Votings (1)

Inhaltsverzeichnis

This is how you configure the vote plugin.

1 Short Description

This plugin allows you to start votes on your server.

2 Configuration Overview

JavaScript: configs/plugins/votings.json

```
{




        }
}
```

Alles anzeigen

3 Detailed Configuration Variables

The configurationfile of the "votes" function is located in the configs/plugins directory and is named votings .json. An explanation of the variables follows:

Variable	Zulässige Werte	Beschreibung
enabled	truefalse	You can (de)active the plugin with this variable.
		This variable defines the duration (in minutes) of a successful voteban.
banduration	number	
		0 stands for infinite duration (perm ban).

`changevote`	`truefalse`	This variable defines, if players which decided already for !yes or !no are able to switch their vote option.
`decaytime`	`number`	This variable defines the vote cooldown (in seconds).
`duration`	`number`	This variable defines the vote time duration (in seconds).
`gametypes`		Includes each array of allowed gametypes for the vote. `*` stands for any in the gametypes.json allowed gametypes.
`implicitvote`	`truefalse`	This variable defines, if the vote starter votes !yes automatically.
`interval`	`number`	This variable defines the duration between the vote in progress messages (in seconds).
`maps`		Includes each array of allowed maps for the vote. `*` stands for any in the maps.json allowed maps.
`minplayers`	`number`	This variable defines the minimum required players to start a vote.
`minvotes`	`number` `number%`	This variable gives the amount (in percent or static), how many players must vote to not to fail the vote.
`persistent`	`truefalse`	This variable defines if votes should end, when a map ends. (Important for e.g. Search & Destroy in Call of Duty)
`quorum`	`number` `number%`	This variable gives the amount (in percent or static), how many players must vote yes to not to fail the vote.

The following permissions are delivered by this plugin:

Permission	Beschreibung
`votings.admin`	Ignores the decaytime and allowes to start the vote.
`votings.immunity.kick`	Makes a specific group immune against votekicks.
`votings.immunity.tempban`	Makes a specific group immune against votetempbans.
`votings.immunity.ban`	Makes a specific group immune against votebans.