

SuperbVote - Odměna za hlasování

Stažení

1. Půjdeme na stránku [ZDE](#)
2. Poté si plugin stáhneme do PC

Musíš mít nastavenej **votifier** a hlasování na stránce [czechcraft](#) nebo [Creeperlist.eu](#)
(stačí kliknout na barevné názvy a ukáže se návod).

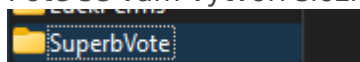
Nahození na Server + Nastavení MySQL

1. Zapneme si SFTP/Správce Souborů. ([Návod na SFTP](#))
2. Půjdeme do složky **plugins**.

| | | | | |
|---------------------|-----------|---------------------|-----------|-----|
| .. | | | | |
| cache | | 03.03.2023 15:05:03 | rw-r--r-- | 998 |
| libraries | | 03.03.2023 15:05:05 | rw-r--r-- | 998 |
| logs | | 04.03.2023 23:09:37 | rw-r--r-- | 998 |
| plugins | | 03.03.2023 20:33:22 | rw-r--r-- | 998 |
| versions | | 05.03.2023 15:05:05 | rw-r--r-- | 998 |
| world | | 05.03.2023 0:54:49 | rw-r--r-- | 998 |
| world_nether | | 05.03.2023 0:54:49 | rw-r--r-- | 998 |
| world_the_end | | 05.03.2023 0:54:49 | rw-r--r-- | 998 |
| banned-ips.json | 1 KB | 04.03.2023 23:09:43 | rw-r--r-- | 998 |
| banned-players.json | 1 KB | 04.03.2023 23:09:43 | rw-r--r-- | 998 |
| bukkit.yml | 1 KB | 04.03.2023 23:09:43 | rw-r--r-- | 998 |
| commands.yml | 1 KB | 04.03.2023 23:09:43 | rw-r--r-- | 998 |
| eula.txt | 1 KB | 03.03.2023 15:32:29 | rw-r--r-- | 998 |
| help.yml | 0 KB | 03.03.2023 15:33:25 | rw-r--r-- | 998 |
| ops.json | 1 KB | 04.03.2023 23:09:43 | rw-r--r-- | 998 |
| paper.yml | 11 KB | 04.03.2023 23:09:47 | rw-r--r-- | 998 |
| permissions.yml | 0 KB | 03.03.2023 15:33:26 | rw-r--r-- | 998 |
| server.jar | 33 981 KB | 03.03.2023 14:53:42 | rw-r--r-- | 998 |
| server.properties | 2 KB | 04.03.2023 23:09:40 | rw-r--r-- | 998 |
| server-icon.png | 2 KB | 03.03.2023 16:16:51 | rw-r--r-- | 998 |
| spigot.yml | 5 KB | 04.03.2023 23:09:47 | rw-r--r-- | 998 |
| usercache.json | 1 KB | 04.03.2023 23:09:43 | rw-r--r-- | 998 |

3. Poté přetahneme plugin do složky a dáme **Restart serveru**.

4. Poté se vám vytvoří složka **SuperbVote**.



5. Poté si otevřeme složku a ukáže se vám. ↓

| /plugins/SuperbVote/ | | | | | |
|----------------------|----------|--------------------|-----------|----------|--|
| Název | Velikost | Změněno | Práva | Vlastník | |
| config.yml | 5 KB | 05.03.2023 1:07:09 | rw-r--r-- | 998 | |
| queued_votes.json | 1 KB | 05.03.2023 1:07:40 | rw----- | 998 | |
| votes.json | 1 KB | 05.03.2023 1:07:40 | rw----- | 998 | |

6. Poté si otevřeme soubor **config.yml**

```

1  # SuperbVote configuration
2  # A superb vote plugin made by Tux.
3  #
4  # https://github.com/minecrafter/SuperbVote/wiki
5
6  # Database configuration.
7  storage:
8    database: json
9  json:
10   file: votes.json
11  mysql:
12   host: 127.0.0.1
13   username: root
14   password: topsecret
15   database: superbvote
16   table: votes
17   streaks-table: streaks
18   read-only: false
19
20 # General vote configuration.
21 votes:
22   # At least this many seconds must pass before allowing another vote (per-service). This will apply per service.
23   # Default: 3600 seconds (1 hour)
24   cooldown-per-service: 3600
25
26   # Whether or not to treat fake votes as real votes
27   process-fake-votes: true
28
29 # Streaks configuration
30 # Important: Streaks does not support JSON storage
31 streaks:
32   enabled: false
33   # Fetch streaks almost everywhere to enable %streak%, %streak_days%, and %streak_today_services% placeholders
34   # outside of streak-related commands
35   enable-placeholders: true
36
37   # Use time of last vote from the database to combine with `votes.cooldown-per-service`
38   # Basically turn the `votes.cooldown-per-service` into a database-based cooldown instead of a memory-based one
39   shared-cooldown-per-service: true
40
41 command:
42   # note: will be disabled if streaks are disabled
43   enabled: true
44   use-json-text: false
45   text: |-
46     You currently hold a vote streak of %streak% (%streak_days% days), keep going!
47     You've voted on %streak today services% website(s) out of X today.

```

7. Poté si nastavíme **databázi**. místo **JSON** napíšeme **mysql** . **(návod na databázi)**
8. Poté nastavíme host na **95.168.213.25** **(najdete to v Správce databáze nebo návod nahore ↑)**
9. Poté nastavíme username.
10. Poté nastavíme heslo.
11. Poté nastavíme jméno databáze.

Příklad MySQL:

storage:

database: MySQL

json:

file: votes.json

mysql:

host: 95.168.213.25

username: u113_ddobb

password: blblalbla

database: s113_test

table: votes

streaks-table: streaks

read-only: false

Nastavte tam svoje údaje od databáze!

Bude to vypadat takhle

```
# SuperbVote configuration
# A superb vote plugin made by Tux.
#
# https://github.com/minecrafter/SuperbVote/wiki

# Database configuration.
storage:
  database: MySQL
  json:
    file: votes.json
  mysql:
    host: 95.168.213.25
    username: u113_do73oxTz03
    password: .Gh4F3Eg73C0QLwcMbx=16Na
    database: s113_test
    table: votes
    streaks-table: streaks
    read-only: false
```

Samotné nastavení Odměn a hlasování

1. Nastavte si Cooldown-per-service: 3600 = 1hodina **(Znamená že každou hodinu může hráč hlasovat).**

```
# General vote configuration.
votes:
  # At least this many seconds must pass before allowing another vote (per-service). This will apply per service.
  # Default: 3600 seconds (1 hour)
  cooldown-per-service: 3600

  # Whether or not to treat fake votes as real votes
  process-fake-votes: true

# Streaks configuration
# Important: Streaks does not support JSON storage
streaks:
  enabled: false
  # Fetch streaks almost everywhere to enable %streak%, %streak_days%, and %streak_today_services% placeholders
  # outside of streak-related commands
  enable-placeholders: true

  # Use time of last vote from the database to combine with `votes.cooldown-per-service`
  # Basically turn the `votes.cooldown-per-service` into a database-based cooldown instead of a memory-based one
  shared-cooldown-per-service: true


command:
  # note: will be disabled if streaks are disabled
  enabled: true
  use-json-text: false
  text: |-
    You currently hold a vote streak of %streak% (%streak_days% days), keep going!
    You've voted on %streak_today_services% website(s) out of X today.
```

2. Nastavte process-fake-votes: **false** (to znamená že Fake vote se nebude počítat jako reálné hlasování)
3. Mužete si nastavit streaks ale to je na vás
4. Poté sjedeme dolu na **rewards**.

```
# Rewards. This is the main section you will need to edit. Ordering is important.
rewards:
# Example of matchers. See https://github.com/minecrafter/SuperbVote/wiki/Configuration#if for a full list of available
# matchers.
- if:
  permission: superbvote.test
  chance-percentage: 5
  service: SpecialService
  commands:
  - give %player% diamond 4
  - eco give %player% 1000
  player-message: "&aThanks for meeting nearly impossible conditions, you have been rewarded with 4 diamonds and $1000."
  broadcast-message: "&a%player% got really lucky and was rewarded with 4 diamonds and $1000!"
# A default reward is required. Default rewards are defined by using default: true as a matcher. No other matchers can
# be used with this matcher and only one such reward can be the default reward.
- if:
  default: true
  commands:
  - eco give %player% 1000
  player-message: "&aThanks for voting for us on %service%, you have been rewarded with $1000."
  broadcast-message: "&a%player% has voted for us on %service% and was rewarded with $1000!"
```


5. Koukneme na řádek co začíná **if**.

```
# Rewards. This is the main section you will need to edit. Ordering is important.
rewards:
# Example of matchers. See https://github.com/minecrafter/SuperbVote/wiki/Configuration#if for a full list of available
# matchers.
- if:
  permission: superbvote.test
  chance-percentage: 5
  service: SpecialService
  commands:
  - give %player% diamond 4
  - eco give %player% 1000
  player-message: "&aThanks for meeting nearly impossible conditions, you have been rewarded with 4 diamonds and $1000."
  broadcast-message: "&a%player% got really lucky and was rewarded with 4 diamonds and $1000!"
# A default reward is required. Default rewards are defined by using default: true as a matcher. No other matchers can
# be used with this matcher and only one such reward can be the default reward.
- if:
  default: true
  commands:
  - eco give %player% 1000
  player-message: "&aThanks for voting for us on %service%, you have been rewarded with $1000."
  broadcast-message: "&a%player% has voted for us on %service% and was rewarded with $1000!"
```




6. Tam si nastavíme jaké chceme **odměny**, zadáváme tam příkaz bez / .

```
- if:
  default: true
  commands:
  - eco give %player% 1000
```




7. Poté si nastavíme Zprávu jakou chceme aby to ukazovalo hráčovi do chatu.

```
- if:
  default: true
  commands:
  - eco give %player% 1000
  player-message: "&aThanks for voting for us on %service%, you have been rewarded with $1000."
  broadcast-message: "&a%player% has voted for us on %service% and was rewarded with $1000!"
```



8. Poté nastavíme zprávu co chcebe aby to ukazovalo všem hráčům na serveru.

```
- if:
  default: true
  commands:
  - eco give %player% 1000
  player-message: "&aThanks for voting for us on %service%, you have been rewarded with $1000."
  broadcast-message: "&a%player% has voted for us on %service% and was rewarded with $1000!"
```



9. Třeba nějak takhle. (to je prostě na vás jak si to nastavíte)

```
- if:
  default: true
  commands:
  - eco give %player% 1000
  player-message: "&aThanks for voting for us on %service%, you have been rewarded with $1000."
  broadcast-message: "&a%player% has voted for us on %service% and was rewarded with $1000!"
```

Doporučujeme nechat na **true**. (hráčovi to dává odměny jen když je připojený na serveru)

```
# Whether or not players need to be online to vote
require-online: true
```

Úspěšně jste nastavili odměny za hlasování

Dodatky

- Tady si můžete nastavit /vote (**ukazatel stránek**)

```
vote-command:
  enabled: false
  use-json-text: false
  text: |-
    You could vote for us, but the owner forgot to add the list of websites to vote at!
```

- **Tady si můžete nastavit Top hlasování**

```
text:
  per-page: 10
  header: "&c&m          &r&b Top Voters &r&c&m          &r"
  entry: "&e%num%. &7%player% (&e%votes%&7 votes)"
  page: "&7(page %page%/%total%)"

# Control the scoreboard.
scoreboard:
  title: Top voters
  max: 10
```