

# 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.<br>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.<br>* 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.<br>* 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><br><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.<br>(Important for e.g. Search & Destroy in Call of Duty) |
| <code>quorum</code>       | <code>number</code><br><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.     |