

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.