

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!

[InsurgenceBoosters | Boosters](#)

Creating Your First Booster

The command below can be used to generate a booster. It will produce an automatically generated booster file that you can customize to your preference!

```
/iboosters create <type> <namespace>
```

Type: Can be anything that describes the kind of booster it will be. Take experience and money as examples.

Namespace: Anything that uniquely distinguishes it from other boosters. Take MY_BOOSTER and VANILLA as examples.

Following the execution of that command, a new file should be visible in the /plugins/IBoosters/boosters folder.

Addon Roundup

What are addons?

Addons are used to extend the capabilities of the main plugin. We offer free addons which provide support for other plugins and also add additional features to the main plugin. You can view the entire list of addons on [BuiltByBit](#). There are two types of addons, those that add support to plugins and those that add features to the main plugin. Plugin support addons will mostly be a `.Lua` file. They can also be `.jar` files depending on the complexity.

Below is a list of plugins we currently support. We are open to suggestions.







Supported Plugins

Download the Lua file for the plugin you wish to support, place it in the addons folder and reload the plugin!

ChunkCollector Money
DeluxeSellwands Money
EconomyShopGui Money
ManifestCollector Money
VirtualSpawner Money
WildChests Money
WildTools Money
ZithiumCollector Money
Sellwand Money
ShopGUIPlus Money
RivalFishingRods Money, Essence, Tool XP
RivalHarvesterHoes Money, Essence, Tool XP
RivalMobSwords Money, Essence, Tool XP
RivalPickaxes Money, Essence, Tool XP
JobsReborn Money, XP, Points
Alonosolevels Levels
CyberLevels Levels
AuraSkills Skills
EcoSkills Skills
OptimalSkills Skills
mcMMO Skills
MMOCORE Skills
BattlePass Quest
EcoQuests Quest
FlareMobCoins Mobcoins
SuperMobcoins Mobcoins
EcoJobs Job XP
EcoPets Pet XP
EdPrison Currency & Enchant
LevelTools Tool XP

Loading an addon

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

 BossBarAddon	19/2/2024 6:33 am	File folder	
 Utils	20/3/2024 3:14 am	File folder	
 AllSellBoost-Addon	22/3/2024 1:27 pm	Lua Source File	6 KB
 BossBarAddon-1.0.6	22/3/2024 5:47 am	Executable Jar File	12 KB
 CommandAddon-1.0.1	22/3/2024 5:34 am	Executable Jar File	9 KB
 CyberLevels-Addon	30/3/2024 9:27 am	Lua Source File	1 KB



Implementing an addon

Feature addons will work once loaded; no extra steps required. Plugin support addons are identified by a **Type** and a **Namespace**. You should be able to open the `.Lua` files with any given text editor and retrieve the type and namespace which is usually located at the top. See below example.

```
name = "Sellwand- Addon"
version = "1.0.0"
author = "Hxtch"
description = {"This addon will add", "Support for Sellwand boosting"}

local TYPE = "Sell" <<-----
local NAMESPACE = "SELLWAND" <<-----

utils.subscribeToEvent("me.zachary.sellwand.api.events.SellwandSellEvent", function(event)
    local multi = boosterUtils.getMulti(event:getPlayer(), TYPE, NAMESPACE)

    if multi > 0 then
        event:setSellPrice(boosterUtils.calculateAmount(event:getSellPrice(), multi))
    end
end)
```

You will then be required to use the type and namespace in a booster's `YAML` file and that's it! See below example.

```
Type: Sell <<-----
Namespace: SELLWAND <<-----
Type_Display_Name: "Money"
Type_Menu_Item:
  Icon: GOLD_INGOT
  Display_Name: "&c&lMoney Booster"
  Priority: 0
  Model_Data: 0
  Lore:
    - ""
    - "&7&oThis boosts the amount"
    - "&7&o of money you earn"
```

```
- ""  
- "&7Amount: &f{amount}"  
- ""  
- "&fClick &7to view your boosters"
```

Global_Item:

```
Icon: GOLD_INGOT  
Model_Data: 0  
Display_Name: "&f&lGlobal &c&lMoney Booster"  
Glow_When_Active: false  
Inactive_Lore:
```

```
- ""  
- "&7&oThis boosts the amount"  
- "&7&o of money you earn"  
- ""  
- "&7Time: &f{time}"  
- "&7Multiplier: &fx{multiplier}"  
- ""  
- "&fClick &7to activate"
```

Activated_Lore:

```
- ""  
- "&7&oThis boosts the amount"  
- "&7&o of money you earn"  
- ""  
- "&7Time: &f{time}"  
- "&7Multiplier: &fx{multiplier}"  
- "&7Remaining time: &f{remaining}"
```

Personal_Item:

```
Icon: GOLD_INGOT  
Model_Data: 0  
Display_Name: "&f&lPersonal &c&lMoney Booster"  
Glow_When_Active: false  
Inactive_Lore:
```

```
- ""  
- "&7&oThis boosts the amount"  
- "&7&o of money you earn"  
- ""  
- "&7Time: &f{time}"  
- "&7Multiplier: &fx{multiplier}"  
- ""  
- "&fClick &7to activate"
```

Activated_Lore:

- ""
- "&7&oThis boosts the amount"
- "&7&o of money you earn"
- ""
- "&7Time: &f{time}"
- "&7Multiplier: &fx{multiplier}"
- "&7Remaining time: &f{remaining}"

Menu:

Title: "Money Boosters"

Size: 45

Booster_Slots: [10, 11, 12, 13, 14, 15, 16, 19, 20, 21, 22, 23, 24, 25]

Inactive_Booster_Button:

Icon: PAPER

Display_Name: "&d&lActive Boosters"

Slot: 40

Model_Data: 0

Lore:

- ""
- "&d| &7None"
- ""
- "&7➡ Activate a booster"

Deactivate_Booster_Button:

Icon: BARRIER

Display_Name: "&c&lDeactivate"

Slot: 41

Model_Data: 0

Lore:

- ""
- "&7➡ Deactivate the booster"

Previous_Page_Button:

Slot: 9

Icon_Script: |-

```

if canGo then
    return "LIME_DYE"
else
    return "GRAY_DYE"
end

```

Model_Data: 0

Next_Page_Button:

Slot: 17

Icon_Script: |-


```
    if canGo then
        return "LIME_DYE"
    else
        return "GRAY_DYE"
    end
Model_Data: 0
Misc_Items:
- Display_Name: "&7"
  Slots: [ 0, 1, 2, 3, 4, 5, 6, 7, 8, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39,
41, 42, 43, 44 ]
  Icon: BLACK_STAINED_GLASS_PANE
  Lore: []
  Glow: false
  Hide_Attributes: true
  Model_Data: 0
- Display_Name: "&7"
  Slots: [ 18, 26 ]
  Icon: GRAY_STAINED_GLASS_PANE
  Lore: []
  Glow: false
  Hide_Attributes: true
  Model_Data: 0
```