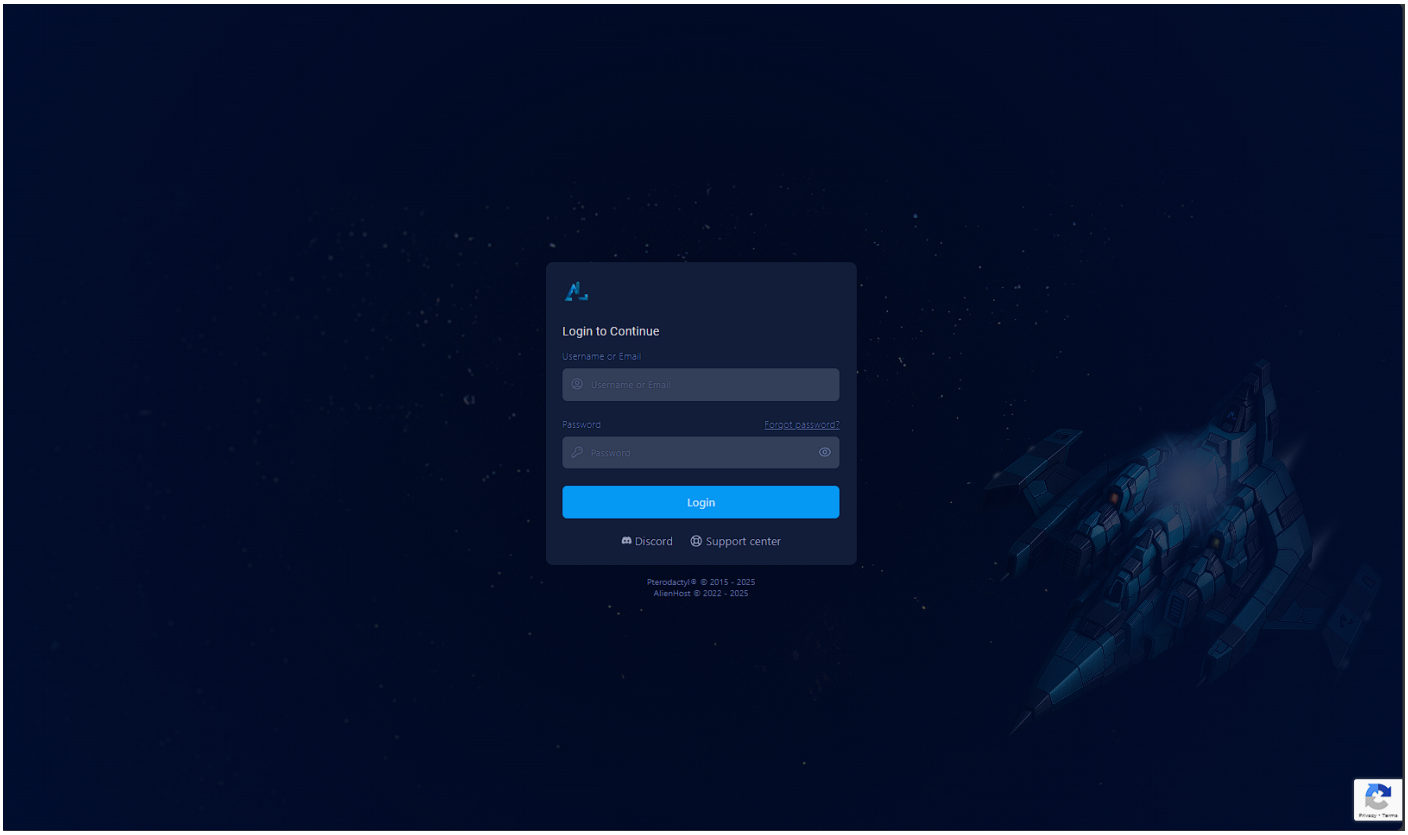
Standalone (Bukkit/Spigot/Paper etc...)

> Make sure you have opened a port first if didn't or don't know how to, here a tutorial

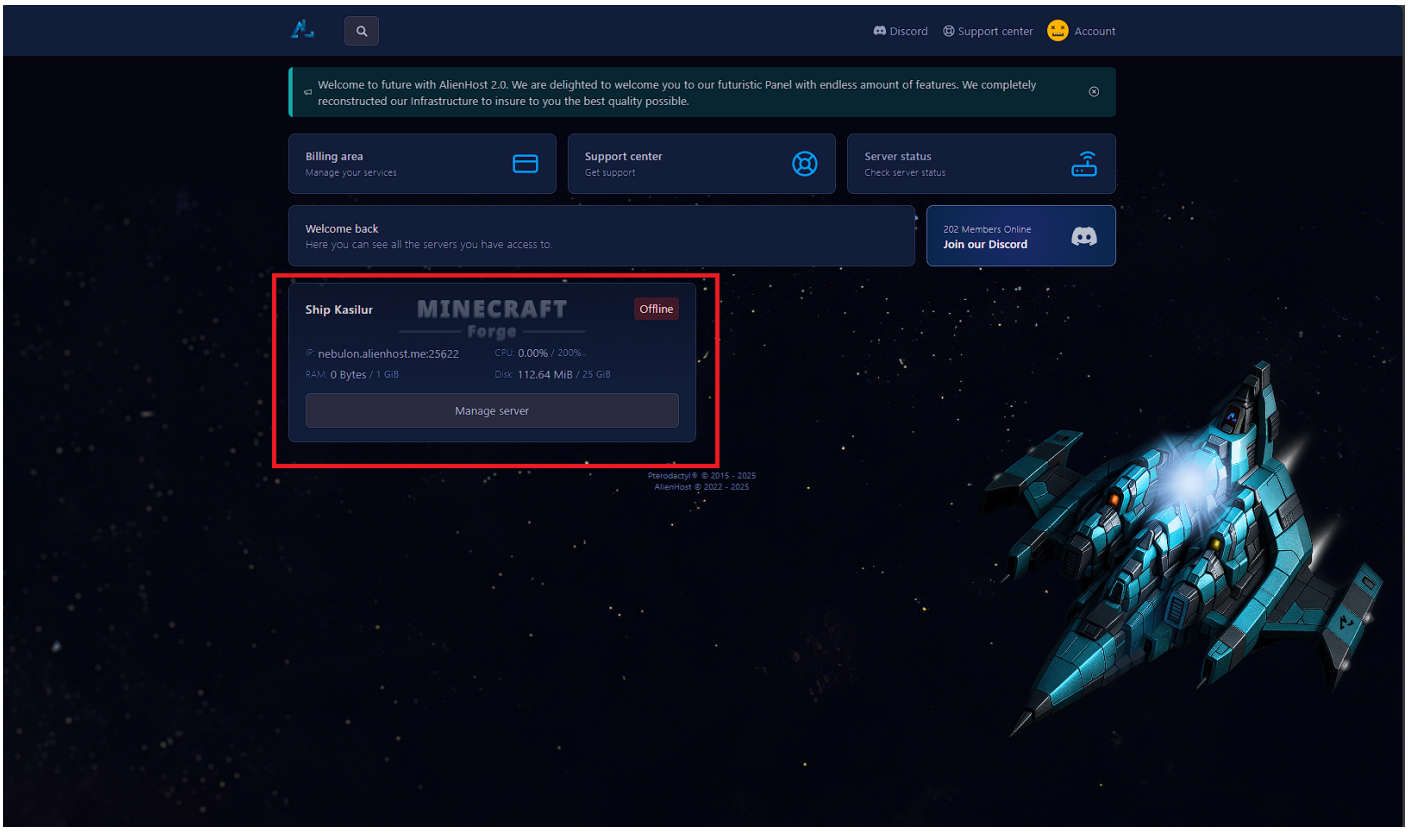
1. Start

Get started by logging into the panel here



2. Panel

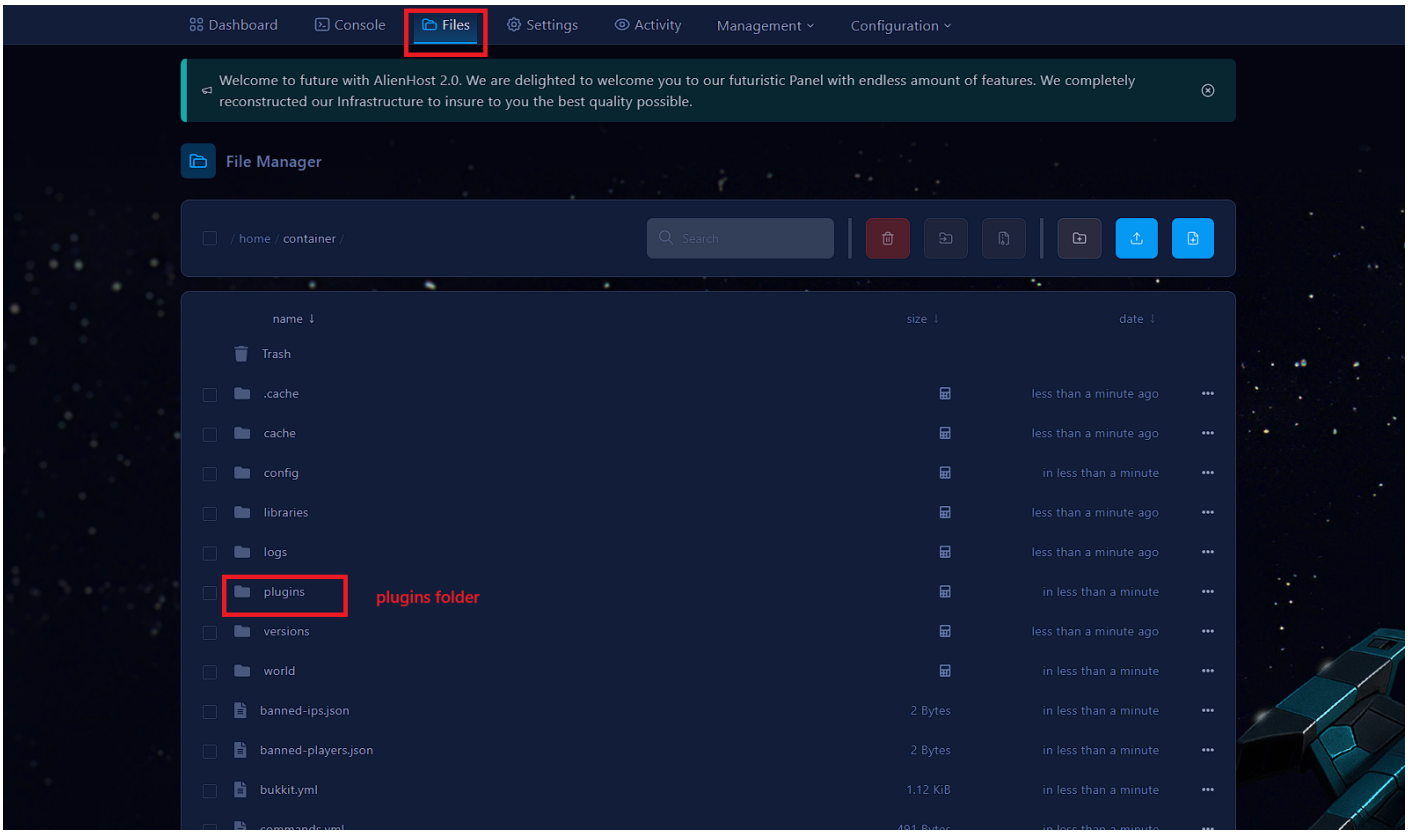
After you log into your account (or if you're already logged in), click on the server where you want to enable voting.



3. Navigate to the directory

Begin by starting your server if it's not already running.

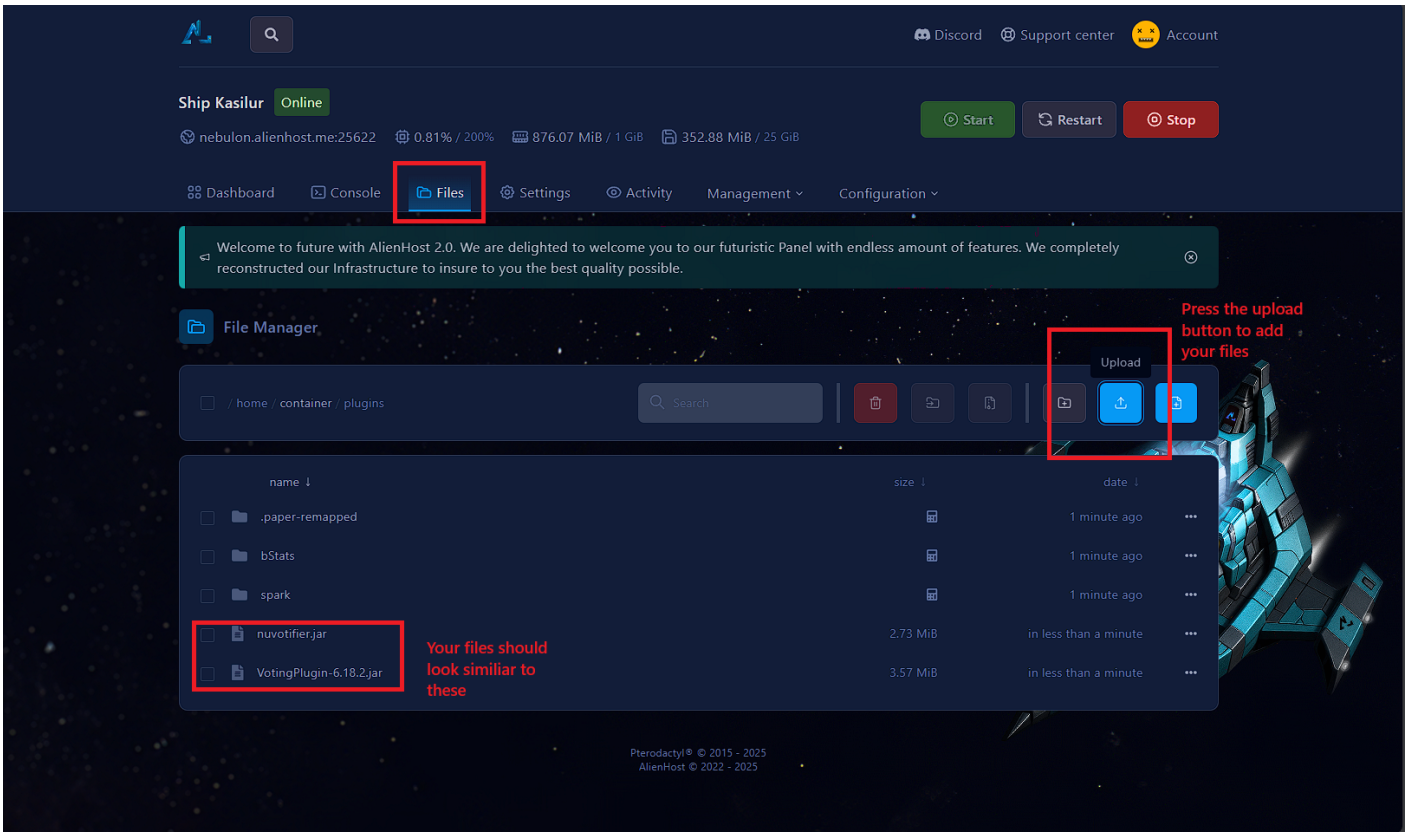
1. Next, go to the file manager.
2. Within the file manager, locate and navigate to the plugins folder



3a. Upload the files

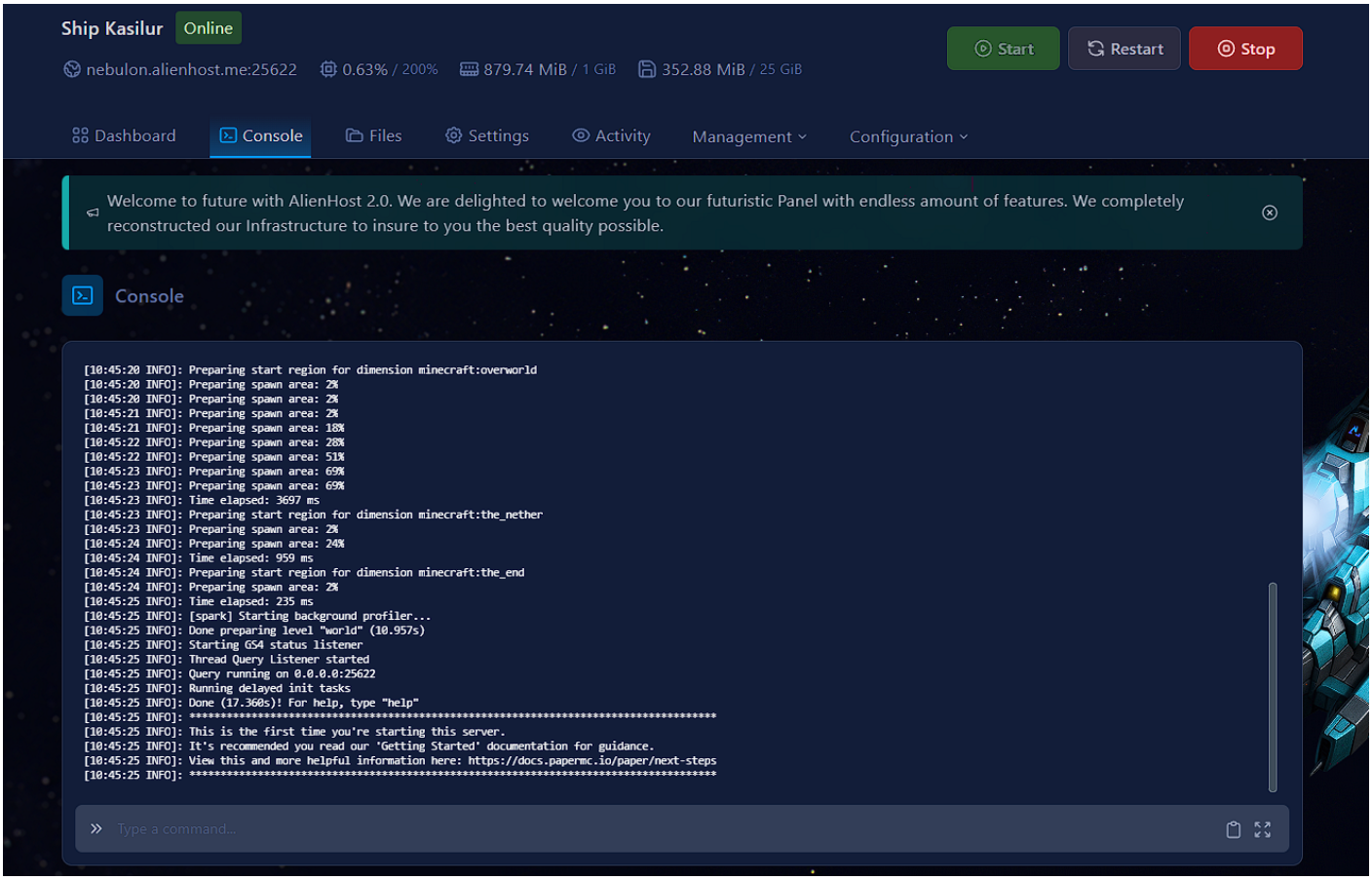
Inside the **plugins** folder, upload NuVotifier & VotingPlugin

1. To do this, click on the upload button (as shown in the picture below).
2. Once the upload is complete, the files will be visible in the file manager.



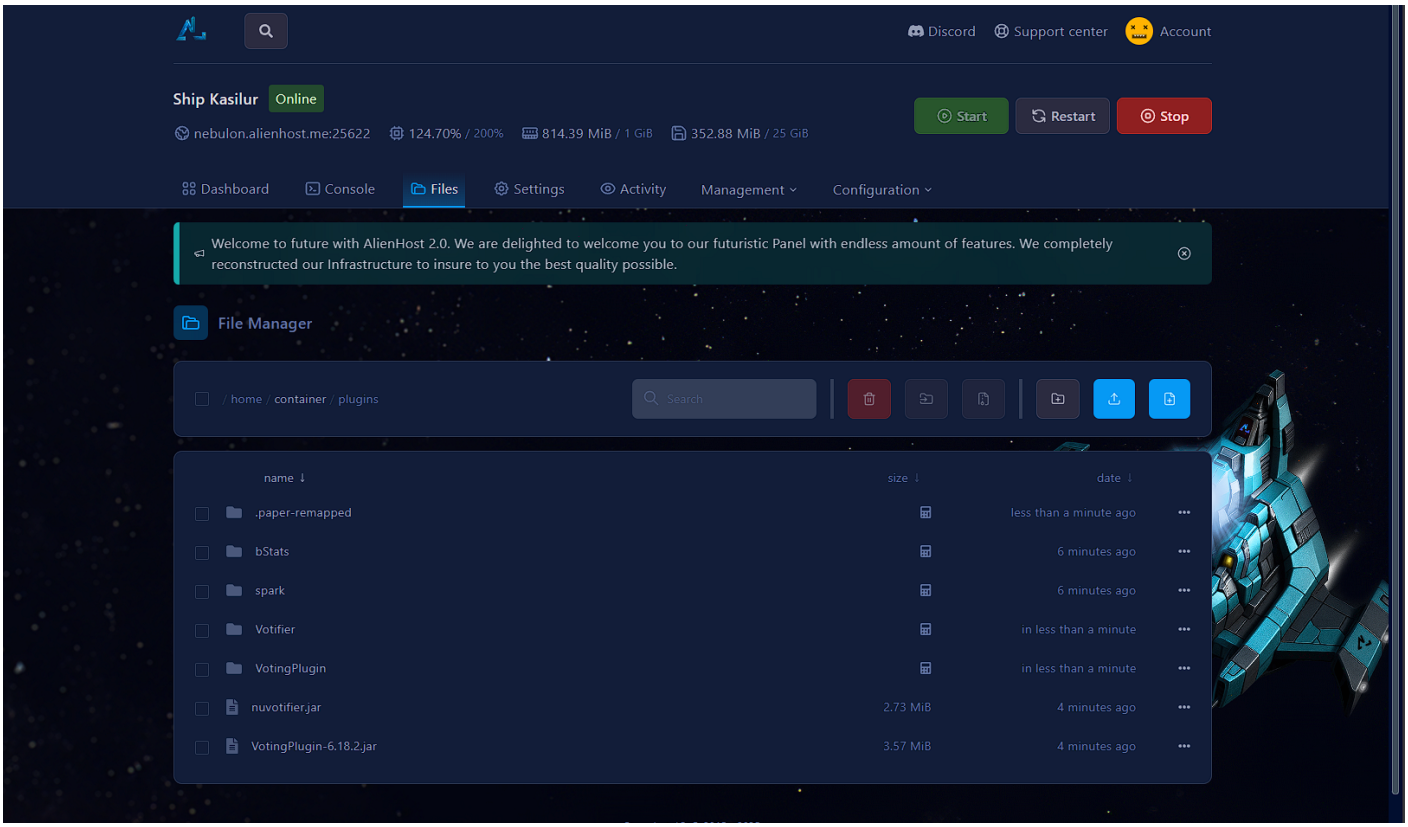
4. Restart the server

Return to the console and press the **Restart** button, to load the plugins.



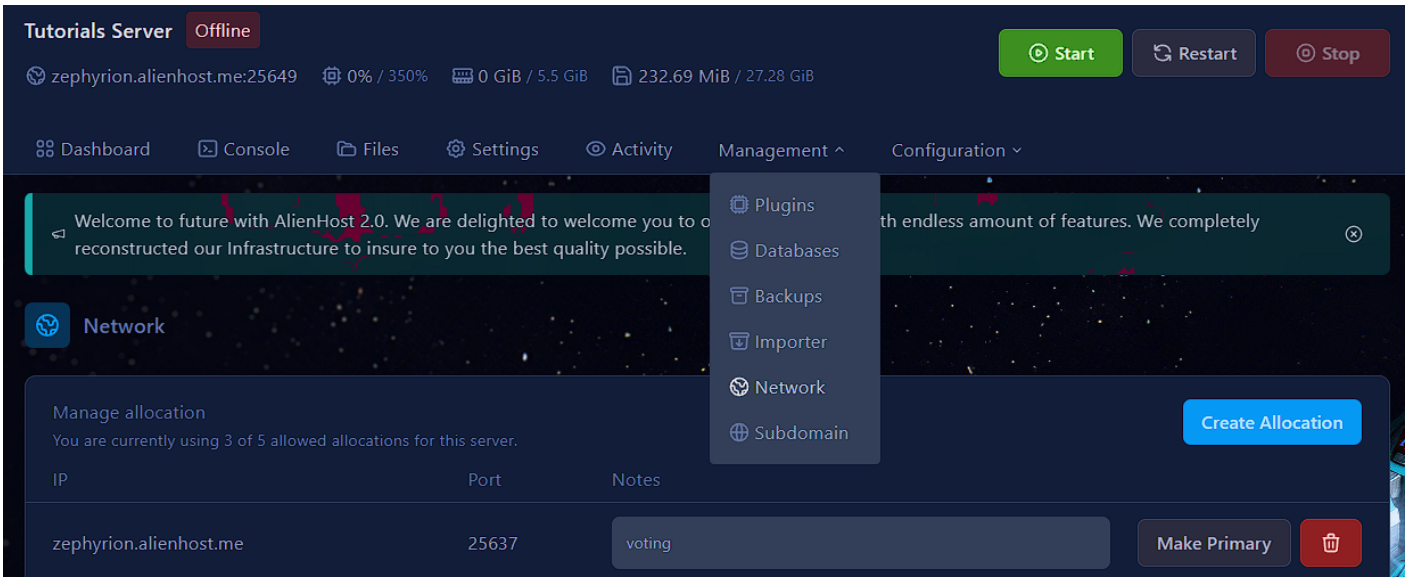
5. Configure

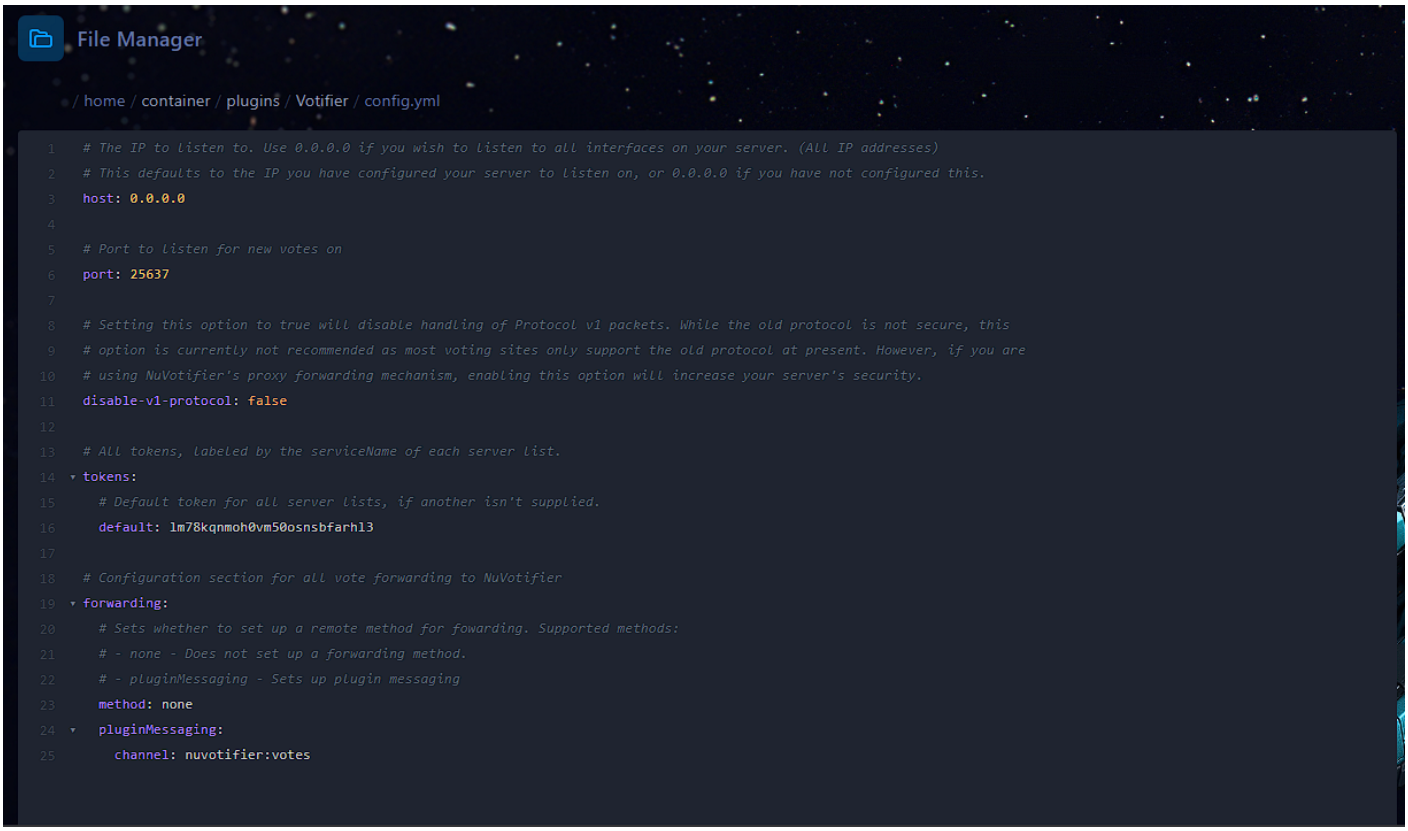
Now, return to the plugins folder as you did in steps 3 and 3a. You will see two new folders named "Votifier" and "VotingPlugin." Click on the folder labeled "Votifier."



6. Config.yml

1. Inside Votifier's folder open the **config.yml** and change the port variable to the one allocated in the **network tab** (in my case, the port is 25637, in yours it may be a different one).
2. After copying the port, go back to the config.yml in **plugins/Votifier/config.yml** and paste the port in the port variable (by replacing 8192 with your actual port)





Setting up voting sites:

the IP can be found with [this tutorial]

the port can be found in the Network tab

the token can be found in Votifier's config.yml

the public key can be found in **plugins/Votifier/rsa/public.key**

7. VotingPlugin

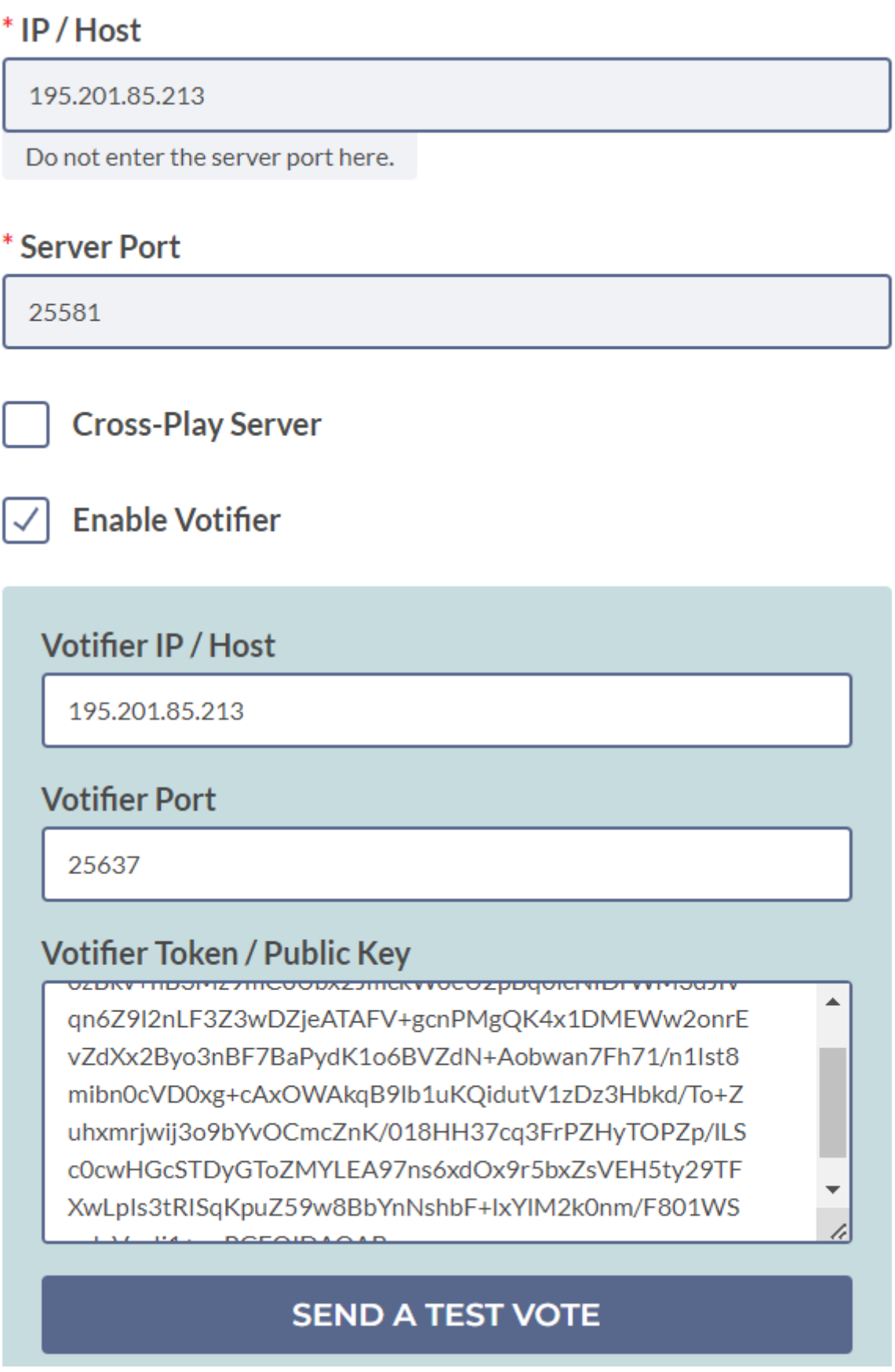
Once you've completed the setup for Votifier, proceed to configure VotingPlugin:

In the VotingPlugin folder, you'll see various files. For this tutorial, focus on "VoteSites.yml" and create valid rewards in the "Rewards" folder for your server.

VoteSites.yml:

inside we want to modify EverySiteReward variable (at the bottom of the file).

To add vote sites, we'll do it the easy way. I will create a vote site here



By following this tutorial you can find your server's ip.

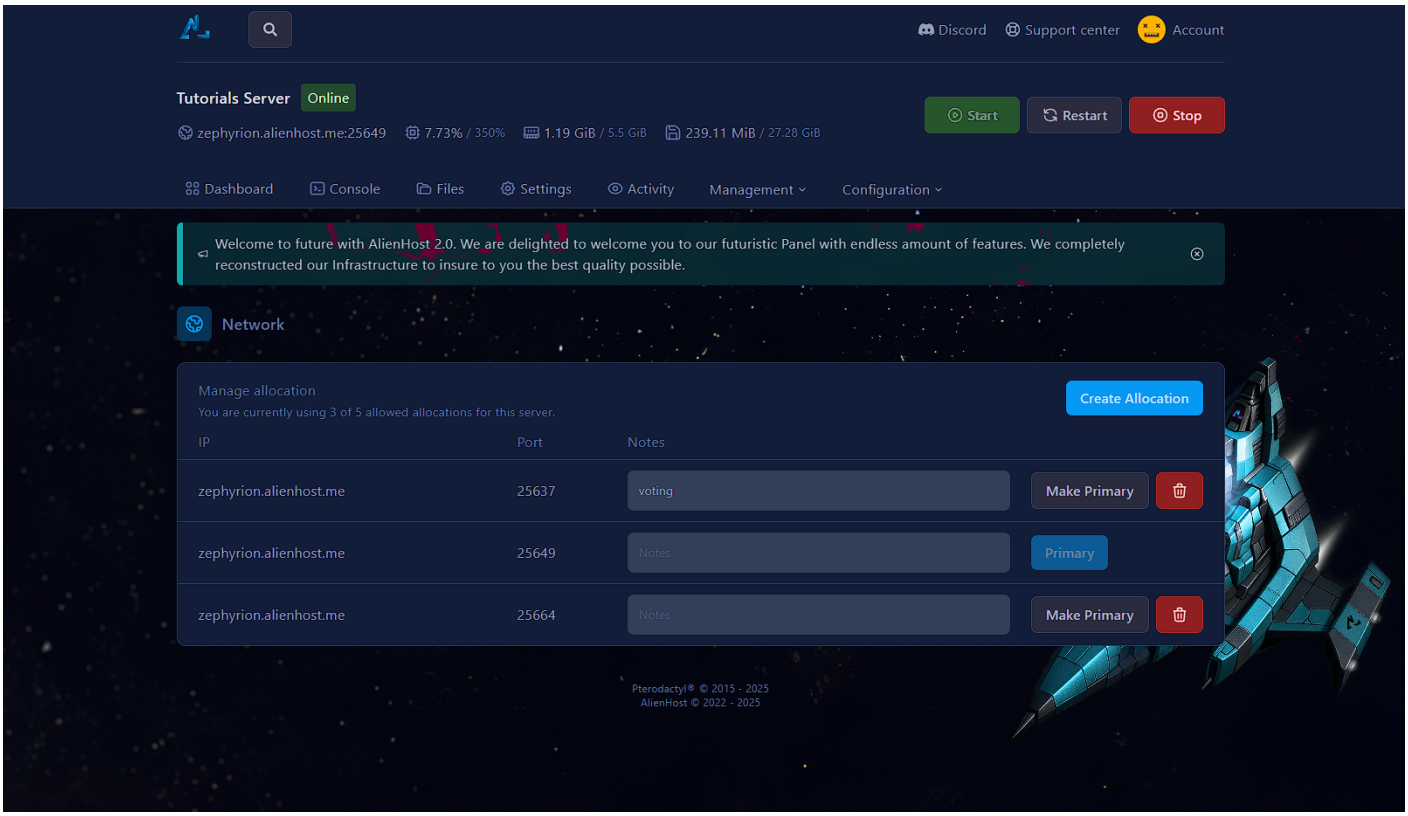
Now send a test vote to verify you've done everything correctly

In your server logs, it should look similar to this:

Votifier Test Vote Logs

[12:23:27 INFO]: [Votifier] Got a protocol v2 vote record from /66.175.210.190:46534 -> Vote (from:MinecraftServers.org username:MinecraftServers address:127.0.0.1 timeStamp:1704111807099 additionalData:null)
[12:23:27 INFO]: [VotingPlugin] Received a vote from service site 'MinecraftServers.org' by player 'MinecraftServers'!
[12:23:27 WARN]: [VotingPlugin] VoteSite with service site 'MinecraftServers.org' does not exist, attempting to generate...
[12:23:27 WARN]: [VotingPlugin] VoteSite MinecraftServers_org does not exist with the servicesite 'MinecraftServers.org', creating one, set AutoCreateVoteSites to false to prevent this
[12:23:27 WARN]: [VotingPlugin] VoteSites.MinecraftServers_org is not a configuration section
[12:23:27 INFO]: [VotingPlugin] Current known service sites: MinecraftServers.org
[12:23:27 WARN]: [VotingPlugin] Player MinecraftServers has not joined before, disregarding vote, set AllowUnjoined to true to prevent this
[12:23:31 INFO]: [VotingPlugin] VotingPlugin is up to date! Version: 6.15

You can find your ports in the Network tab



> Make sure your plugin is listening on the correct port, you can check in the console when restarting, look for this line: [INFO]: [Votifier] Votifier enabled on socket /[0:0:0:0:0:0:0:0%0]:25637. (My votifier

> port is 25637 as shown above, yours may be something else)

After sending the test vote, the VoteSites.yml will set up automatically.

```
  MinecraftServers_org:
    Enabled: true
    ServiceSite: MinecraftServers.org
    VoteURL: VoteURL
    VoteDelay: 24.0
    DisplayItem:
      Material: GRASS
      Amount: 1
    Rewards:
      Messages:
        Player: '&aThanks for voting on %ServiceSite%!'
# Mine's this, let's break it down:
# Enabled: is a boolean variable, so only true or false, when it's true, if you run /vote,
you'll see it in the VoteGUI, if disabled, it's not going to be in the GUI.
# ServiceSite: usually the domain of the voting site, don't modify it
# VoteURL: The URL where your players will vote for your server example:
https://minecraftservers.org/server/randomServerID
# VoteDelay: if 24.0, it's going to be 24h, there is VoteDelayMin too if you want the delay to
be based on minutes example: VoteDelayMin: 60 which means the next time you can vote is going
to be in 60 minutes
# DisplayItem.Material: the item to show in the gui for the vote site
# DisplayItem.Amount: how many Material(s) to show in the vote gui
#Rewards: just ignore that, if you don't know how to setup the plugin, I will show how to give
rewards in the next step through EverySiteReward in the bottom of the file.
```

Set the "EverySiteReward" to the name of the rewards file you are about to create:

Rewards (folder):

in **plugins/VotingPlugin/Rewards**

ExampleBasic.yml

```
# This is a reward file
# Define rewards in here (Items, commands, etc)
# File name is the reward name, without file extention
# This reward is named "ExampleBasic"
# That is what you put as a reward for other plugins, like VotingPlugin
# DO NOT HAVE DUPLICATE NAMES!!

# Wiki Page:
# https://github.com/BenCodez/AdvancedCore/wiki/Reward-files

# This is basic reward file
# You can have multiple reward files that contain all kinds of rewards
# Below are some basic things you can have, see the advanced example for more

# You can just remove values you don't want (just delete it)
# If you just want money just have a reward file containg only "Money: 100", for example
# You can simply copy and paste from here what you want
# in other reward files, that is the way they are designed

# If true:
# Only allow one item with chance to go through (from items below)
# If no chance specificied it will only give the first item
OnlyOneItemChance: false

# Items to give to user
Items:
  # Item
  # This is not item display name
  # No duplicate names
  Diamond:
    # Item Material
    # https://hub.spigotmc.org/javadocs/spigot/org/bukkit/Material.html
    Material: 'DIAMOND'
    # Item data value (Eg 1:4, data is 4)
    Data: 0
    # Will only give Amount if min and max amounts are 0
    Amount: 1
    # Set item durability
    # Set to 0 or remove line for no durability
```

```
#Durability: 100

# Random amount of items between Min and Max will be given
# if min and max are not both 0

# Min amount of items
#MinAmount: 1

# Max amount of items
#MaxAmount: 4

# Chance for this specific item to be given
#Chance: 30

# Item name
# Remove this value to have no name
Name: '&aSpecial Diamond'

# Lore
# Remove this value to have no lore
Lore:
- 'Line 1'

# Enchants
# use vanilla names
Enchants:
  unbreaking: 1

# Set glowing effect on item (enchanted item effect)
Glow: false

# Skull options
#Skull: 'PLAYERNAME'
# One place to find skull textures is here: https://minecraft-heads.com/
#SkullTexture: 'SKULLTEXTURE'
#SkullURL: 'URL to skull'

# Hide enchants
#ItemFlags:
```

```
    #- HIDE_ENCHANTS

    # CustomModelData nbt tag
    #CustomModelData: 100

    # Set power of firework
    #Power: 1

    # Whether or not to break lore into more than 1 line
    # Disable for certain custom items if needed
    #CheckLoreLenth: true
    #LoreLength: -1

    # Color of potion bottle
    # 0-255
    #PotionColor:
      #Red: 0
      #Green: 0
      #Blue: 0

    #Potions:
      #SPEED:
        #Duration: 20
        #Amplifier: 1

# Amount of money to give, requires vault
# Use 0 to give none
# Money is not per world
# Use negative to take money
# May need to use a command if it doesn't work
Money: 1000

# Pick random number between min and max money amount
#Money:
#  Min: 100
#  Max: 3000

#######
# Experience rewards
```

```
#######
# Give player experience (not levels)
#EXP: 100

# Pick a random number between min and max EXP amount to give
#EXP:
#  Min: 100
#  Max: 1000

EXPLevels: 3

# Random amount of EXP levels between 3 to 7
# EXPLevels:
  # Min: 3
  # Max: 7

# Commands to run
# Use %player% for player name
# Remove for no commands
Commands:
- say hi
#Commands:
  # Commands here will be run by console
#  Console:
#  - 'say %player% was lucky'
  # Commands here are run by player
#  Player:
#  - 'vote total'

# The messages are sent when rewards above are given to user
# set to '' to give no message (or just remove the option)
Messages:
  Player: '&aMessage on reward'
  Broadcast: '&aThis is a broadcast'

# Can also do this to message player
#Message: '&aMessage to player'
```

After setting up your rewards (you can check the above codeblock for some examples)

back in **VotesSites.yml** scroll to the very bottom and you'll find

```
EverySiteReward: {}
```

remove the {} and set it to the name of your rewards file without the extension (.yml)

so:

```
EverySiteReward: ExampleBasic
```

> You may want to use Vault for permissions and economy features

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Created 2023-12-31 15:07:25 UTC by melonoof
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