

Balancer (1)

The [balancer](#) balances the teams automatically.

You can find any configuration settings for the `[lexicon='balancer', ']/[lexicon]` in the configuration file (`config/[lexicon='balancer', ']/[lexicon].json`):

•
JavaScript

```
{  
  
  
  
  
  
  
  
  
  
}
```

`enabled`: Should the GSManager use the `[lexicon='balancer', ']/[lexicon]`, set this value to `true`, if not, set it to `false`.

`automatic`: The automode will be activated, when you must set to `true`, if not, set to `false`.

`forcemove`: If set to `true` the player will be moved directly, if set to `false`, he will be moved in the Deathtime.

`interval`: The time between teambalance check.

`maxdifference`: The maximum team difference allowed.

`protectsquads`: If set to `true`, only players without a squad will be prioritised for the balancing.

<u>Variable</u>	<u>Allowed Values</u>	<u>Description</u>
<code>enabled</code>	<code>truefalse</code>	Should the GSManager use the <code>[lexicon='balancer', ']/[lexicon]</code> , set to <code>true</code> , if not, set to <code>false</code> .
<code>automatic</code>	<code>truefalse</code>	The automode will be activated, when you must set to <code>true</code> , if not, set to <code>false</code> .
<code>forcemove</code>	<code>truefalse</code>	If set to <code>true</code> the player will be moved directly, if set to <code>false</code> , he will be moved in the Deathtime.
<code>interval</code>		The time between teambalance check.
<code>maxdifference</code>		The maximum team difference allowed.
<code>protectsquads</code>	<code>truefalse</code>	If set to <code>true</code> , only players without a squad will be prioritised for the balancing. (In preperation)