

7/28 Update

Proposed Changes

- First-time player announcements
 - Fireworks/something in lobby
 - Broadcast message
- Longstanding bugfix: Disable "\$PLAYER has joined the game" messages in all servers, since GlobalBell does that already.
- Spawn-on-join in creative server
 - Future work: create dedicated creative lobby with sandbox instructions, portal to ancient caminus world
- Add a delay to donor fireworks, so players who donate get to see them when they join and the world is loaded
- Fix/remove cloud emoji in discordsrv config
- Update menu items in lobby
 - /spawn
 - WorldSystem commands
- New graves plugin: AngelChests
 - Update menu items for new /ac commands
- Fix player prefix inconsistencies in chat formatting
- Update JumpPads in lobby
- Add cosmetics to creative and villager-defense servers
- Switch GadgetsMenu to use SQL instead of permissions
- Update Luckperms meta-value-selection field to fix chat hovertext pulling from the wrong group meta value <https://luckperms.net/wiki/Configuration#meta-value-selection>
 - Also write hovertext for the rest of the roles
- Actually implement telegraf charts for the player stats
- Hide adventure server from tablist
- Draw up icons for lobby, creative, malloc servers in tablist

Revision #1

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