

Main configuration file

This documentation is for v2 version, unfortunately v1 is no longer maintained.

Main configuration file contains most of the features of EnhancedGlist and you can edit this by editing `config.conf` file located inside of the data folder of EnhancedGlist.

Default configuration file should look something similar to this:

Content of default config.conf file

```
do-not-edit-this {
  # Do not edit this
  config-version="BUILD_COMMIT_HASH"
}

commands {
  glist {
    # Label to use for /glist command
    label="glist"
    # Permission required to execute /glist command
    permission="egl.commands.glist"
    # Optional, define aliases for /glist command
    aliases=["globalist"]
    # If enabled, a GUI will be displayed when a player executes this command
    # If disabled, data will be displayed in chat
    # To use this feature you must add Protocolize to your proxy:
    # https://www.spigotmc.org/resources/protocolize-protocollib-for-bungeecord-waterfall-velocity.63778/
    use-gui-menu=true
  }

  slist {
    # Label to use for /slist command
    label="slist"
    # Permission required to execute /slist command
```

```
permission="egl.commands.slist"
# Optional, define aliases for /slist command
aliases=["serverlist"]
# If enabled, a GUI will be displayed when a player executes this command
# If disabled, data will be displayed in chat
# To use this feature you must add Protocolize to your proxy:
# https://www.spigotmc.org/resources/protocolize-protocollib-for-bungeecord-waterfall-velocity.63778/
use-gui-menu=true
}

egl {
# Label to use for /egl command
label="egl"
# Permission required to execute /egl command
# Warning!!! This is a privileged command, only give this permission to
administrators.
permission="egl.commands.egl"
# Optional, define aliases for /egl command
aliases=["serverlist"]
}
}

general {
# Prefix for chat messages
prefix="<bold><aqua>EGlist ></aqua></bold><reset>"
# Supported languages: en (english), es (spanish)
language="en"
# Players per row (/slist)
players-per-row=2
# Players to display per page (/slist)
players-per-page=16
# Cache configuration
cache {
# Cache players that are connected in a certain server (/slist)
server-players {
# Set true to enable this cache
enable=true
}
```

```
# Number of seconds to keep the cache, after this period cache will be refreshed
time=20
}
}
# If empty servers should be hidden (when server has no players connected)
hide-empty-servers=true
# Number of servers to display on each page (/glist)
servers-per-page=8
# The number of players required to display a server (/glist), set 0 to always display
empty servers.
min-players-required-to-display-server=0
# If server names should be displayed as uppercase (/glist and /slist)
display-server-name-uppercase=false
}

behavior {
  # Related to vanish
  vanish {
    # If vanish should be handled by plugin
    enable=true
    # If vanished players should be hidden, useful if you want /glist to be used by
players.
    hide-vanished-users=true
    # Permission to allow a player to see vanished players in /glist
    hide-bypass-permission="egl.bypass.vanish.hide"
  }

  # Related to AFK state
  afk {
    # If AFK state should be handled by plugin
    enable=true
  }
}

# Updater configuration
updates {
  # If plugin should check for new updates
  check-for-updates=true
}
```

```
# Period to check for updates in seconds
check-interval=300
# Notifications
notify {
  # Notify when a player joins to proxy
  on-join {
    # Enable this notification
    enable=true
    # Milliseconds to delay update message sent in chat (if an update is available)
    delay=2500
    # Only players with this permission can see the update message (if an update is
available)
    permission="ebcl.update.notify"
  }

  # Console notification
  console {
    # Enable this notification
    enable=true
    # Notification interval in seconds
    notification-interval=1800
  }
}

# Servers to ignore, all servers in this list will be hidden from /glist
# Also ignored servers will not be taken in account for server groups.
ignore-servers {
  # Ignore servers by exact name
  by-name=[
    "login1",
    "login2",
    "login3"
  ]
  # Ignore servers that match RegEx pattern
  # You can use this tool to test a RegEx expression: https://regexr.com/
  by-pattern=[
    "login.*"
  ]
}
```

```
]
}

# Group servers, useful if you have multiple instances of a same server
group-servers {
  # Example: lobby1, lobby2, lobby3 and lobby4 servers will be grouped as one server named
  "lobby"
  lobby=[
    "lobby1",
    "lobby2",
    "lobby3",
    "lobby4"
  ]
  # Example: all servers that start with "bedwars-lobby" and "bedwars-game" will be
  grouped as one server named "bedwars"
  bedwars {
    # RegEx pattern.
    # You can use this tool to test a RegEx expression: https://regexr.com/
    patterns=[
      "bedwars-game.*",
      "bedwars-lobby.*"
    ]
  }
}
```

Configuration properties

do-not-edit-this

This section is used by EnhancedGlist to know the current state of configuration and apply updates if needed, you should never edit this.

commands

glist

Settings related to `/glist` command.

Property	Default Value	Description
<code>label</code>	<code>glist</code>	Label to use for <code>/glist</code> command.
<code>permission</code>	<code>egl.commands.glist</code>	Required permission to execute <code>/glist</code> command
<code>aliases</code>	<code>["globalist"]</code>	Aliases to use for <code>/glist</code> command.
<code>use-gui-menu</code>	<code>true</code>	If <code>/glist</code> should use a GUI menu instead of chat messages to display information. This is only applied when Protocolize is available in your server, see Installation page for more information.

slist

Settings related to `/slist` command.

Property	Default Value	Description
<code>label</code>	<code>slist</code>	Label to use for <code>/slist</code> command.
<code>permission</code>	<code>egl.commands.slist</code>	Required permission to execute <code>/slist</code> command
<code>aliases</code>	<code>["serverlist"]</code>	Aliases to use for <code>/slist</code> command.
<code>use-gui-menu</code>	<code>true</code>	If <code>/slist</code> should use a GUI menu instead of chat messages to display information. This is only applied when Protocolize is available in your server, see Installation page for more information.

egl

Settings related to `/egl` command.

Property	Default Value	Description
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<code>label</code>	<code>slist</code>	Label to use for <code>/slist</code> command.
<code>permission</code>	<code>egl.commands.slist</code>	Required permission to execute <code>/slist</code> command
<code>aliases</code>	<code>["serverlist"]</code>	Aliases to use for <code>/slist</code> command.

general

Property	Default Value	Description
<code>prefix</code>	<code><bold><aqua>EGList ></aqua></bold><reset></code>	Prefix to use to identify plugin in chat messages.
<code>language</code>	<code>en</code>	Language to use for messages, see Available translations .
<code>players-per-row</code>	<code>2</code>	Number of players to display on each line of chat when player list is displayed using <code>/slist</code> command. <i>Note that this setting is not applicable for GUI, this is only applicable if you are not using the GUI System or if you uses <code>/slist</code> command from console, since console cannot render GUI.</i>
<code>players-per-page</code>	<code>16</code>	Number of players to display on each page for <code>/slist</code> command. <i>Note that this setting is not applicable for GUI, this is only applicable if you are not using the GUI System or if you uses <code>/slist</code> command from console, since console cannot render GUI.</i>

<code>hide-empty-servers</code>	<code>true</code>	<p>Enable this to hide empty servers if server does not have the minimum amount of players required to be displayed (<code>min-players-required-to-display-server</code>).</p> <p><i>Note that this setting is not applicable for GUI, this is only applicable if you are not using the GUI System or if you uses <code>/slist</code> command from console, since console cannot render GUI.</i></p>
<code>min-players-required-to-display-server</code>	<code>0</code>	<p>Min players required to display a server in the servers list for <code>/glist</code> command.</p> <p><i>Note that this setting is not applicable for GUI, this is only applicable if you are not using the GUI System or if you uses <code>/glist</code> command from console, since console cannot render GUI.</i></p>
<code>servers-per-page</code>	<code>8</code>	<p>Number of servers to display on each page for <code>/glist</code> command.</p> <p><i>Note that this setting is not applicable for GUI, this is only applicable if you are not using the GUI System or if you uses <code>/glist</code> command from console, since console cannot render GUI.</i></p>
<code>display-server-name-uppercase</code>	<code>false</code>	<p>If server names should be displayed in uppercase.</p>

cache

server-players

Cache to retain the player list of a server when `/slist` command is used. This cache is intended for an easy read of player list, especially when server has a high player concurrency.

Note that this setting is not applicable for GUI, this is only applicable if you are not using the GUI System or if you uses `/slist` command from console, since console cannot

render GUI.

Property	Default Value	Description
<code>enable</code>	<code>true</code>	If cache should be used, if you disable this, every <code>/slist</code> command execution will use the real player list but this can be hard to read if server has a high concurrency of players.
<code>time</code>	<code>20</code>	Time in seconds to keep cache, after this time cache will be refreshed.

behavior

vanish

Property	Default Value	Description
<code>enable</code>	<code>true</code>	If enabled, EnhancedGlist will handle Vanish updates from players. Note that you must install the Spigot version of EnhancedGlist to handle updates from Spigot.
<code>hide-vanished-users</code>	<code>true</code>	If enabled, vanished players will be hidden from player list.
<code>hide-bypass-permission</code>	<code>egl.bypass.vanish.hide</code>	Give this permission to your staff. With this permission, a player will be able to view vanished players from player list.

afk

Property	Default Value	Description
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<code>enable</code>	<code>true</code>	If enabled, EnhancedGlist will handle AFK updates from players. Note that you must install the Spigot version of EnhancedGlist to handle updates from Spigot.
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updates

Property	Default Value	Description
<code>check-for-updates</code>	<code>true</code>	If EnhancedGlist should check for new updates.
<code>check-interval</code>	<code>300</code>	Time in seconds to perform a check for new updates.

notify

on-join

Property	Default Value	Description
<code>enable</code>	<code>true</code>	Enable notification on player join.
<code>delay</code>	<code>2500</code>	Time in milliseconds to delay the update notification message when player join.
<code>permission</code>	<code>ebcl.update.notify</code>	Only players with this permission will receive update notification.

console

Property	Default Value	Description
<code>enable</code>	<code>true</code>	Enable notification on console.
<code>notification-interval</code>	<code>1800</code>	Time in seconds to send notification to console when a update is available.

ignore-servers

Define servers to be ignored from server list (i.e. list displayed when `/glist` command is executed)

Property	Default Value	Description
<code>by-name</code>	<code>["login1","login2","login3"]</code>	Ignore servers by exact name.
<code>by-pattern</code>	<code>["login.*"]</code>	Ignore servers by name using regex expressions, you can use RegExr webpage to test regex expressions.

group-servers

Group multiple servers by name. You can define many groups as you want, there is no limit of groups.

Examples:

Group multiple lobbies using exact name, in this example, lobby1, lobby2, lobby3 and lobby4 will be grouped as "lobby".

```
group-servers {
  lobby=[
    "lobby1",
    "lobby2",
    "lobby3",
    "lobby4"
  ]
}
```

Also this can be done if you uses a Regex pattern to group all servers that starts with "lobby" word.

```
group-servers {
  lobby=[
```

```
patterns=[
  "lobby.*"
]
}
```

In this example, lobby1, lobby2, lobby3 and lobby4 will be grouped as "lobby", and all servers that starts with "bedwars-game" and "bedwars-lobby" will be grouped as "bedwars".

```
group-servers {
  lobby=[
    "lobby1",
    "lobby2",
    "lobby3",
    "lobby4"
  ]
  bedwars {
    patterns=[
      "bedwars-game.*",
      "bedwars-lobby.*"
    ]
  }
}
```

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