

Forum:[Hack Forums](#)

Thread: [GAListener Votifier not Rewarding users.](#)

SIM-1169085 - July 20, 2015, 4:42 pm

Hey guys I'm trying to set up votifier and everything works except for the fact that when users vote it doesn't give them a reward and it doesn't say "This person has voted and Received 2 diamonds" I'm using GAListener. Heres what my config looks like what am I doing wrong?

Quote:# GAListener v1.3.1

<http://www.minecraft-index.com>

settings section

onlineonly - Only delivers rewards when the player is online. If they are offline it will wait and deliver when they next join the server!

luckyvote - Enables the lucky voting section, this allows voters to have a random chance to receive additional rewards when they vote.

permvote - Enables the permission voting section, this allows voters to receive different rewards based upon their permissions.

cumulative - Enables the cumulative voting section, this allows voters to receive rewards once they have reached a certain number of votes.

broadcastqueue - Show broadcast message for queued votes.

broadcastoffline - Show broadcast message for offline queued votes.

broadcastrecent - Show broadcast message to recent voters (last 24 hours)

votecommand - Enables the /vote command which will show the message contained in the votemessage section at the bottom of the config.

rewardcommand - Enables the /rewards command which will show a list of all the cumulative voting rewards.

joinmessage - Show the message contained in the joinmessage section at the bottom of this config when a player joins the server.

voteremind - Message players who haven't voted in the last 24 hours. Shows the message contained in the remindmessage section at the bottom of this config.

remindseconds - How often (in seconds) between each reminder message.

ratelimit - Ignore votes received within this many seconds since the last vote for the same player on the same site. This should prevent duplicate votes.

logfile - Log received votes to vote.log file.

dbMode - Database mode. Use either mysql or sqlite.

dbFile - Database filename for SQLite.

dbHost - Database IP / Hostname for MySQL.

dbPort - Database port for MySQL.

dbUser - Database username for MySQL.

dbPass - Database password for MySQL.

dbName - Database name for MySQL.

dbPrefix - Database table prefix.

settings:

onlineonly: true

luckyvote: false

permvote: false

cumulative: true
broadcastqueue: true
broadcastrecent: true
broadcastoffline: false
votecommand: true
rewardcommand: true
joinmessage: true
voteremind: false
remindseconds: 300
ratelimit: 10
logfile: false
dbMode: 'sqlite'
dbFile: 'GAL.db'
dbHost: 'localhost'
dbPort: 3306
dbUser: 'root'
dbPass: ''
dbName: 'GAL'
dbPrefix: ''

services section (default is used if service doesn't exist)
The example below would give 5 diamonds per vote.

services:

default:

broadcast: '{GREEN}{username} {GOLD}has voted @ {GREEN}{service} {GOLD}and received {GREEN}5 Diamonds!'

playermessage: '{GREEN}Thanks for voting at {AQUA}{service}!'

commands:

- '/give {username} 264 2'

MC-Index:

broadcast: '{GREEN}{username} {GOLD}has voted @ {GREEN}MC-Index.com {GOLD}and received {GREEN}2 Diamonds!'

playermessage: '{GREEN}Thanks for voting at {AQUA}{service}!'

commands:

- '/give {username} 264 2'

luckyvotes section

The example below would give a 1 in 10 chance of a voter receiving an extra \$1000, and a 1 in 50 chance of an extra \$1000 and 100XP.

luckyvotes:

'10':

broadcast: '{GREEN}{username} {GOLD}was lucky and received an {GREEN}extra \$1000!'

playermessage: '{GREEN}You were lucky and received an extra \$1000!'

commands:

- '/eco give {username} 1000'

'50':

broadcast: '{GREEN}{username} {GOLD}was super lucky and received an {GREEN}extra 100 XP and \$1000!'

playermessage: '{GREEN}You were super lucky and received an {GREEN}extra 100 XP and \$1000!'

commands:

```
- '/xp give {username} 100'  
- '/eco give {username} 1000'
```

permission reward section

This example would give players with the permission node "gal.double" 10 Diamonds instead of their regular reward.

perms:

double:

broadcast: '{GREEN}{username} {GOLD}has voted @ {GREEN}{service} {GOLD}and received {GREEN}10 Diamonds!'

playermessage: '{GREEN}Thanks for voting at {AQUA}{service}!'

commands:

- '/give {username} 264 10'

cumulative reward section

This example would give players 20 Diamonds once they have reached a total of 10 votes.

cumulative:

'10':

broadcast: '{GREEN}{username} {GOLD}has voted a total of {YELLOW}10 times {GOLD}and received {GREEN}20 Diamonds!'

playermessage: '{GREEN}Thanks for voting {AQUA}10 times!'

rewardmessage: '20x Diamond'

commands:

- '/give {username} 264 20'

blocked - a list of worlds where rewards should be disabled, they will remain queued until the player is in an allowed world.

blocked:

- world_blocked

Available formatting codes for messages:

{service} {servicename} {SERVICE} = service name

{username} {player} {name} = player username

{votes} = current vote total

& = Colour Symbol to enter manual colours / control codes

{AQUA} {BLACK} {BLUE} {DARK_AQUA} {DARK_BLUE}

{DARK_GRAY} {DARK_GREEN} {DARK_PURPLE} {DARK_RED} {GOLD}

{GRAY} {GREEN} {LIGHT_PURPLE} {RED} {WHITE} {YELLOW} {BOLD}

{ITALIC} {UNDERLINE} {STRIKETHROUGH} {STRIKE}

{STRIKETHROUGH} {MAGIC} {RESET}

votemessage:

- '{GOLD}-----'

- 'Vote for us every day for in game rewards and extras here

<http://www.planetminecraft.com/server/survival-central-semi-vanilla-server/vote/>

- '{GOLD}-----'

- '{AQUA}You currently have {GREEN}{votes} Votes'

remindmessage:

```
- '{GOLD}-----'  
- 'You have not voted recently, please vote to support the server'  
- '{GOLD}-----'  
- '{AQUA}You currently have {GREEN}{votes} Votes'
```

joinmessage:

```
- '{GOLD}-----'  
- 'Vote for us every day for in game rewards and extras'  
- '{GOLD}-----'  
- '{AQUA}You currently have {GREEN}{votes} Votes'
```

Additional formatting codes for below:

```
# {TOTAL} = vote total - used for /rewards  
# {REWARD} = current rewardmessage as specified in the cumulative reward section - used for  
/rewards  
# {POSITION} = current rank - used for /votetop  
# {username} = player name - used for /votetop
```

rewardformat: '{GREEN}{TOTAL} Votes {GRAY}- {AQUA}{REWARD}'

votetopformat: '{POSITION}. {GREEN}{username} - {WHITE}{TOTAL}'

rewardheader:

```
- '{GOLD}----- {WHITE}[ {DARK_AQUA}Rewards{WHITE} ] {GOLD}-----'
```

votetopheader:

```
- '{GOLD}----- {WHITE}[ {DARK_AQUA}Top Voters{WHITE} ] {GOLD}-----'
```

rewardfooter:

```
- '{AQUA}You currently have {GREEN}{votes} Votes'
```

Nick - July 20, 2015, 6:36 pm

Usually means Votifier is the problem. Either you are on a shared host and someone else is using the port or your private keys don't match up on the site.

SIM-1169085 - July 20, 2015, 6:58 pm

(Jul 20, 2015 06:36 PM)Nick Wrote: [\[CITE\]](#) Usually means Votifier is the problem. Either you are on a shared host and someone else is using the port or your private keys don't match up on the site. I'm using the port 25565 because my server uses a dedicated ip do I have to change it to a different port?

Berry Fusion - July 20, 2015, 10:19 pm

(Jul 20, 2015 06:58 PM)YoungMarijuana Wrote: [\[CITE\]](#) I'm using the port 25565 because my server uses a dedicated ip do I have to change it to a different port?Yes. If by dedicated IP you mean your IP is something like xxx.xxx.xxx without a port at the end, you really are using port 25565, you just don't have to type it because it's the default Minecraft port, meaning that port it taken by you.

SIM-1169085 - July 20, 2015, 11:46 pm

(Jul 20, 2015 10:19 PM)K-Dot Wrote: [\[CITE\]](#) Yes. If by dedicated IP you mean your IP is something like xxx.xxx.xxx without a port at the end, you really are using port 25565, you just don't have to type it because it's the default Minecraft port, meaning that port it taken.

So what? I just have to keep trying different ports until I find one that isn't taken?