

Votings (1)

Inhaltsverzeichnis

- [1 Short Description](#)
- [2 Configuration Overview](#)
- [3 Detailed Configuration Variables](#)

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:

| <u>Variable</u> | <u>Zulässige Werte</u> | <u>Beschreibung</u> |
|-----------------|------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| 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). |

| | | |
|---------------------------|---------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| <code>changevote</code> | <code>truefalse</code> | This variable defines, if players which decided already for !yes or !no are able to switch their vote option. |
| <code>decaytime</code> | <code>number</code> | This variable defines the vote cooldown (in seconds). |
| <code>duration</code> | <code>number</code> | This variable defines the vote time duration (in seconds). |
| <code>gametypes</code> | | Includes each array of allowed gametypes for the vote. * stands for any in the gametypes.json allowed gametypes. |
| <code>implicitvote</code> | <code>truefalse</code> | This variable defines, if the vote starter votes !yes automatically. |
| <code>interval</code> | <code>number</code> | This variable defines the duration between the vote in progress messages (in seconds). |
| <code>maps</code> | | Includes each array of allowed maps for the vote. * stands for any in the maps.json allowed maps. |
| <code>minplayers</code> | <code>number</code> | This variable defines the minimum required players to start a vote. |
| <code>minvotes</code> | <code>number</code> <code>number%</code> | This variable gives the amount (in percent or static), how many players must vote to not to fail the vote. |
| <code>persistent</code> | <code>truefalse</code> | This variable defines if votes should end, when a map ends. (Important for e.g. Search & Destroy in Call of Duty) |
| <code>quorum</code> | <code>number</code> <code>number%</code> | 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 |
|---------------------------------------|-----------------------------------------------------|
| <code>votings.admin</code> | Ignores the decaytime and allows to start the vote. |
| <code>votings.immunity.kick</code> | Makes a specific group immune against votekicks. |
| <code>votings.immunity.tempban</code> | Makes a specific group immune against votetempbans. |
| <code>votings.immunity.ban</code> | Makes a specific group immune against votebans. |