

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 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]
  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 referal 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!
```

```
>
```

```
}
```

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