

Balancer (1)

The balancer balances the teams automatically.

You can find any configuration settings for the [balancer](#) in the configuration file (config/[balancer](#).json):

- JavaScript

$$\left\{ \begin{array}{l} \{ \\ \} \end{array} \right.$$

enabled: Should the GSManager use the [balancer](#), 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>
enabled	truefalse	Should the GSManager use the balancer , 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 prioritised for the balancing. (In preperation)