

# Setup

Get yourself started with the plugin!

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# Installing The Plugin

After downloading the plugin from BuiltByBit, place it in the plugins folder on your server. That's it!

[Insurgence Multipliers](#)

# Add-on Roundup

## What are add-ons?

Add-ons are `.jar` files used to extend the capabilities of the main plugin. We offer free add-on creation to provide support for plugins you want displayed in the multiplier menu.

## Loading an add-on

For an add-on to be loaded, the `.jar` file must be placed in the `plugins\IMultipliers\addons` folder followed by the execution of the plugin's reload command or a server restart. You can verify if an add-on has been loaded by running the command `/multiadmin addons`.

Name		Size
<input type="checkbox"/>	 PetMultiAddon-1.0.jar	3.5 KiB

```
[12:13:06 INFO]:  
[12:13:06 INFO]: —————>>>—————<<<—————<<<  
[12:13:06 INFO]:  
[12:13:06 INFO]: LOADED ADDONS 1  
[12:13:06 INFO]: RivalPetsAddon  
[12:13:06 INFO]:  
[12:13:06 INFO]: —————>>>—————<<<—————<<<  
[12:13:06 INFO]:
```

## Creating an add-on

Please contact support on discord for assistance with creating an add-on to possibly support other plugins.

# Creating Your First Multiplier Category

## What are categories?

Categories serve as the organizing framework for categorizing each type of multiplier. Upon successful plugin installation, the below example category is provided as a guide.

### Settings:

```
menu-priority: 1
base-multiplier: 1.0
```

### Sub-Labels: []

### Formats:

```
pet: "&a- &7Pet Multiplier: &fx{multiplier}"
```

### Menu-Icon:

```
material: "EMERALD"
model-data: 0
amount: 1
name: "&aMoney &2Multipliers"
lore:
  - " "
  - "&7A breakdown of your"
  - "&7money multipliers."
  - " "
  - "&2Multipliers"
  - "&a- &7Base Multiplier: &f1x"
  - "{multipliers}"
  - ""
  - "&7Total multi of &f{total}x&7."
glow: false
hide-flags: false
```

# Category Breakdown

For organization and understanding, It is recommended that the name of your category represent the type of multipliers that will be displayed. For example, `money.yml`; this suggests that the category will display all registered money multipliers when viewing the display menu.

## Settings

**menu-priority:** The order in which the category icons will be shown in the menu. The category with the lowest value will be added first.

**base-multiplier:** If necessary, you can add a base-multiplier that will reflect in the total multiplier count for the category. The lore must be added manually as seen above. You can set the value to 0 if this is not needed.

## Sub-Labels

The purpose of sub-labels is to provide a more detailed breakdown of the multipliers under a given category if necessary. For instance, if an enchant category displays the various factors that enhance enchantments, but I also desire to display multipliers for specific enchantments, this can be achieved. Refer to the accompanying image example for further clarification.

From the image, I can safely say that I have a x1.5 multiplier to only the Dragon Burst enchantment. This multiplier will reflect in the total category multiplier by default but this can be disabled in the plugin's `settings.yml`. For each label that is added, a respective internal placeholder is created. In this instance, I named my sub-label `specific_multipliers`, therefore, my placeholder will be `{specific_multipliers}`.



## Formats

This section is a list of identifiers that are used to determine how a multiplier should be displayed in the menu.

## Menu-Icon

This is the display item for a category that is shown in the menu. PlaceholderAPI is supported in the lore.