

# 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 \(Jenkins\)](#)

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# 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:

Referral added. Give this hash to your friend: AABBC

Depending on the server settings you might get:

Maximum pending referrals 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 referrals 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 referral exists in seconds.

Default is 604800 seconds = one week.

Set to 0 to disable timeouts.

## maxPendings

The maximum amount of pending requests a player can have.

Default is 5.

Set to 0 if you want to disable this limit.

## maxRefers

The maximum amount of requests a player can generate overall.

Default is 10.

Set to 0 if you want to 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]
  l:keyLength=5

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

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

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

  # The time a pending referral exists [range: 0 ~ 2147483647, default: 604800]
  l: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!

>

}