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 This documentation is for v2 version, unfortunately v1 is no longer maintained.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
`label`	`glist`	Label to use for /glist command.
`permission`	`egl.commands.glist`	Required permission to execute /glist command
`aliases`	`["globalist"]`	Aliases to use for /glist command.
`use-gui-menu`	`true`	If /glist 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
`label`	`slist`	Label to use for /slist command.
`permission`	`egl.commands.slist`	Required permission to execute /slist command
`aliases`	`["serverlist"]`	Aliases to use for /slist command.
`use-gui-menu`	`true`	If /slist 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

`label`	`slist`	Label to use for /slist command.
`permission`	`egl.commands.slist`	Required permission to execute /slist command
`aliases`	`["serverlist"]`	Aliases to use for /slist command.

general

Property	Default Value	Description
`prefix`	`<bold><aqua>EGlist ></aqua></bold><reset>`	Prefix to use to identify plugin in chat messages.
`language`	`en`	Language to use for messages, see Available translations.
`players-per-row`	`2`	Number of players to display on each line of chat when player list is displayed using `/slist` command. *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.*
`players-per-page`	`16`	Number of players to display on each page for `/slist` command. *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.*

`hide-empty-servers`	`true`	Enable this to hide empty servers if server does not have the minimum amount of players required to be displayed (`min-players-required-to-display-server`). *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.*
`min-players-required-to-display-server`	`0`	Min players required to display a server in the servers list for `/glist` command. *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 `/glist` command from console, since console cannot render GUI.*
`servers-per-page`	`8`	Number of servers to display on each page for `/glist` command. *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 `/glist` command from console, since console cannot render GUI.*
`display-server-name-uppercase`	`false`	If server names should be displayed in uppercase.

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

behavior

vanish

Property	Default Value	Description
`enable`	`true`	If enabled, EnhancedGlist will handle Vanish updates from players. Note that you must install the Spigot version of EnhancedGlist to handle updates from Spigot.
`hide-vanished-users`	`true`	If enabled, vanished players will be hidden from player list.
`hide-bypass-permission`	`egl.bypass.vanish.hide`	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

`enable`	`true`	If enabled, EnhancedGlist will handle AFK updates from players. Note that you must install the Spigot version of EnhancedGlist to handle updates from Spigot.

updates

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

notify

on-join

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

console

Property	Default Value	Description
`enable`	`true`	Enable notification on console.
`notification-interval`	`1800`	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
`by-name`	`["login1","login2","login3"]`	Ignore servers by exact name.
`by-pattern`	`["login.*"]`	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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