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 priorised for the balancing.

Variable	Allowed Values	Description
`enabled`	`truefalse`	Should the GSManager use the [lexicon='balancer',''][/lexicon], set to `true`, if not, set to `false`.
`automatic`	`truefalse`	The automode will be activated, when you must set to `true`, if not, set to `false`.
`forcemove`	`truefalse`	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`	`truefalse`	If set to `true`, only players without a squad will be priorised for the balancing. (In preperation)