Insurgence Multipliers

In-Game Multiplier Display Plugin

Setup

Get yourself started with the plugin!

Installing The Plugin

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

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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`.

Creating an add-on

Creating an add-on is fairly simple. A more in-depth explanation will be provided in the Developer API chapter.

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.
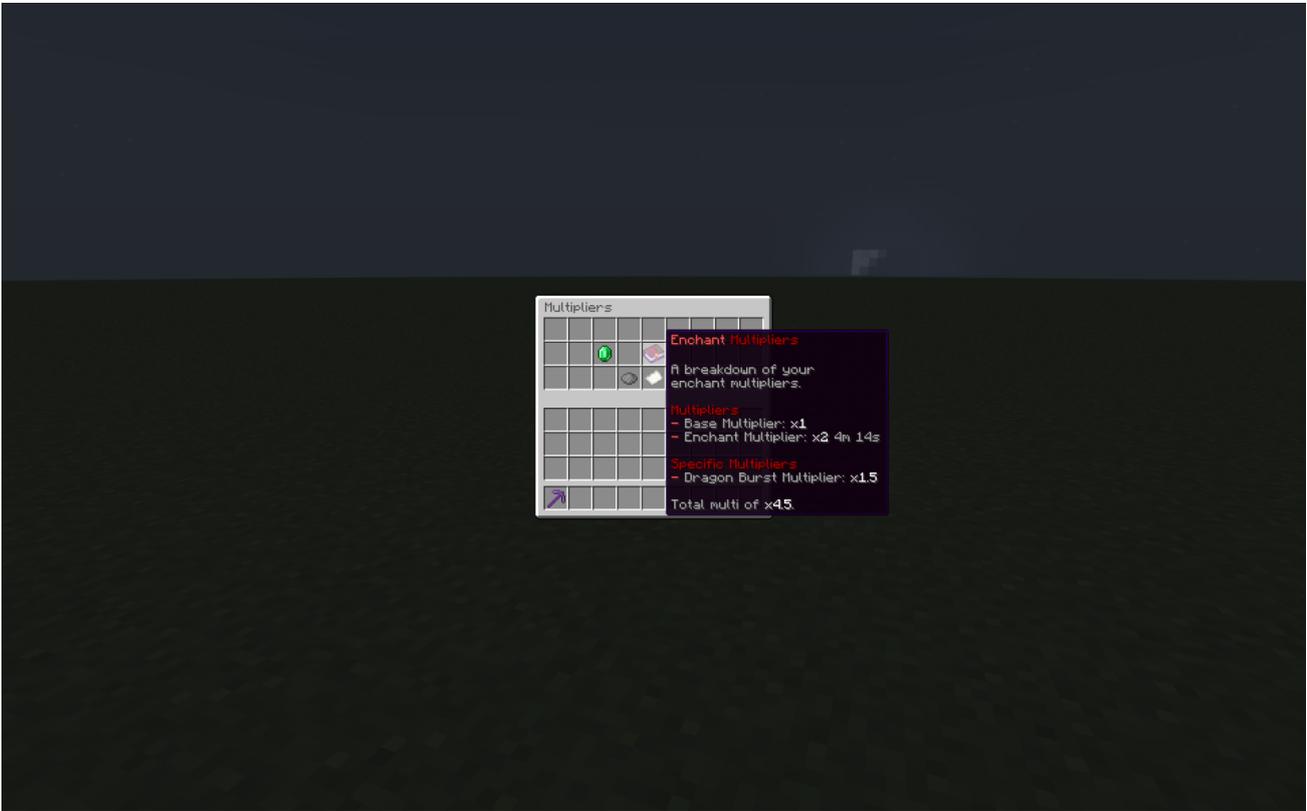
Settings

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

Messages

The list of actions that can be taken on messages. Hex colors are supported in all messages.

Prefix

Insert the Prefix from settings.yml into any message just add `{prefix}` to the message

Json

Minecraft allows you to create more advanced messages using Json. You can use a json text generator like this one here

To use json in a message all you have to do is put [JSON] at the start of the message.

Example:

```
"[JSON]["",{"text":"Example ","color":"dark_red"},{"text":"message
","color":"#E124E1"},{"text":"with ","color":"dark_gray"},{"text":"hover
","color":"gold","hoverEvent":{"action":"show_text","contents":"Hover
text!"}},{"text":"text","color":"red"}]"
```

Player Variable

You can also show the players name by inserting `{player}` into the message.

Send Message As Action Bar

You can choose to send a chat message as an actionbar by adding `<actionbar>` at the start of the message.

Send Message As Toast

You can choose to send a chat message as a toast by adding `<toast>` at the start of the message.

Send Message As A Title

You can choose to send a chat message as a title by adding `<title>` at the start of the message.

Send Message As A Boss Bar

You can choose to send a chat message as a bossbar by adding `<bossbar>` at the start of the message. It will show a boss bar for 10 seconds.

Center A Message In Chat

To center a message in chat, add `<center>` at the start of the message.