

Permissions

uqueue.server.*	Allows the player to queue for any server.
uqueue.server.<server>	Allows the player to queue for a blacklisted or non-whitelisted server. (Depends on server list mode in config)
uqueue.admin	Gives the player access to subcommands for the /uqueue command.
uqueue.bypass.*	Allows the player to directly travel to any server when they try to queue for it. This effectively turns /queue into /server , for that player.
uqueue.bypass.<server>	Allows the player to directly travel to the specified server when they try to queue for it. This effectively turns /queue into /server , for that server only.
uqueue.priority.*.<priority, higher is more important>	Sets the queue priority level for the player, for all servers. If the per-server priority is higher, that value will be used instead.
uqueue.priority.<server>.<priority, higher is more important>	Sets the queue priority level for the player, for the specified server. If the global priority is higher, that value will be used instead.

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