

# 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

```
{  
  
  
  
  
  
  
  
  
  
}
```

**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 <a href="#">balancer</a> , set to <code>true</code> , if not, set to <code>false</code> .
automatic	truefalse	The automode will be activated, when you must set to <code>true</code> , if not, set to <code>false</code> .
forcemove	truefalse	If set to <code>true</code> the player will be moved directly, if set to <code>false</code> , he will be moved in the Deathtime.
interval		The time between teambalance check.
maxdifference		The maximum team difference allowed.
protectsquads	truefalse	If set to <code>true</code> , only players without a squad will be prioritised for the balancing. (In preperation)