ReferIO

A mod where you can can get rewards for inviting other players to the server.

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ReferIO

Quick links:

Development Builds (Jenkins)

Souce Code (GitLab)

User Guide

ReferIO has only one simple command: `/refer [my|new|clear|key]` .

You want to invite someone

Just use `/refer` or `/refer new` . If all works fine you'll get this response:

> " Referal added. Give this hash to your friend: AABBC

Depending on the server settings you might get:

> " Maximum pending referals reached!

That means that you'll either have to wait until one of your keys will be used or you can clear the pending requests with `/refer clear` .

> You can check all your referals with `/refer my`

You want to use a key

Just use `/refer <your hash>` to use your key and you're done. After that a time counter starts and checks for your playtime. If you have played long enough the rewards will be unlocked.

> You can check your time counter with `/refer my`

Config

ReferIO creates the config file `ReferIO.cfg` in your config folder.

ReferIO has multiple Config options:

referTimeout

The time a pending referal exists in seconds.
Default is 604800 seconds = one week.
Set to 0 do disable timeouts.

maxPendings

The maximum amount of pending requests a player can have.
Default is 5.
Set to 0 if you want do disable this limit.

maxRefers

The maximum amount of requests a player can generate overall.
Default is 10.
Set to 0 if you want do disable this limit.

playTimeUntilReward

The timespan in seconds the referred player has to be online until rewards get unlocked.
Default is 1800 seconds = 30 minutes.

rewardCommands

A list of commands that will be executed ("the reward"). Put your rewarding commands in here. The commands will be executed as the server. You can use `%referer` for the user that invited the new player and `%referred` for the new player. It doesn't matter if you use a slash at the beginning of a command or not.

Example:

```
S:rewardCommands <
 give %referred minecraft:steak 1
 ?/msg %referer %referred got his reward, thank you for increasing the community!
```

```
>
```

> When the commands will be triggered you can be sure that the referred player is online. The referer on the other hand might be offline. If you want a command to be run when the the referer is online for sure, use `?` in front of your command. Keep in mind that the referred player might be offline at that time.

keyLength

The length of the generated alphanumeric referal key.
Default is 5 letters.

> The key is alphanumeric, meaning that there are in total 62 letters to be used.
> Therefore your amount of keys is 62^n with n as the key length.
> Used keys will be re-used.

> Keep in mind that you should always have enough keys so calculate with a buffer.
> **If you run out of keys the mod will crash!**

Example Config

```
# Configuration file


general {
  # The length of the generated key [range: 1 ~ 2147483647, default: 5]
  I:keyLength=5


  # The maximum amount of pending requests a player can have [range: 0 ~ 2147483647, default: 5]
  I:maxPendings=5


  # The maximum amount of requests a player can generate [range: 0 ~ 2147483647, default: 10]
  I:maxRefers=10


  # The timespan the player has to be online until rewards get unlocked [range: 0 ~ 2147483647, default: 1800]
  I:playTimeUntilReward=1800


  # The time a pending referal exists [range: 0 ~ 2147483647, default: 604800]
  I:referTimeout=604800
```

```
 # List of commands that will be executed as reward. [default: [give %referred minecraft:steak 1], [msg %referer
%referred got his reward, thank you for increasing the community!]]
 S:rewardCommands <
 give %referred minecraft:steak 1
 msg %referer %referred got his reward, thank you for increasing the community!
 >
 }
```