POINTSHOP

BETTING

User Guide

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Pointshop Betting

Pointshop Betting brings a fun new dimension to your gamemode and pointshop. It supports the most popular gamemodes out of the box and has tons of configurable options to suit betting to your server and also has options to stop point farming and keep betting fun!

There are three betting modes to suit your gamemode or server. Bet on teams, bet on yourself or bet on other players. You can also have betting at the round start, or after your dead.

This guide describes how to install, configure and customize every setting of the Pointshop Betting addon including detailed descriptions on each and every setting and Developer documentation for creating custom gamemode support.

Installation

To install Pointshop Betting all you need to do is unzip the download (click Download on the Pointshop Betting System page after purchasing to get the zip file). Then, if you use FastDL or a Workshop pack for your server add the resource folder to your FastDL/pack. (Resources are added automatically for FastDL servers)

Configuration

To make Pointshop Betting even easier to configure, all the addons settings can be managed in one file; sh_bettingconfig.lua In here you can manage the theme, core settings, Betting Mode and UI, chat notices and sounds.

Customizing Theme

The first section of the config file allows you to customize a few theme colors. Other colors are taken from the team color.

Theme Setting	Details
BETTING.Theme.ControlColor	Betting panel and winner panel background color
BETTING.Theme.NoticePrefixColor	Betting chat prefix color
BETTING.Theme.NoticeTextColor	Betting chat text color

Customizing Betting and UI Settings

The second section of the config file allows you to control the betting mode and UI.

Set OnlyAllowBetsSelf and AllowBetsOnOthers to false to enable the first betting mode, where players bet on a team to win.

Set OnlyAllowBettingAtRoundStartTime to false to enable betting when dead/spectating instead of betting at the start of each round.

Betting Setting	Details
BETTING.Settings.BetMultiplier	Multiplier for pointshop bets (e.g. 100x2 = 200 if bet wins)
BETTING.Settings.MinimumBet	Minimum points allowed to bet (must be at least 1)
BETTING.Settings.MaximumBet	Maximum points allowed. Set to 0 to have no limits on bets.
BETTING.Settings.MinimumPlayersForBetting	Minimum number of players needed on the server to allow bets
BETTING.Settings.MinimumAlivePlayersForBetting	Minimum number of players needed to still be alive to allow betting.
BETTING.Settings.OnlyAllowBettingAtRoundStartTime	Betting is only allowed for the first x seconds of the round. Set this to zero to enable betting when dead/spectating.
BETTING.Settings.OnlyAllowBetsSelf	Set to true to enable the second betting mode. (Players bet on themselves and must win and stay alive)
BETTING.Settings.AllowBetsOnOthers	Set to true to enable the third betting mode. (Players can bet on any player who must then

	win and stay alive)
BETTING.Settings.HideBetScreenWhilstAlive	Hide the bet panel when the player is still alive. (OnlyAllowBettingAtRoundStartTime must be enabled to use this option.)
BETTING.Settings.HideBetScreenWhilstDead	Hide the bet panel when the player is dead/spectating and has an active bet. (It will show again to display the results and the end of the round.)
BETTING.Settings.ShowBetResultsTime	How long to show the bet results (in seconds)
BETTING.Settings.FKeyShowCursor	Set to F1,F1,F3,F4 or "" to disable (Useful for gamemodes with no cursor key)
BETTING.Settings.ShowFKeyShowCursorMessage	Show message on bet panel notifying players of the FKey
BETTING.Settings.DisableCursorAfterBetPlaced	Hide cursor after bet is placed
BETTING.Settings.ShowHighestWinnerOrLoser	Show announcement about highest winner/loser of the round
BETTING.Settings.ShowHighestWinnerOrLoserTim	How long to show the highest winner/loser annoucnement (in seconds)
BETTING.Settings.ShowOnRight	When set to true the betting UI will show on the right hand side of the screen. (Set to false to show on the left)
BETTING.Settings.HideWhenChatBoxOpen	Hide the betting panel when the chatbox is open.

Customizing Chat Notice Settings

The third section of the config file allows you to control the chat notice settings.

Notice Setting	Details
BETTING.Settings.NoticePrefix	Prefix shown before chat notices
BETTING.Settings.ShowNotificationsAboutOtherBets	Show a notice when somebody places a bet?
BETTING.Settings.ShowNotificationsAboutNoBets	Show a notice when nobody places a bet?

Sound Settings

The fourth section of the config file allows you to control sounds & result music. You can specify a URL to play a sound from the web; clients will stream these sounds and won't need to download them when joining your server. Otherwise specify the sound path to play a local sound.

Sound Setting	Details
BETTING.Settings.EnableSounds	Set to false if you want to disable all the sounds. If you want to disable a specific sound you can

	comment out the config line.
BETTING.Settings.BetPlacedSound	Sound played when a player places a bet.
BETTING.Settings.WinningBetMusic	A list of music files to be played when a player wins a bet. The music file to be played will be selected randomly from the list.
BETTING.Settings.LosingBetMusic	A list of music files to be played when a player loses a bet. The music file to be played will be selected randomly from the list.

Logging

The final section of the config file allows you to toggle on/off logging of bets to the ULX log file. You must have ULX installed with logging enabled to use this feature. Bets, results and amounts are logged to data/ulx_logs/...

Logging Setting	Details
BETTING.Settings.LogBettingToULXFile	Enable logging?

Developer API

Pointshop Betting makes it easy for developers to add support for new gamemodes with just a few lines of code. The addon automatically loads the support file for the current gamemode from pointshopbetting/lua/betgamemodes.

Take a look at the files for already supported gamemodes if you need help adding pointshop betting to your gamemode. Below the key variables, functions and hooks are described that you may want to use in order to add pointshop betting capability.

Variables	Use
BETTING.FirstTeam	This variable must be equal to either a gamemode team (i.e. TEAM_RUNNER) or a table with a team ID, name, color and function to check whether a player is on the team. See the deathrun and terrortown gamemode support files for examples of how to use both team types.
BETTING.SecondTeam	Using the same format as the first team, the team/teamID must be unique.

Functions	Use

BETTING.FinishBets(winner, cancel)	Call this function to finish bets for the round. You should call this when the gamemode round ends with the Team or TeamID which won the round. Pass true as the second argument to cancel all bets even if their team wins.
BETTING.NewBet(ply, cmd, args)	Optionally you can call this function to place a bet from another script. You must pass the player betting, you can pass an empty string for cmd "", and the args table should include the team/team ID bet on, bet amount and if required the player bet on.
BETTING.Settings.CustomCanBetFunction = function(ply,plybeton) end	Use this setting with a custom function to check conditions separate from the gamemode script on whether a player should be allowed to bet or not. Return true to allow betting or false to disallow with an optional message to show to the user. The addon passes the player betting and player bet on if one exists. An example is shown in the sh_bettingconfig.lua file.

Hooks	Use
PlayerCanBet	This hook is shared and must return the same result on both the server and client. Use this hook to check gamemode conditions and time limits and then return true if the player should be allowed to bet or false if not. If you return false optionally you can also return a message to display to the user. You need to check how long it is since the current round has begun if OnlyAllowBettingAtRoundStartTime is enabled and return false if the start period has expired.