

Additional Setup

Setting maximum server slots:

By default the server doesn't limit the player count, but you can change it if you want by setting **server.slots** to a **number**. (**0** is for unlimited)

Setting minimum/maximum game slots:

This settings allow to change the minimum and maximum amount of players in one lobby. To change them set:

1. **game.minslots** to a **number** of minimum amount of players.
2. **game.maxslots** to a **number** of maximum amount of players.

Setting wait time for game to start:

To set the wait time you need to set the **game.waittime** property to a **number**. (in seconds)

Bypassing minimum game slots requirement:

As an admin you can enable/disable the `/queue force` command. This command allows players to force start the game even when there's not enough players (**game.minslots**). To change it set **game.allowforce** to **"true"** or **"false"**

Saving player stats:

To save player statistics you'll need to set **stats.saving** to **"true"**.

Then you'll need to select a way of saving those statistics. The solutions are:

1. **A MariaDB Database** - *Server will save player data in an external MariaDB Database* - Set:
 1. **stats.type** to **"mariadb"**
 2. **stats.ip** to **database's IP**
 3. **stats.port** to **database's port**
 4. **stats.db** to the **database name (made specifically for Spectrum Survival)**
 5. **stats.user** to the **username** set in the database.
 6. **stats.pass** to the **password** set in the database.
2. **A MongoDB Database** (Added by: whynotmax) - *Server will save player data in an external MongoDB Database* - Set:
 1. **stats.type** to **"mongodb"**
 2. **stats.mongo-uri** to **"mongodb://username:password@databaseIP:databasePort/database"**
3. **A SQLite Database** - *Server will save player data in a .db file* - Set:
 1. **stats.type** to **"sqlite"**
 2. **stats.db** to a **filename** (like "players.db", the file doesn't need to exist, the server should create it by itself)
 3. Leave **stats.ip**, **stats.port**, **stats.user** and **stats.pass** **empty**.
4. **A Directory** - *Server will save player data in a directory in the server's root directory* - Set:
 1. **stats.type** to **"dir"**
 2. **stats.db** to a **directory name** (like "players", the directory doesn't need to exist, the server should create it by itself)
 3. Leave **stats.ip**, **stats.port**, **stats.user** and **stats.pass** **empty**.

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