

Stats API

Was ist das?

The Stats API is a plugin that records player statistics. This data is stored exclusively in the MySQL database specified in the mysql.json file. There is also the possibility to implement the StatsAPI as a developer of plugins.

Configuration

RecordedStats

Under this item you can enter the name of the statistic. After that, you can choose between different specifications.

- KILLS
- DEATHS
- BROKEN_BLOCKS
- PLACED_BLOCKS
- DUMMY

Kills: The player's kills are counted here.

Deaths: The player's deaths are counted here.

Broken blocks: The player's removed blocks are counted here.

Placed blocks: Here the set blocks of the players are counted.

Dummy: Statistics should only be entered under Dummy if another plugin requires it. If you enter it anyway, there is no way to change the statistics.

Ranking

Under Ranking, a value from RecordedStats must be entered. This statistic is used to sort the ranking.

Reload

The reload value determines when the ranking should be reloaded. If this value is commented out, the ranking is only loaded when the server is started.

Heads

Here you can enter how many heads the top wall should have.

GameMode

If you have several game modes, you can enter your game mode here. This name is only used in the MySQL table.

Command

The name of the command with which one can call up one's statistics can be changed at "Command". If this item is commented out, the command is not registered.

Permissions:

- ❖ /stats
 - statsapi.commands.stats
 - statsapi.commands.stats.other
- ❖ /topwall
 - statsapi.commands.topwall

Java-Developer:

If you want to use the Stats API as a developer, you have to add the plugin as a dependency to your project. Then the class "StatsAPI" is available to you.

```
StatsAPI.getInstance()
Returns an instance of StatsAPI.

StatsAPI.getInstance().getStatsPlayer()
Returns the StatsAPI.StatsPlayer of the provided Player or UUID.

statsPlayer.getRanking()
statsPlayer.getStatistic()
Through the statsplayer, you can get the rank of the player or a specific
statistic.

statsPlayer.addStats()
Change the stats of a player.

StatsAPI.getInstance().getRank()
Returns the UUID of the provided rank id.

StatsAPI.getInstance().getRecordedStats()
Returns a Map<String, StatsType> of the configured recorded stats
```